

RCP Plus Reference

RCP Version 3

Specification



BOSCH

Technik fürs Leben

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1.1 Transport Protocol

The transport protocol for this remote control must be TCP. All VideoJets will establish a TCP listen socket on port 1756. Any remote control must be sent to this port. Multiple RCP connections from the same endpoints are allowed. The maximum number of RCP connections on a single endpoint is limited to 50 connections at the same time. Alternatively, a connection can be made using a HTTP tunnel. See this chapter for details.

Remote Control ProtocolPlus Protocol Header Layout

Version 3 (VIP, VideoJet and VipX Series and VIP110Version 6.0 and higher). The RCP Plus protocol header consists of 16 Bytes. The begin of the payload section is now on DWORD boundary.

		16				32			
Tag 2 Bytes				Data Type 1 Byte		Version 4 Bits		R/W 4 Bits	
C 1 Bit	T 1 Bit	Action 6 Bits		Reserved 1 Byte		Client ID 2 Bytes			
Session ID 4 Bytes									
Numeric Descriptor ID 2 Bytes					Payload Length 2 Bytes				
8					24				

Tag

Each tag is represented by two octets. It identifies the command which should be processed by the VideoJet.

Data Type

Specifies the data type of the payload section. These are the currently available data types.

Values:

F_FLAG	0x00
T_OCTET	0x01
T_WORD	0x02
T_INT	0x04
T_DWORD	0x08
P_OCTET	0x0C
P_STRING	0x10
P_UNICODE	0x14

Version

The current RCP version is 3. Backward compatibility to version 2 or version 0 is NOT provided.

R/W

Specifies whether the command should read or write. The Read/Write field is coded in the lower nibble of byte 4.

Values:

Read	0x00
Write	0x01

C

Continuation. This bit signals, when set, that this RCP+ packet is not terminated in the payload; additional packets with the full RCP+ header will follow immediately in the stream as long as this bit is cleared. The reassembly of the complete payload is up to the application and is beyond the scope of this document.

T

StringTable available. This bit signals, when set, that there is a string table appended to this RCP+ packet which contains IPv6 addresses or host names.

Action

Specifies the kind of the packet.

Values:

Request	0x00
Reply	0x01
Message	0x02
Error	0x03

Reserved

This byte is returned by the VideoJet unchanged. It is up to the user to setup a request ID here to assign the replies to multiple pending requests.

Client ID

Each RCP client register results in a Client ID; this ID has to be provided in all following RCP commands.

Session ID

This ID is used for implementations which need to identify a once registered user in other applications or RCP sessions.

Numeric Descriptor ID

The Numeric Descriptor specifies an attribute for components which are installed more than one time inside the VideoJet, e.g. inputs or relays. The first component is always counted as 1. If this field is not applicable to the command in this packet, a value of zero should be inserted.

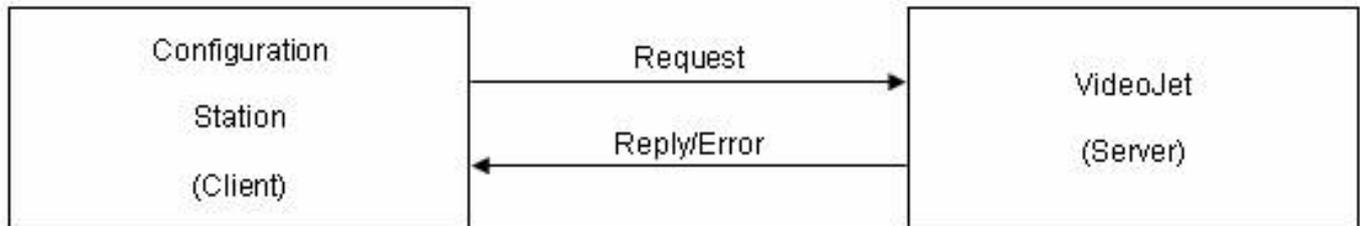
Payload Length

The number of data bytes inside the payload section. The length field itself is not counted.

1.3 RCP Protocol Procedure

Request / Reply

The VideoJet unit will send back a reply on each incoming request. In some protocol functions the reply will carry no data.



Note: A reply from a write command which is not readable will be an RCP_ERROR_READ_NOT_SUPPORTED (error code 0x90) This means that it is not possible to determine correct setting of the command.

Messages

A message will be generated on the VideoJet on certain events (see RCP command for details). If an RCP client is registered to receive a certain message (e.g. an input state has changed), the VideoJet will generate it. The message has the same payload format as the response to a Read command of the same tag, except the reserved byte. The reserved byte is used as sequence number.



RCP is capable of sending messages on certain events. Before an RCP client can receive these messages, a registration at the VideoJet is necessary.

RCP Errors

The packet will have the standard layout with the method field set to 'Error'. The first bytes of the payload section contains error cause. If the error code is RCP_ERROR_COMMAND_SPECIFIC, then the command specific error (see RCP command for details) is included in the second byte. The following generic error codes are defined:

RCP_ERROR_INVALID_VERSION	0x10
RCP_ERROR_NOT_REGISTERED	0x20
RCP_ERROR_INVALID_CLIENT_ID	0x21
RCP_ERROR_INVALID_METHOD	0x30
RCP_ERROR_INVALID_CMD	0x40
RCP_ERROR_INVALID_ACCESS_TYPE	0x50
RCP_ERROR_INVALID_DATA_TYPE	0x60
RCP_ERROR_WRITE_ERROR	0x70
RCP_ERROR_PACKET_SIZE	0x80
RCP_ERROR_READ_NOT_SUPPORTED	0x90

RCP_ERROR_INVALID_AUTH_LEVEL	0xa0	
RCP_ERROR_INVALID_SESSION_ID	0xb0	
RCP_ERROR_TRY_LATER	0xc0	
RCP_ERROR_TIMEOUT	0xd0	
RCP_ERROR_NO_LICENCE	0xe0	Used by NVR only
RCP_ERROR_COMMAND_SPECIFIC	0xf0	
RCP_ERROR_ADDRESS_FORMAT	0xf1	
RCP_ERROR_NOT_SUPPORTED_ON_THAT_PLATFORM	0xf2	
RCP_ERROR_UNKNOWN	0xff	

Note the error code 0xc0 RCP_ERROR_TRY_LATER indicates, that the VideoJet recognizes the command, but it cannot be processed immediately. The client should repeat this command later.

A list of all defined command specific error codes can be found in the Appendix.

1.4 RCP over a HTTP tunnel

Many network installations includes firewalls to protect network segments against unauthorized access. In many cases, the HTTP port (80) is enabled by default to gain Internet access. For this purpose, RCP offers a second network port. As the VideoJet has a built in webserver, the connection can be made to the webserver, the token

```
GET /rcp_tunnel HTTP1.0\r\n\r\n
```

advices the webserver to pass this socket to the RCP server. From that point on, the client is connected to the RCP server and can immediately continue with RCP registration.

Note: The delimiters '\r' and '\n' are written here in C notation; in the TCP packet to the server these delimiters corresponds with the ASCII codes 0x0d and 0x0a.

Example:

- Establish a TCP connection to port 80 at your Videjet
- Send the string "GET /rcp_tunnel HTTP/1.0\r\n\r\n" (as HEX string: 0x47 0x45 0x54 0x20 0x2f 0x72 0x63 0x70 0x5f 0x74 0x75 0x6e 0x6e 0x65 0x6c 0x20 0x48 0x54 0x54 0x50 0x31 0x2e 0x30 0x0d 0x0a 0x0d 0x0a)
- Proceed in the same manner as a normal RCP connection

Receiving media data

The VideoJet is capable for tunneling media data through HTTP. In some network environments this might be helpful.

When using this mechanism, the connect primitive must set the "RTP over TCP" for the media encapsulation protocol. The response for Media host and port can be ignored. After that, a TCP connection to the HTTP port must be established. By sending the string

```
GET /media_tunnel/SSSSSSSS/CC/DD/LL/CO HTTP/1.0\r\n\r\n
```

SSSSSSSS	The session ID returned from the connect primitive (padded with leading zeros to 8)
CC	The media type (see connect primitive; 01=video, 02=audio)
DD	Direction of media (01=receive media, 00=transmit media)
LL	The line input number
CO	The relative coder number

When the HTTP server inside the VideoJet received this string, it passes this socket to the RCP. From that point on, media data will be transferred over this socket using TPKT encapsulation (see chapter Packetizing in the TCP Stream).

The coder numbers that have to be used to establish the media tunnels is a relative one that isn't unique when using video as media type. The video and meta data can have the same relative coder number and have the same media type. In that case the optional index parameter might be used to distinguish the media channels:

```
GET /media_tunnel/SSSSSSSS/CC/DD/LL/CO?index=n HTTP/1.0\r\n\r\n
```

where n is the number of the initial connect primitive channel position starting at 1.

E.g the ConnectPrimitive request contains a Get Video, a Get Audio and a Get Meta section, then the index for video would be 1, the index for audio 2 and the index for meta would be 3.

When all sockets of a session are in data sending mode, a RCP message MEDIA_SOCKETS_COMPLETE with the associated session ID will be sent out to the initiator of the session. This is useful when a session is used for replay; the replay PLAY command can securely be applied when the MEDIA_SOCKETS_COMPLETE message has been arrived.

1.5 Autodetecting Devices

Bosch Security Systems products are being detected on a network using an IP broadcast to either the static UDP port 1757 or to the configurable UDP discover port. The default port number for the configurable discover port is 1800, and it can be modified with the RCP command `CONF_DISCOVER_PORT` (0x0976). In addition to the possibility to send a scan request packet to the broadcast destination address of 255.255.255.255, the discover port of the devices listens for scan requests sent to the configurable multicast group, which can be set by means of the RCP command `CONF_AUTODETECT_REPLY_GROUP` (0x0956). The default multicast detect group is 225.86.67.83.

Devices generate and transmit their replies to an autodetect request with a random delay of up to 2 seconds. When implementing your own detection software, please bear in mind that, when calculating the necessary waiting period until all replies are received, additionally to the possible span of max 2 seconds, you need to consider the time necessary to process the reply as well as the time the packet spends on the wire and in propagation devices like switches or routers on its way to and back from the device to be detected.

The scanned devices send their replies either to the source IP address of the request, or to the broadcast address 255.255.255.255. In case the source IP address of the request resides inside the same subnet, that is defined by the scanned device's IP address and its subnet mask, the reply is addressed to the source IP address in the request. If the originator is not located in the same subnet as the scanned device, the reply is addressed to the broadcast address 255.255.255.255. In case of a scan request sent to the device via the multicast scan group, the reply is addressed to the same multicast group.

An autodetect scan request packet must consist of an autodetect request header, that may or may not be preceded by an RCP plus protocol header for command id `CONF_RCP_AUTODETECT` (0xffdc). In case of an existing RCP plus protocol header in the scan request, the length field of the RCP plus protocol header must contain the length of the autodetect request header.

The format for the autodetect request header as well as for the autodetect reply is shown below:

Autodetect Request Header

0x99 1 Byte	0x39 1 Byte	0xA4 1 Byte	0x27 1 Byte
Sequence Number 4 Bytes			
0x00 1 Byte	0x00 1 Byte	Reply Port 2 Bytes	

Sequence Number

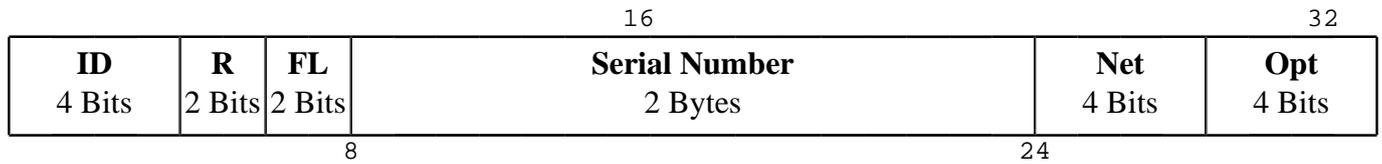
This sequence number must be a randomized number.

Reply Port

Specifies the reply UDP port e.g. RP1 0x06; RP2 0xDE -> reply port: 1758

Additional information on hardware versions

32-Bit Hardware version Former Scheme



ID

Values:

NCID_NVR	0x01	
NCID_VJ8000	0x02	
NCID_VIP10	0x03	
NCID_VIP1000	0x04	
NCID_VJ400	0x06	
NCID_VIP100	0x07	
NCID_VJEX	0x08	
NCID_VJ1000	0x09	
NCID_VJ100	0x0A	
NCID_VJ10	0x0B	
NCID_VJ8008	0x0C	
NCID_VJ8004	0x0D	Latest unit carrying the old numbering scheme
EscapeCode	0x0F	Used to switch over to new detection

R

Reserved

FL

Flavour - Values:

HARDWARE_TYPE_VIN	0x00	
HARDWARE_TYPE_VOUT	0x01	
HARDWARE_TYPE_VIN_OUT	0x02	

Net

Values:

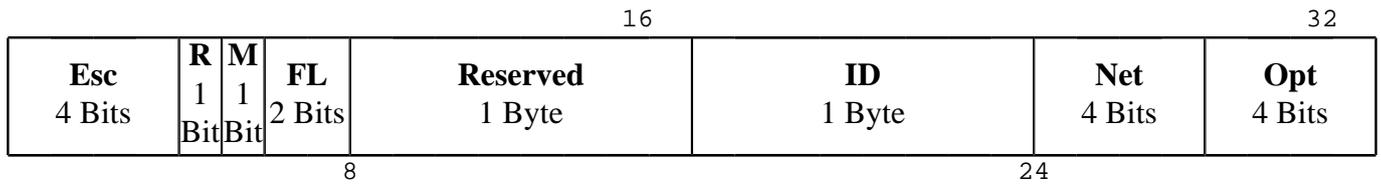
	Mask	Name
Bit 2	0x4	HARDWARE_SYSTEM_ETHERNET
Bit 0	0x1	HARDWARE_SYSTEM_OPT_ISDN

Opt

Values:

	Mask	Name
Bit 1	0x2	HARDWARE_OPT_HDD
Bit 0	0x1	HARDWARE_OPT_AUDIO

32-Bit Hardware version New Scheme



Esc

Must be set to 0xF

R

Reserved

M

Values:

Master	0x00
Slave	0x01

FL

Flavour - Values:

HARDWARE_TYPE_VIN	0x00
HARDWARE_TYPE_VOUT	0x01
HARDWARE_TYPE_VIN_OUT	0x02

ID

Note: this Hardware ID will not be further maintained for future products. To distinguish different device variants please use the Product- and Variant ID, see command CONF_DEVICE_TYPE_IDS

HARDWARE_ID_VIPX1	0x01
HARDWARE_ID_VIPX2	0x02
HARDWARE_ID_VIPXDEC	0x03
HARDWARE_ID_VJ_X10	0x05
HARDWARE_ID_VJ_X20	0x06
HARDWARE_ID_VJ_X40	0x07
HARDWARE_ID_VJ_X40_ECO	0x08

HARDWARE_ID_VJ_X10_ECO	0x09
HARDWARE_ID_VJ_X20_ECO	0x0A
HARDWARE_ID_IP_PANEL	0x0d
HARDWARE_ID_GEN4	0x0e
HARDWARE_ID_M1600	0x0f
HARDWARE_ID_FLEXIDOME	0x11
HARDWARE_ID_M1600_DEC	0x13
HARDWARE_ID_M1600_XFM	0x15
HARDWARE_ID_AUTODOME	0x16
HARDWARE_ID_NBC_225P	0x1a
HARDWARE_ID_VIPX1_XF	0x1e
HARDWARE_ID_CPP13	0x1f
HARDWARE_ID_NBC_255P	0x20
HARDWARE_ID_NBC_255W	0x21
HARDWARE_ID_AUTODOME_EASY_II	0x23
HARDWARE_ID_AUTODOME_EASY_II_E	0x24
HARDWARE_ID_VIPX1_XF_E	0x25
HARDWARE_ID_VJT_X20XF_E_2CH	0x26
HARDWARE_ID_VJT_X20XF_E_4CH	0x27
HARDWARE_ID_VIPX1_XF_W	0x28
HARDWARE_ID_VG5_AUTODOME_700	0x29
HARDWARE_ID_NDC_455_P	0x2a
HARDWARE_ID_NDC_455_P_IVA	0x2b
HARDWARE_ID_NBC_455_P	0x2c
HARDWARE_ID_NBC_455_P_IVA	0x2d
HARDWARE_ID_VG4_AUTODOME	0x2e
HARDWARE_ID_NDC_225_P	0x2f
HARDWARE_ID_NDC_255_P	0x30
HARDWARE_ID_VOT	0x32
HARDWARE_ID_NDC_274_P	0x35
HARDWARE_ID_NDC_284_P	0x36
HARDWARE_ID_NTC_265_PI	0x37
HARDWARE_ID_NDC_265_PIO	0x38
HARDWARE_ID_DINION_720P	0x39
HARDWARE_ID_NDN_822	0x3a
HARDWARE_ID_FLEXIDOME_720P	0x3b
HARDWARE_ID_NDC_265_W	0x3c
HARDWARE_ID_NDC_265_P	0x3d
HARDWARE_ID_NBC_265_P	0x3e
HARDWARE_ID_NDC_225_PI	0x3f
HARDWARE_ID_NTC_255_PI	0x40
HARDWARE_ID_JR_DOME_HD	0x41
HARDWARE_ID_JR_DOME_HD_FIXED	0x42
HARDWARE_ID_EX30_IR	0x43
HARDWARE_ID_GEN5_HD_PC	0x45
HARDWARE_ID_EX65	0x46
HARDWARE_ID_DINION_1080P	0x47
HARDWARE_ID_FLEXIDOME_1080P	0x48

HARDWARE_ID_HD_DECODER	0x49
HARDWARE_ID_GEN5_HD	0x4a
HARDWARE_ID_NER_L2	0x4b
HARDWARE_ID_VIP_MIC	0x4c
HARDWARE_ID_GEN5_A5_800	0x4d
HARDWARE_ID_NEVADA_TRANSCODER	0x4e
HARDWARE_ID_TESLA_BOXED	0x4f
HARDWARE_ID_TESLA_DOME	0x50
HARDWARE_ID_GEN5_A5_700	0x52
HARDWARE_ID_VJ_GENERIC_TRANSCODER	0x53
HARDWARE_ID_HD_DECODER_M	0x54
HARDWARE_ID_OASIS	0x55
HARDWARE_ID_GALILEO_BOXED	0x56
HARDWARE_ID_GALILEO_DOME	0x57
HARDWARE_ID_HUYGENS_KEPPLER	0x58
HARDWARE_ID_TESLA_KEPPLER	0x59
HARDWARE_ID_GALILEO_KEPPLER	0x5a
HARDWARE_ID_NUC_20002	0x5b
HARDWARE_ID_NUC_20012	0x5c
HARDWARE_ID_NUC_50022	0x5d
HARDWARE_ID_NUC_50051	0x5e
HARDWARE_ID_NPC_20002	0x5f
HARDWARE_ID_NPC_20012	0x60
HARDWARE_ID_NPC_20012_W	0x61
HARDWARE_ID_NIN_50022	0x62
HARDWARE_ID_NII_50022	0x63
HARDWARE_ID_NDN_50022	0x64
HARDWARE_ID_NDI_50022	0x65
HARDWARE_ID_NTI_50022	0x66
HARDWARE_ID_NIN_50051	0x67
HARDWARE_ID_NDN_50051	0x68
HARDWARE_ID_NAI_90022	0x69
HARDWARE_ID_NCN_90022	0x6a
HARDWARE_ID_NEVADA_DECODER	0x6c
HARDWARE_ID_NBN_50022_C	0x6d
HARDWARE_ID_NBN_40012_C	0x6e
HARDWARE_ID_NBN_80052	0x71
HARDWARE_ID_MIC_7000	0x72
HARDWARE_ID_EX65_HD	0x73
HARDWARE_ID_NBN_80122	0x74
HARDWARE_ID_NPC_20012_L	0x75
HARDWARE_ID_MIC_NPS	0x76
HARDWARE_ID_NBN_50051_C	0x78
HARDWARE_ID_NIN_40012	0x79
HARDWARE_ID_NII_40012	0x7a
HARDWARE_ID_NDN_40012	0x7b
HARDWARE_ID_NDI_40012	0x7c
HARDWARE_ID_NTI_40012	0x7d

HARDWARE_ID_NII_50051	0x7e
HARDWARE_ID_NDI_50051	0x7f
HARDWARE_ID_NEZ_4000	0x80
HARDWARE_ID_VEGA_3000_HD	0x81
HARDWARE_ID_VEGA_4000_HD	0x82
HARDWARE_ID_VEGA_5000_HD	0x83
HARDWARE_ID_VEGA_5000_MP	0x84
HARDWARE_ID_NIN_70122_180	0x85
HARDWARE_ID_NIN_70122_360	0x86
HARDWARE_ID_NEZ_5000	0x88
HARDWARE_ID_NEZ_5000_IR	0x89
HARDWARE_ID_ROLA	0x8b
HARDWARE_ID_NBN_80122_CA	0x8c
HARDWARE_ID_ROLA_VANDAL	0x8d
HARDWARE_ID_ROLA_MSI	0x8e
HARDWARE_ID_SVO_1601	0x8f
HARDWARE_ID_VJD_8000	0x90
HARDWARE_ID_PIXIE_BOXED	0x91
HARDWARE_ID_SVI_1609	0x92
HARDWARE_ID_PIXIE_DOME	0x94
HARDWARE_ID_NBN_80052_FIRE	0x95
HARDWARE_ID_ALTAIR3	0x96
HARDWARE_ID_PLANCK	0x97
HARDWARE_ID_NDP_4000	0x99
HARDWARE_ID_NDP_5000	0x9a
HARDWARE_ID_NDP_5000_IR	0x9b
HARDWARE_ID_NDE_8502	0x9e
HARDWARE_ID_NDE_8503_4	0x9f
HARDWARE_ID_NBE_4000	0xa0
HARDWARE_ID_NBE_5000	0xa1
HARDWARE_ID_NBE_6000	0xa2
HARDWARE_ID_MIC_9000	0xa3
HARDWARE_ID_MIC_7000_7_3	0xa9
HARDWARE_ID_GEN5_7_3	0xaa
HARDWARE_ID_NTI_51022	0xad
HARDWARE_ID_NDP_5523	0xae
HARDWARE_ID_NDP_5523_IR	0xaf
HARDWARE_ID_CHOPPER	0xb0
HARDWARE_ID_NDE_8502_RX_8503_RX	0xb4
HARDWARE_ID_ISCSI_TARGET	0xf6
HARDWARE_ID_VRM_PROXY_16	0xf7
HARDWARE_ID_VRM_UL_APP	0xf8
HARDWARE_ID_VRM_LE_APP	0xf9
HARDWARE_ID_CAMNETWORK	0xfa
HARDWARE_ID_VRM_PROXY	0xfb

HARDWARE_ID_VRM	0xfc
HARDWARE_ID_VIDOS_SERVER	0xfd
HARDWARE_ID_VIDOS_MONITOR	0xfe

Net

Values:

	Mask	Name
Bit 2	0x4	HARDWARE_SYSTEM_ETHERNET
Bit 0	0x1	HARDWARE_SYSTEM_OPT_ISDN

Opt

Values:

	Mask	Name
Bit 1	0x2	HARDWARE_OPT_HDD
Bit 0	0x1	HARDWARE_OPT_AUDIO

1st Reply Packet

16		32	
0x99 1 Byte	0x39 1 Byte	0xa4 1 Byte	0x27 1 Byte
Sequence Number 4 Bytes			
Hardware Address... 6 Bytes			
Hardware Address ...		0x03 1 Byte	ID 1 Byte
Device IP 4 Bytes			
Subnet Mask 4 Bytes			
Gateway IP 4 Bytes			
Flavor 1 Byte	Connections 1 Byte	Reserved 1 Byte	ID new 1 Byte
8		24	

Sequence Number

Returns the sequence number from the request packet.


```
<RCPPort>XXXX</RCPPort>  
<HTTPPort>XXXX</HTTPPort>  
<HTTPSPort>XXXX</HTTPSPort>  
<dhcp>X</dhcp>  
<cameraFrontendID>XXXX</cameraFrontendID>  
<Flags>X</Flags>  
<Lines>X</Lines>  
<BcJpeg>X</BcJpeg>  
<ClusterMember>XXX.XXX.XXX.XXX</ClusterMember>  
<ClusterMemberMAC>XX-XX-XX-XX-XX-XX</ClusterMemberMAC>  
<ClusterID>X</ClusterID>  
<deviceCapabilities>XXXXXXXXXX...XX</deviceCapabilities>  
</device>  
</root>
```

```
<root xmlns="OEMExtXX:device-1-0">  
XX is the OEM Extension; 0x00 for Bosch Security Systems; OEM  
specific
```

```
<deviceType>OEMExtXX:device:deviceIDYY</deviceType>  
XX is the OEM Extension; 0x00 for Bosch Security Systems; OEM  
specific  
YY is the VideoJet ID from the request packet
```

```
<friendlyName>VideoJet</friendlyName>  
The name and type of the VideoJet; type and OEM specific
```

```
<unitName>UnitName</unitName>  
The name of the unit coded in UTF-8
```

```
<serialNumber>XXXXXXXX:YYYYYYYY</serialNumber>  
XXXXXXXX is the Hardware version of the VideoJet  
YYYYYYYY is the Software version of the VideoJet
```

```
<physAddress> XX-XX-XX-XX-XX-XX </physAddress>  
XX-XX-XX-XX-XX-XX is the MAC address of the VideoJet
```

```
<sessionKey>XXXXXXXXXXXXXXXXXXXX</sessionKey>  
No common use
```

```
<unitIPAddress> XXX.XXX.XXX.XXX </unitIPAddress>  
XXX.XXX.XXX.XXX is the current IP address of the VideoJet
```

```
<unitSubnetMask>XXX.XXX.XXX.XXX</unitSubnetMask>  
XXX.XXX.XXX.XXX is the subnet mask of the VideoJet
```

```
<unitGatewayIp>XXX.XXX.XXX.XXX</unitGatewayIp>  
XXX.XXX.XXX.XXX is the current gateway IP address of the VideoJet
```

<unitIPv6Address>XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX</unitIPv6Address>
unitIPv6Address>
XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX is the current IPv6 address of the VideoJet e.g. FD00::1234:5678

<activeConnections>XX</activeConnections>
XX is the number of active media connections of the VideoJet

<RCPPort>XXXX</RCPPort>
XXXX is the current RCP port number the VideoJet is listening to

<HTTPPort>XXXX</HTTPPort>
XXXX is the current HTTP port number the VideoJet is listening to

<HTTPSPort>XXXX</HTTPSPort>
XXXX is the current HTTPS port number the VideoJet is listening to

<dhcp>X</dhcp>
X indicates if dhcp is switched on (1) or off (0)

<cameraFrontendID>XXXX</cameraFrontendID>
XXXX is the ID of the (internal) camera frontend (see also Bicom documentation)

<Flags>X</Flags>
X is the flag value returned by RCP command CONF_CM_DEFAULT_CONFIG

<Lines>X</Lines>
X is the number of video lines the device has

<BcJpeg>X</BcJpeg>
X indicates the ability to deliver JPEGs via the broadcast JPEG retrieval mechanism

<ClusterMember>XXX.XXX.XXX.XXX</ClusterMember>
XXX.XXX.XXX.XXX is the ip address of one of the cluster members; there might be multiple entries including this device

<ClusterMemberMAC>XX-XX-XX-XX-XX-XX</ClusterMemberMAC>
XX-XX-XX-XX-XX-XX is the MAC address of one of the cluster members; there might be multiple entries including this device

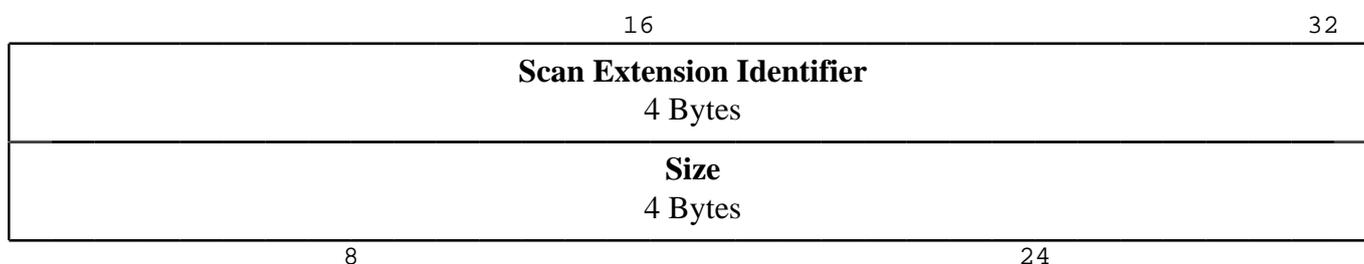
<ClusterID>XX</ClusterID>
XX is index number of the above ClusterMember list of this device

<deviceCapabilities>XXXXXXXXXX...XX</deviceCapabilities>

XXXXXXXXXX...XX is the binary payload of the reply to the command CONF_DEVICE_CAPABILITIES (each byte is printed with %2x) and can help to identify the availability of features or the capabilities of this device. The number of bytes given in this section can vary depending on the device and the firmware version.

Optional Extension: Targeting Autodetect Scans at devices matching certain criteria

The autodetect process can be targeted at a certain group of devices identified by a defined criteria. This sort of autodetect is device-wise only handled, when sent to the configurable UDP port, whose default port number is 1800. It is not possible via the static autodetect port 1757. To perform a targeted autodetect scan, an extension needs to be added to the usual autodetect scan command. For these targeted kinds of autodetect scans, it is obligatory that the scan packet consists of an RCP plus protocol header, the autodetect request header and the extension itself. The bytes of this extension are considered in the length field of a preceding RCP header.



Scan Extension Identifier

The scan extension identifier determines the criteria that needs to be matched by the scanned devices in order to reply to the request.

Currently the following possible criteria are defined:

MAC address 0x01

Size

The Size field of the extension informs about the number of bytes used in the extension. The number includes the 4 bytes of the Scan Extension Identifier field, the 4 bytes of the Size field itself and the length of the following payload in bytes.

In case of the MAC address extension, the Size field is followed by one or more MAC addresses of 6 bytes length each. A scan extension limiting the autodetect scan to 2 devices, the size field of the scan extension should contain a value of 20. (4 bytes Scan Extension Identifier + 4 bytes Length + 6 bytes first MAC address + 6 bytes second MAC address)

Retrieving thumbnail JPEGs using the Autodetecting Broadcast Mechanism

The Bosch Security Systems products support a mechanism that allows to retrieve thumbnail JPEGs via a broadcast autodetect mechanism. The mechanism requires to send a UDP packet similar to the autodetect

scan packet to the configurable autodetect port of the device, whose default port number is 1800. The device replies with a packet containing the thumbnail JPEG. The JPEG retrieval can not be accomplished via the static autodetect port 1757.

Format of the request packet of an autodetect based JPEG request

The request packet triggering the autodetect based JPEG retrieval consists of an RCP plus protocol header and an autodetect based JPEG request header, followed by a MAC list scan extension.

RCP plus protocol header

The RCP plus protocol header's command id field is set to 0x099e (CONF_JPEG). The data type field is set to 0x0c (P_OCTET). The numeric descriptor field identifies the line of the targeted device, from which the JPEG is to be retrieved. The length field of the request indicates the number of payload bytes and therefore is to be set to the length of the autodetect based JPEG request header plus the length of the scan extension (e.g. 12 bytes for autodetect based JPEG request header, 8 bytes for scan extension header and 6 bytes for MAC address = 26 bytes).

Autodetect based JPEG Request Header

The first four bytes of the autodetect based JPEG request header consist of a static magic number, that is always set to the values given in the table below. The sequence number given in the request is returned in the reply, so that replies can be matched to the respective request.

0x4B 1 Byte	0xA5 1 Byte	0xC3 1 Byte	0x55 1 Byte
Sequence Number 4 Bytes			
0x00 1 Byte	0x00 1 Byte	Reply Port 2 Bytes	
8		24	

Sequence Number

This sequence number must be a randomized number.

Reply Port

Specifies the reply UDP port e.g. RP1 0x06; RP2 0xDE -> reply port: 1758

MAC list scan extension

The autodetect based JPEG request can only be targeted at selected devices. To announce the scope of the request, extending the request packet by a MAC list scan extension, like it is defined in the chapter "Autodetecting Devices" of this document, is obligatory. As the intended use of this JPEG retrieval mechanism is limited to situations where the regular JPEG retrieval mechanisms (HTTP request for the JPEG, RCP request of CONF_JPEG within a regular RCP+ client session, etc.) do not work, the MAC list of the scan extension is limited to 1 MAC address, i.e. only one JPEG from one device can be retrieved at a time.

Format of the reply packet to an autodetect based JPEG request

The reply packet to the request for an autodetect based broadcast JPEG consists of an RCP plus protocol header and an autodetect based JPEG request header, followed by the JPEG data.

RCP plus protocol header

The RCP plus protocol header's command id field is set to 0x099e (CONF_JPEG). The data type field is set to 0x0c (P_OCTET). The numeric descriptor field identifies the line of the targeted device, from which the JPEG was retrieved. The length field of the reply indicates the number of payload bytes and therefore is to be set to the length of the autodetect based JPEG request header plus the length of the JPEG thumbnail.

Autodetect based JPEG Request Header

The autodetect based JPEG request header in the reply is byte for byte a copy of the same header in the respective request.

JPEG thumbnail

The JPEG thumbnail data follows the autodetect based JPEG request header.

1.6 Setting an IP Address using Broadcast Mechanism

If the current IP address of a device doesn't match the subnet settings, this unit cannot be reached using the standard Remote Control Protocol. All IP parameters of a VideoJet can be set using a UDP broadcast message to port 1759.

This is supported for IPv4 broadcast 255.255.255.255

And also for IPv6 multicast to (link-scope all-hosts multicast) ff02::1

Payload Structure (Basic Version IPv4 only)

Hardware Address... 6 Bytes		16	32
Hardware Address ...	Reserved 2 Bytes		
IP Address 4 Bytes			
Subnet Mask 4 Bytes			
Gateway Address 4 Bytes			
Reserved 4 Bytes			
8	24		

Hardware Address

MAC address of the device.

Reserved

Should be zero

IP Address

IP address to set.

Subnet Mask

Subnet mask to set.

Gateway Address

Gateway IP address to set.

Note: As all VideoJets will receive this message, only the unit matching the hardware address (HW1-HW6) will update its IP parameters.

Note: There will be no reply to this command.

Note: This command will only work if NO service password is set.

Payload Structure (Extended Version IPv4 and IPv6 settings)

Hardware Address... 6 Bytes			16	32
Hardware Address ...	Version 1 Byte	Ipv6 PrefixLen 1 Byte		
IPv4 Address 4 Bytes				
IPv4 Subnet Mask 4 Bytes				
Gateway IPv4 Address 4 Bytes				
Reserved 4 Bytes				
IPv6AddrString 64 Bytes				
IPv6GatewayAddrString 64 Bytes				
8	24			

Hardware Address

MAC address of the device.

Version

Version of this command (must be 2)

Ipv6 PrefixLen

IPv6 Prefix length used for the IPv6 Device Address

IPv4 Address

IP address to set.

IPv4 Subnet Mask

Subnet mask to set.

Gateway IPv4 Address

Gateway IP address to set.

IPv6AddrString

Zero terminated string containig the IPv6 address to set. Format: e.g. FD00::1234:5678

IPv6GatewayAddrString

Zero terminated string containig the IPv6 gateway address to set. Format: e.g. FD00::1234:5678

Note: As all VideoJets will receive this message, only the unit matching the hardware address (HW1-HW6) will update its IP parameters.

Note: There will be no reply to this command.

Note: This command will only work if NO service password is set.

1.7 RCP over CGI

RCP+ command may also be encapsulated in CGI (Common Gateway Interface) using a standard web browser's URL. All needed parameters are passed to the HTTP server of the video server which tunnels the RCP+ commands to the RCP server. The reply returned is a text based XML structure.

The CGI interface may also be used by a HTTP client written from the scratch based on RFC 1945 (HTTP 1.0) using 'GET' method. The unit's HTTP server will only examine 'Connection: Keep-Alive' and optional 'Authorization: ' header fields. See RFC for implementing details.

Valid CGI parameters:

Command

The RCP+ command tag number

Data Type

Values:

See 'Data Types'

Direction

Values:

READ	0
WRITE	1

Num

The numeric parameter.

Payload

Values:

- The payload as readable string for payload type P_STRING
- The payload as octet array with no spaces preceded with 0x for payload type P_OCTET and P_UNICODE
- The payload value in hex or decimal notion for all other payload types

Optional CGI parameters:

idstring

User defined parameter which will not be processed by the unit; will return unchanged in the reply

sessionid

Context specific session ID for this command

Multiple parameters are passed in CGI manner with '&' in between two parameter-value pairs.

Example:

A sample request to readout the units hardware version will look

```
http://ip.ip.ip.ip/rcp.xml?command=0x002e&type=P_STRING&direction=READ
```

The reply XML structure will then have this format:

```
<rcp>
  <command>
    <hex>0x002e</hex>
    <dec>46</dec>
  </command>
  <type>T_DWORD</type>
  <direction>READ</direction>
  <num>0</num>
  <idstring />
  <payload />
  <result>
    <hex>0xf0000f43</hex>
    <dec>4026535747</dec>
  </result>
</rcp>
```

The upper part contains the request, the <result> contains the reply. Numerical values are presented in <hex> and <dec>, strings, unicodes and p_octet in <str> sections. <

Message handling

RCP+ messages will be processed and received by the CGI client using a poll mechanism. A CGI command set with the requested messages command tag numbers need to be issued. After issuing a request, the reply returns immediately after a message has been sent or the default timeout of 1000 ms has been expired. When the timeout expires, a message count of 0 is returned. Otherwise the number of received messages is signaled. The default timeout can be altered by setting the 'collectms' CGI value to the appropriate number of milliseconds. In order to ensure correct assignment of messages in case several clients are polling for messages or if a polling client uses different socket connections, a unique message domain ID (CGI parameter 'msgdomainID') should be provided. Messages are then collected separately for each ID and can be uniquely assigned to the polling client even if requesting via different socket connections.

Valid CGI commands to control messages:

Message

One or a list of requested message RCP+ command tag numbers separated by '\$'

CollectMS

Time in milliseconds to collect messages before returning with 'No messages'; default is 1000 ms

MsgDomainID

Unique ID (maximum 4 Bytes) to identify a certain polling client and to e.g. ensure correct message assignment to clients sending requests via different socket connections

The <msgcnt> section contains the number of veiled <msg> sections inside the reply.

A buffer mechanism (depth 64) ensures that no messages will be lost during two consecutive poll cycles. The <over> sections counts the number of lost messages. <clip> signals too small internal buffers; this should never occur.

The <poll> section counts the number of issued poll requests

A sample request to receive all connection related messages (CONF_CONNECT_TO) will look like

```
http://ip.ip.ip.ip/rcp.xml?message=0xffcc&collectms=5000
```

The reply XML structure will then have this format:

```
<message_list>
  <stats>
    <msgcnt>2</msgcnt>
    <over>0</over>
    <clip>0</clip>
    <poll>1</poll>
  </stats>
  <msg>
    <no>1</no>
    <command>0xffcc</command>
    <num>0</num>
    <sessionID>0x7063001f</sessionID>
    <hex>0xa00a0034000000000101000001010001</hex>
  </msg>
  <msg>
    <no>2</no>
    <command>0xffcc</command>
    <num>0</num>
    <sessionID>0x70630020</sessionID>
    <hex>0xa00a0034000000000101000001010001</hex>
  </msg>
</message_list>
```

Authentication

The RCP+ server needs proper authentication to process protected commands. The CGI interface provides two basic authentication schemes to be used.

In this case, HTTP header authentication (basic or digest) must be present in the request. The internal HTTP server will pass the granted authorization level to the RCP+ server.

For each successful HTTP authentication (for all available resources like html pages, images...) a session cookie will be returned by the HTTP server. When this cookie is present in any further HTTP connections,

the same authorization level will be granted as for the originating connection. The session cookie will remain active as long as at least one HTTP connection remains open. In this case the internal HTTP server will pass the granted authorization level to the RCP+ server.

IPv6

For RCP commands which are defined as T_DWORD or P_OCTET and contain DWORD IP-Addresses there is a extension to read or write also IPv6 addresses or Hostnames, e.g. URL:

```
http://ip.ip.ip.ip/rcp.xml?  
command=0x0a1f&type=T_DWORD&direction=WRITE&payload=0x00000000&ip-  
item0=fd00::55:77
```

or

```
http://ip.ip.ip.ip/rcp.xml?  
command=0x0a1f&type=T_DWORD&direction=WRITE&payload=0x00000000&ip-  
item0=MyHostname.de
```

where payload must contain a 4 byte index to the trailing list of ip-item0..ip-itemn

The reply XML structure will then have this format:

```
<rcp>  
  <command>  
    <hex>0x0a1f</hex>  
    <dec>2591</dec>  
  </command>  
  <type>T_DWORD</type>  
  <direction>READ</direction>  
  <num>0</num>  
  <idstring />  
  <payload />  
  <result>  
    <hex>0x00000000</hex>  
    <dec>0</dec>  
    <ip-table>  
      <item>  
        <idx>0</idx>  
        <type>IPV6</type>  
        <str>fd00::55:77</str>  
      </item>  
    </ip-table>  
  </result>  
</rcp>
```

where payload contains a 4 byte index to the ip-table list for each address contained in the command.

If the command datatype is P_OCTET and the command does contain more IP-Adresses then the result will contain multiple item blocks.

Alternative formats for the item blocks are also possible:

```
<item>
  <idx>1</idx>
  <type>IPV4</type>
  <str>192.168.1.2</str>
</item>
<item>
  <idx>2</idx>
  <type>NAME</type>
  <str>MyHostname.de</str>
</item>
```

If a list is supplied the ALL addresses MUST be in the list also in the case that they are IPv4 type

1.8 Request or setting of system or network parameters using Broadcast Mechanism

In addition to the SETTING_AN_IP_ADDRESS_USING_BROADCAST, an additional way to setup non network configured devices has been introduced. The device itself is selected using the ethernet mac address as the first parameter inside the command structure. A list of commands including payload length information may be added. All commands must be addressed using UDP broadcast message to port 1760.

16		32
Hardware Address... 6 Bytes		
Hardware Address ...	Reserved 2 Bytes	
Command ID 2 Bytes	Payload Length 2 Bytes	
Payload <i>Payload Length Bytes</i>		
8	24	

Hardware Address

MAC address of the unit to configure.

Command ID

ID of broadcast setting command

Payload Length

ID of broadcast setting command"

LED_BLINK 0x0000
 SWITCH_DHCP 0x0001

Payload

Payload; depending on Command ID

Payload length 4 bytes. Requests the unit blink the power led; payload containin the number of seconds for blinking. NOTE duration is limited to 60 sec.

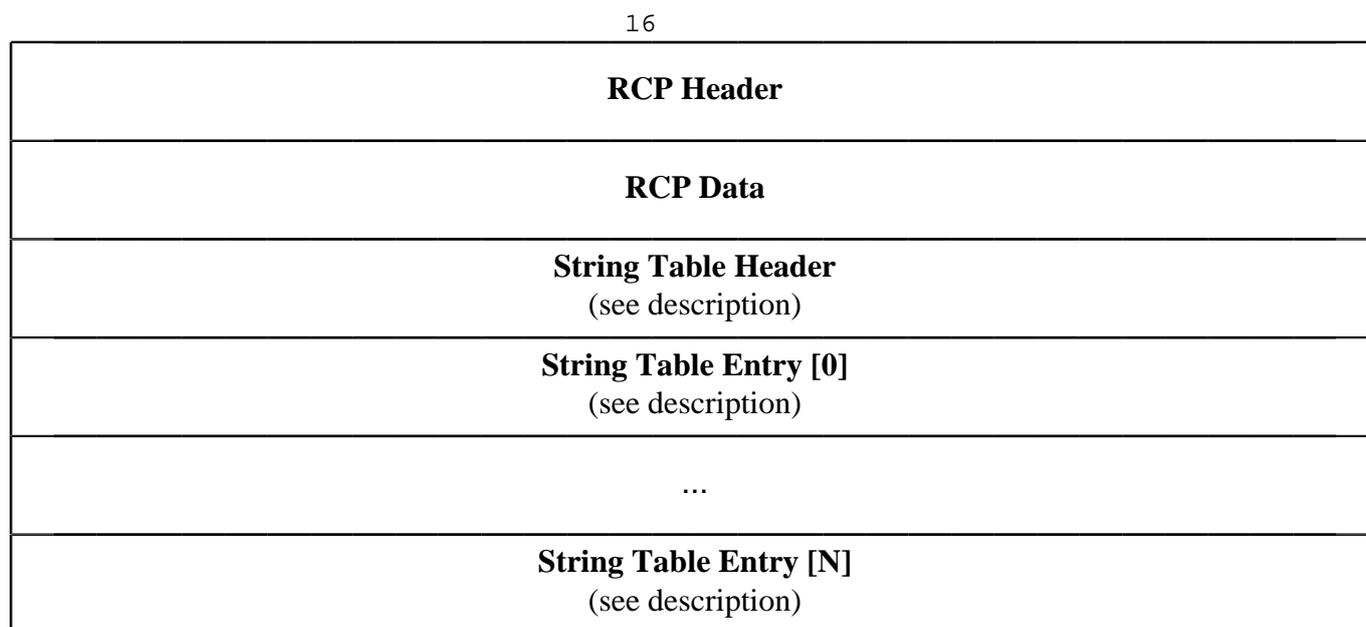
Payload length 4 bytes. Switches DHCP on (payload = 1) or off (payload=0).

Note: There will be no reply to this command.

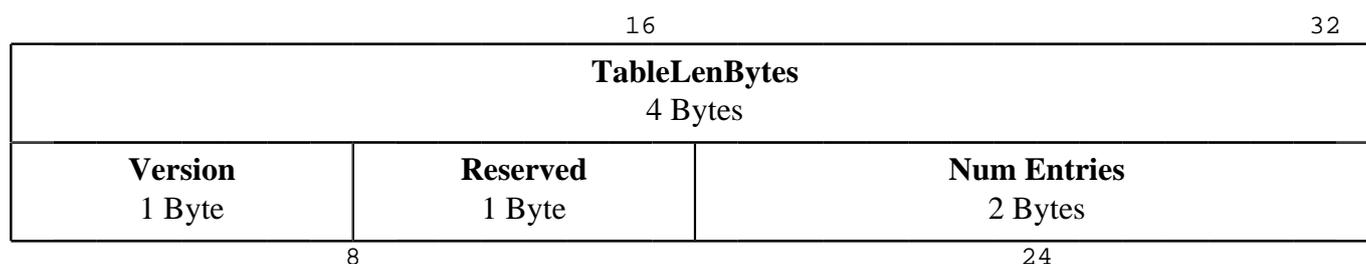
1.9 Extension for RCP+ commands containing IPv6 addresses or host names

For transmitting IPv6 addresses or host names in RCP+ Commands there is a string table extension in firmware version 5.50 and later. The layout of the RCP+ commands remains the same as it was in earlier firmware versions and it is compatible to older clients as long as only IPv4 Addresses are transmitted. If IPv6 Addresses are contained in the command then this extension has to be used.

RCP+ Command with string table



String Table Header



TableLenBytes

Length of hole string table including this header.

Version

Must be 1.

- If the StringTable is used then:
 - The string_table_avail flag must be set to 1 in the RCP+ Header
 - All IP-values within "RCP-Data" must be stored in the string table (also when they are IPv4 values)
 - The DWORD-field in "RCP-Data" (which normally would store the IPv4 value) has to contain an offset-pointer to the location in the string table where the actual IP-Address-value can be found. Offset has to be calculated from "Head of StringTable Header" to "Head of StringTable Entry Header" in Bytes.
 - There is only one StringTable allowed in an RCP+ Packet.
 - The len field of the RCP+ Header must NOT include the size of the StringTable.
 - The len field of the TPKT Header (Framing Header) MUST include the size of the StringTable. (This means: RCP-Packet and StringTable are both content of the same TPKT Packet)

1.10 RCP Command Notification

A RCP client can register for a special message CONF_RCP_CMD_NOTIFICATION (0xff23) in order to be informed when any other RCP+ command is written to the device.

The message is sent out at a frequency of maximum 100ms and contains the tag codes of all RCP+ commands with the direction 'write' that have been processed by the device since the last message. If no RCP+ command was written within this time, no message will be sent. Besides the tag codes the message contains some more information about the commands as described below.

The payload of the message contains one or multiple elements of the following structure (one element for each RCP command). The maximum number of elements is 32.

Message payload element

Command Tag 2 Bytes		Datatype 1 Byte	Direction 1 Byte
Action 1 Byte	Reserved 1 Byte	Client ID 2 Bytes	
Reserved 4 Bytes			
NumDes 2 Bytes		Count 2 Bytes	
8		24	

Command Tag

Tag code of the RCP command.

Datatype

Datatype of the RCP command (e.g. P_OCTET).

Direction

Direction of the RCP command (currently only WRITE).

Action

Action of the RCP command (currently only REPLY).

Client ID

Client Id of the RCP client that sent the RCP command.

NumDes

Numeric Descriptor (NumDes) parameter value of the RCP command.

Count

Number of times that this RCP command has been processed.

2 RCP Command Reference

The following tables will group rcp commands by their corresponding api.

account

CONF_ACCOUNT_SETTINGS.....	63
CONF_ACCOUNT_SETTINGS_V2.....	64
CONF_NBR_OF_ACCOUNTS.....	710
CONF_DROPBOX_AUTH_ADDR.....	348
CONF_DROPBOX_AUTH_STATUS.....	349
CONF_DROPBOX_TOKEN_V2.....	351
CONF_DROPBOX_AUTH_V2.....	350
CONF_ACCOUNT_STATUS.....	72
CONF_FTP_SERVER_PORT.....	431
CONF_FTP_PWD.....	430
CONF_ACCOUNT_LIST.....	61
CONF_ACCOUNTS_CREATE_FOLDER.....	73
CONF_ACCOUNTS_DELETE_FOLDER.....	74
CONF_FTP_CWD.....	428
CONF_FTP_CDUP.....	427
CONF_START_CLIENT.....	948
CONF_STOP_CLIENT.....	964
CONF_FTP_FILE_NAME.....	429
CONF_ACCOUNT_LOGIN_TEST.....	62

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CONF_VIDEO_ALARM_STATE.....	1078
CONF_MOTION_ALARM_STATE.....	666
CONF_NBR_OF_ALARM_OUT.....	712
CONF_NBR_OF_MOTION_DETECTORS.....	723
CONF_HD_MGR_SIGNAL_ALARM.....	458
CONF_VIRTUAL_ALARM_STATE.....	1163
CONF_SET_VIRTUAL_ALARM_ID.....	877
CONF_NBR_OF_VIRTUAL_ALARMS.....	730
CONF_MANIPULATION_ALARM_STATE.....	656
CONF_NBR_OF_MANIPULATION_ALARMS.....	722
CONF_VIRTUAL_ALARM_PARAMETER.....	1160
CONF_NBR_OF_ALARM_IN.....	711
CONF_INPUT_PIN_NAME.....	555
CONF_INPUT_PIN_STATE.....	556
CONF_ALARM_INPUT_LH_VAL.....	96
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CONF_ALARM_INPUT_CAPABILITIES.....	94
CONF_EVENT_SCRIPT.....	403

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CONF_ALARM_CONNECT_TO_IP_STR.....	90
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CONF_ALARM_CONNECT_TO_IP.....	89
CONF_NBR_OF_ALTERNATIVE_ALARM_IPS.....	713
CONF_AUTO_DISCONNECT_TIME.....	137
CONF_DEFAULT_CONNECTION_MODE.....	309
CONF_STD_MEDIA_CONNECTION_DIRECTION.....	962
CONF_STD_MEDIA_ENCAPSULATION_PROTOKOL.....	963
CONF_DEFAULT_CAM.....	308
CONF_ALARM_CONNECTION_DESTINATION_PORT.....	91
CONF_ALARM_CONNECTION_USE_SSL.....	92
CONF_CONNECT_URL.....	271
CONF_REMOTE_PASSWORD.....	833

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CONF_LIST_APPS.....	634
CONF_MANAGE_APPS.....	653
CONF_APP_MGMT_GET_DEVICE_IDS.....	105
CONF_APP_MGMT_INSTALL_LICENSE.....	106
CONF_SAST_CLOUD_CONNECTION.....	845
CONF_SAST_CLAIM_DEVICE_URI.....	844
CONF_ENABLE_DEVELOPER_MODE.....	376

audio

CONF_AUDIO_INPUT_LEVEL.....	116
CONF_AUDIO_OUTPUT_LEVEL.....	126
CONF_AUDIO_ON_OFF.....	123
CONF_AUDIO_STARTUP_SOUND.....	130
CONF_AUDIO_NOTIFICATION_SOUND.....	122
CONF_AUDIO_INPUT.....	115
CONF_AUDIO_OUTPUT.....	125
CONF_AUDIO_INPUT_MAX.....	117
CONF_AUDIO_OUTPUT_MAX.....	127
CONF_AUDIO_MIC_LEVEL.....	120
CONF_AUDIO_MIC_MAX.....	121
CONF_AUDIO_LOUDSPEAKER_ON_OFF.....	119
CONF_AUDIO_OPTIONS.....	124
CONF_AUDIO_INPUT_PEEK.....	118
CONF_AUDIO_OUTPUT_PEEK.....	128
CONF_NBR_OF_AUDIO_OUT.....	715
CONF_NBR_OF_AUDIO_IN.....	714
CONF_AUDIO_AAC_BITRATE.....	113
CONF_VIRTUAL_AUDIO_LINES.....	1164
CONF_MPEG_AUDIO_SAMPLING_FREQ.....	667
CONF_AUPROC_CONFIG.....	133
CONF_AUPROC_MELPEGEL.....	135
CONF_AUPROC_NAME.....	136
CONF_AUPROC_ALARM.....	132

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CONF_AUTO_TRACKER_TRACK_OBJECT.....	138
CONF_AUTO_TRACKER_TRACK_OBJECT_POS.....	139
CONF_MODE_AUTO_TRACKER.....	664
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backup

CONF_BACKUP.....	142
CONF_BACKUP_MAX_KBPS.....	145
CONF_BACKUP_STATUS.....	150
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CONF_STARTPAGE_PRESENTATION_SWITCHES.....	955
CONF_DYNAMIC_HTML_COUNT.....	352
CONF_DYNAMIC_HTML_NAME.....	354
CONF_DYNAMIC_HTML_DATA.....	353
CONF_BROWSER_LANGUAGE_VAL.....	168
CONF_HTTP_SESSION_COOKIE_NAME.....	548

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CONF_CAMERA_ORIENTATION.....	182
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CONF_CAMERA_SURROUNDING_OPTIONS.....	194
CONF_CAMERA_LOCATION_METADATA.....	179
CONF_CAMERA_CALIBRATION.....	175
CONF_COMPLETE_CALIBRATION_ELEMENT.....	252
CONF_SHIFT_CALIBRATION_ELEMENT.....	878
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CONF_PREDEFINED_MOUNTING_LIST.....	764

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CONF_CBS_DESTINATION.....	205
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cert store

CONF_CERTIFICATE.....	209
CONF_CERTIFICATE_OPTIONS.....	217

CONF_CERTIFICATE_LIST.....	213
CONF_CERTIFICATE_REQUEST.....	218
CONF_CERTIFICATE_REQUEST_OPTIONS.....	224
CONF_CERTIFICATE_REQUEST_PROGRESS.....	225
CONF_CERTIFICATE_USAGE.....	228
CONF_CERTIFICATE_USAGE_OPTIONS.....	230
CONF_MIN_TLS_VERSION.....	663

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CONF_VIDEO_OUT_STANDARD_FORCE.....	1114
CONF_VIDEO_OUT_CROPPING.....	1107
CONF_VIDEO_OUT_DISPLAY_FORMAT.....	1108
CONF_MONITOR_NAME.....	665
CONF_LOGO.....	649
CONF_DEC_SHOW_FREEZE.....	300
CONF_DECODER_MODE.....	306
CONF_DECODER_LAYOUT_LIST.....	305
CONF_DECODER_LAYOUT.....	302
CONF_VIDEO_OUT_MONITOR_SPEC.....	1110
CONF_NBR_OF_VIDEO_OUT.....	729
CONF_DECODER_DELAY.....	301
CONF_DECODING_ERROR.....	307

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CONF_DYNDNS_HOST_NAME.....	357
CONF_DYNDNS_USER_NAME.....	369
CONF_DYNDNS_PASSWORD.....	365
CONF_DYNDNS_ENABLE.....	355
CONF_DYNDNS_STATE.....	367
CONF_DYNDNS_LAST_REGISTER.....	358
CONF_DYNDNS_FORCE_REGISTER_NOW.....	356
CONF_DYNDNS_PROVIDER.....	366
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CONF_DYNDNS_MAIL_SENDER_NAME.....	360
CONF_DYNDNS_MAIL_TEST_SEND.....	364

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CONF_EAP_IDENTITY.....	374
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CONF_MPEG4_CURRENT_PARAMS_TRANSCODER.....	688
CONF_MPEG4_CURRENT_PARAMS_REL_CODER.....	686
CONF_MPEG4_NAME.....	693
CONF_MPEG4_BANDWIDTH_KBPS.....	683
CONF_MPEG4_BANDWIDTH_KBPS_SOFT_LIMIT.....	684
CONF_MPEG4_INTRA_FRAME_DISTANCE.....	691
CONF_MPEG4_FRAME_SKIP_RATIO.....	690
CONF_MPEG4_RESOLUTION.....	695
CONF_MPEG4_DEFAULTS.....	689
CONF_MPEG4_PARAMS_MAX_NUM.....	694
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CONF_MPEG4_AVC_QUANT_ADJ_REGION_1.....	681
CONF_MPEG4_AVC_QUANT_ADJ_REGION_2.....	682
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2.1 CONF_ACCESS_LUN_MGMT_FILE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ae2	None	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Access lun management information.
Write	p_octet	service	Access lun management information.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command can be used to access the lun management file. This exists only on span formatted luns, which were formatted by firmware /generic dll versions, that are able to create this file. Older versions cannot do this. The file name is "lunmgmt.bin". the max size which can be stored is 504 bytes. The in payload for reading or writing this command has to be at least a size of 12 bytes and includes the lun address for read/write from/to lun mgmt file. The response on the read direction includes the user data from the lun mgmt file. The data length will be the remaining bytes from the response payload size minus the lun address and the reserved bytes (12 bytes together). Same in write direction. The payload size determines the number of bytes to write to the lun mgmt file(max 504 bytes).

Payload Structure

16		32
target id 4 Bytes		
target idx 1 Byte	lun 1 Byte	reserved... 6 Bytes
reserved ...		
data n Bytes (max 504 bytes)		
8		24

target id

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

target idx

Target index of the lun

lun

Lun

reserved

data

User data to read/write from/to the lun mgmt file

2.2 CONF_ACCESS_OPTION

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c7f	None	no	no
Datatype	Access Level	Description	
Read t_octet	always	Read the current access options. 0=normal access, Bit1: camera is in 'force initial password' mode. I.e. before further usage an initial service password must be set.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

Mask	Name
Bit 0 0x01	Force Initial Password

Combined Values

Mask	Name
0x00	Normal Access

2.3 CONF_ACCOUNT_LIST

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1d	SessionId: optional parameter to identify a already existing ftp client session	no	no
Datatype	Access Level	Description	
Read p_octet	service	Returns the response from the ftp/ dropbox LIST command	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.4 CONF_ACCOUNT_LOGIN_TEST

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b36	account info (1...MAX_ACCOUNT	no	no
Datatype	Access Level	Description	
Read t_int	user	Checks if a login to the specified server is possible. Return values: #ValueList: 0=ok; 1=Connect failed; 2=invalid user or password; 3=set directory failed; 4=general error; 5=List failed;	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.5 CONF_ACCOUNT_SETTINGS

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5e	account number	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Obsolete use CONF_ACCOUNT_SETTINGS_V2
Write	p_octet	service	Obsolete use CONF_ACCOUNT_SETTINGS_V2
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.6 CONF_ACCOUNT_SETTINGS_V2

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cc0	account number	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns account settings in a tagged format
Write	p_octet	service	Writes account settings in a tagged format
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

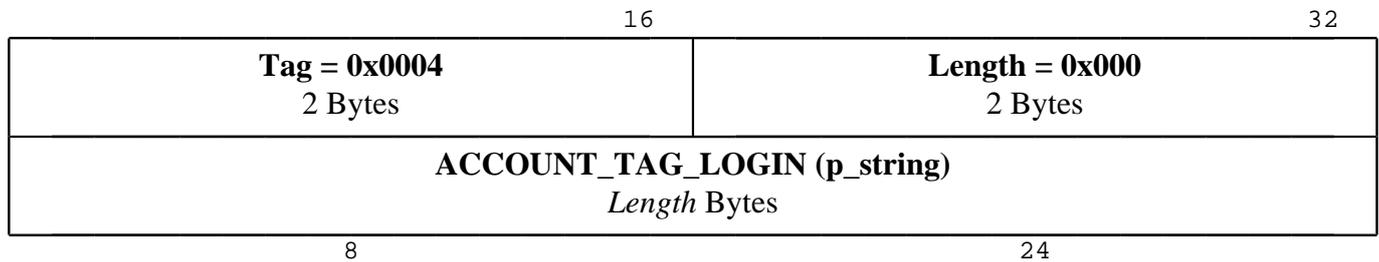
Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

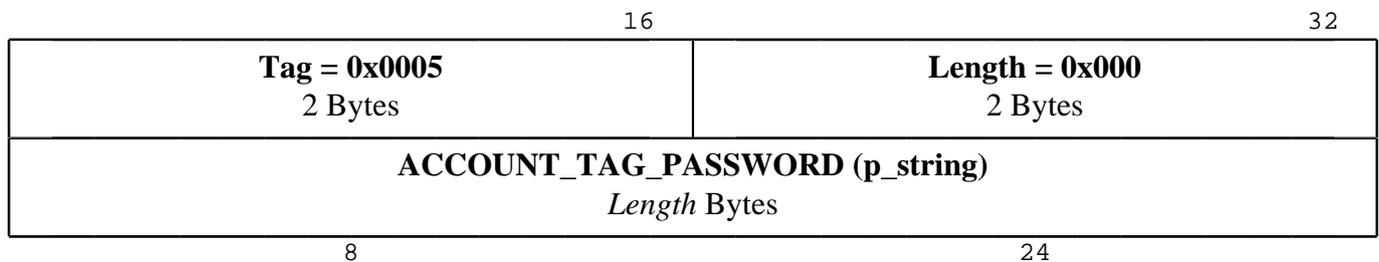
Tag 4: ACCOUNT_TAG_LOGIN

username



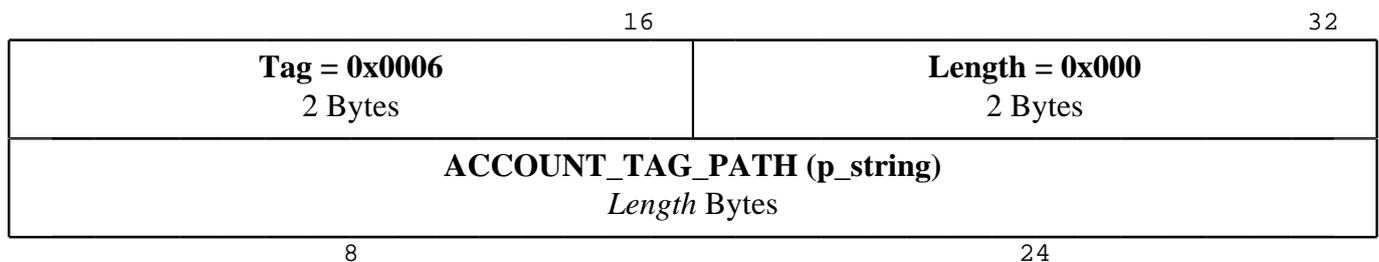
Tag 5: ACCOUNT_TAG_PASSWORD

password



Tag 6: ACCOUNT_TAG_PATH

path



Tag 7: ACCOUNT_TAG_FLAGS

optional flags (e.g. FTP Encryption mode 0=off,1=TLS)

16	32
Tag = 0x0007 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_FLAGS (t_dword) 4 Bytes	
8	24

Tag 8: ACCOUNT_TAG_ACCESS_KEY

aws access key (max 128 bytes)

16	32
Tag = 0x0008 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_ACCESS_KEY (p_string) <i>Length</i> Bytes	
8	24

Tag 9: ACCOUNT_TAG_SECRET_KEY

aws secret access key (max 128 bytes)

16	32
Tag = 0x0009 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_SECRET_KEY (p_string) <i>Length</i> Bytes	
8	24

Tag 10: ACCOUNT_TAG_BUCKET_NAME

bucket name (amazon s3), max 128 bytes

Tag = 0x000a 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_BUCKET_NAME (p_string) <i>Length Bytes</i>	
8	24

Tag 11: ACCOUNT_TAG_REGION

aws region

Tag = 0x000b 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_REGION (p_string) <i>Length Bytes</i>	
8	24

Tag 12: ACCOUNT_TAG_CAMERA_ID

s3 camera id, string will be added to the uploaded filename (max 128 bytes)

Tag = 0x000c 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_CAMERA_ID (p_string) <i>Length Bytes</i>	
8	24

Tag 13: ACCOUNT_TAG_FILE_DURATION

s3 file duration in seconds

16	32
Tag = 0x000d 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_FILE_DURATION (t_dword) 4 Bytes	
8	24

Tag 14: ACCOUNT_TAG_STREAM_NAME

stream name

16	32
Tag = 0x000e 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_STREAM_NAME (p_string) <i>Length</i> Bytes	
8	24

Tag 15: ACCOUNT_TAG_KBPS

maximum datarate for the backup, see CONF_BACKUP_MAX_KBPS

16	32
Tag = 0x000f 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_KBPS (t_dword) 4 Bytes	
8	24

Tag 16: ACCOUNT_TAG_GROUP

cloud watch log group

16	32
Tag = 0x0010 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_GROUP (p_string) <i>Length Bytes</i>	
8	24

Tag 17: ACCOUNT_TAG_CLOUD_WATCH_ENABLED

cloud watch enabled/disabled

16	32
Tag = 0x0011 2 Bytes	Length = 0x0001 2 Bytes
ACCOUNT_TAG_CLOUD_WATCH_ENABLED (t_octet) 1 Byte	
8	24

Tag 18: ACCOUNT_TAG_KMS_ENABLED

kms key encryption enabled/disabled

16	32
Tag = 0x0012 2 Bytes	Length = 0x0001 2 Bytes
ACCOUNT_TAG_KMS_ENABLED (t_octet) 1 Byte	
8	24

2.7 CONF_ACCOUNT_STATUS

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bde	account number	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.8 CONF_ACCOUNTS_CREATE_FOLDER

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b6c	SessionId: optional parameter to identify a already existing ftp client session	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Creates a new folder. Argument: folder name
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.9 CONF_ACCOUNTS_DELETE_FOLDER

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b6f	SessionId: optional parameter to identify a already existing ftp client session	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Deletes a folder. Argument: folder name
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

2.10 CONF_ACTIVE_CONNECTION_LIST

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xffc1	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	user	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

ConnectionEntry [0] (see description)
...
ConnectionEntry [N] (see description)

ConnectionEntry

16		32
Destination IP Address 4 Bytes		
Local Coder 1 Byte	Local Line 1 Byte	Flags 2 Bytes
Session ID 4 Bytes		
Remote Coder 1 Byte	Remote Line 1 Byte	Reserved 2 Bytes
TX Channels 4 Bytes		
RX Channels 4 Bytes		
8	24	

Destination IP Address

IP address to which the unit is connected.

Local Coder

The local connected coder (relative to line).

Local Line

The remote connected line

Flags

	Mask	Name	Description
Bit 11	0x0800	H.265	Is set when connection is H.265
Bit 10	0x0400	Transcoder	Is set when connection is using transcoder
Bit 9	0x0200	Jpeg	Is set when connection is Jpeg
Bit 8	0x0100	H.264	Is set when connection is H.264
Bit 7	0x0080	Encrypted	Is set when datastream is encrypted
Bit 6	0x0040	TCP Transportation	Is set when connection is using TCP for transportation
Bit 5	0x0020	Multicast	Is set when connection is using multicast
Bit 4	0x0010	Streaming	Is set when connection is started as streaming
Bit 3	0x0008	HDD Replay	Is set when connection is to HDD replay
Bit 2	0x0004	MPEG4	Is set when connection is MPEG4
Bit 1	0x0002	MPEG2 PRG	Is set when connection is MPEG2 PRG
Bit 0	0x0001	MPEG2 VES	Is set when connection is MPEG2 VES

Session ID

Session identifier.

Remote Coder

The remote connected coder (relative to line), (absolute) transcoder if connection is using transcoder

Remote Line

The remote connected line.

Reserved

TX Channels

See CONNECT_TO command for bit mask.

RX Channels

See CONNECT_TO command for bit mask.

Note: If a session ID is provided in the rcp header, then only the connection list of this specific session ID is supplied.

2.11 CONF_ACTIVE_VIPROC_CONFIG

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a3f	video_line	no	no
	Datatype	Access Level	Description	
Read	t_dword	always_legacy	Returns the config id activated by bool engine.	
Write	t_dword	iva	Sets the specified config ID as active. The command has only an effect, if the VIPROC_MODE is set to SCRIPT mode (0xff). this command is not available on a gen4 dome.	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.12 CONF_ADAPT_ENC_PROFILE_BITRATES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ce1	profile preset	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Adapt bitrates of the camera
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.13 CONF_ADD_REMOTE_DEVICE

[API: transcoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b52	entry index(1...4)	no	no
Read	Datatype	Access Level	Description
	p_octet	live	Read entry of remote devices, see detailed description
	p_octet	service	Add entry of remote devices, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	no

Description

Adds a device with forwarder ports, all data to/from the forwarder ports will be forwarded to/from the configured device port. It is allowed to store complete zeroed forwarder/remote port entries. For entries which are referenced by CONF_RCP_CONNECT_SALVO command num param, it is necessary, that the first forward port entry contains the http port and the second one the https port. If one of these ports shall not be used, at least a zeroed entry (remote/forwarder port to zero) has to be placed. The max lines and coder per lines are just information, which will be stored together in the config. To delete an entry, send an empty or zeroed payload.

Payload Structure

16	32
mac... 6 Bytes	
mac ...	reserved 2 Bytes
line cnt 2 Bytes	max coder per line 2 Bytes
nbr of forwarder entries 4 Bytes	
forwarder entry [0] (see description)	
...	
forwarder entry [N] (see description)	

url len 2 Bytes	url <i>url len</i> Bytes
pwd len 2 Bytes	pwd <i>pwd len</i> Bytes
device name len 2 Bytes	device name <i>device name len</i> Bytes
8	24

mac

Mac of the device (will be stored only as information in config)

reserved

line cnt

Max lines of the device (will be stored only as information in config)

max coder per line

Max number of coder instances per line (will be stored only as information in config)

nbr of forwarder entries

Number of forward port entries following this field (actual limited to 2)

forwarder entry

remote port 2 Bytes	forwarder port 2 Bytes
8	24

remote port

Port of the remote device

forwarder port

Local port which forwards all data to the remote port

url len

Length of the following url (actual limit is 64)

url

Url for the connection to the remote device, ascii string including zero termination

pwd len

Length of the following password (actual limit is 64)

pwd

Password for the connection, ascii string including zero termination

device name len

Length of the following device name (actual limit is 64)

device name

Device name of the remote device, ascii string including zero termination

2.14 CONF_ADV_USER_OPTIONS

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bd9	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

Payload Structure

16		32
Max number of users 4 Bytes		
Max user name length 4 Bytes		
Max password length 4 Bytes		
Password user support 1 Byte	Certificate user support 1 Byte	24
8		

Max number of users

In addition to the standard users 'user', 'service', 'live'

Password user support

no	0
Yes	1

Certificate user support

no	0
yes	1

2.15 CONF_ADV_USER_SETTINGS

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bda	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	no_pwd	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_ADV_USER_SETTINGS allows to query or configure user entries for camera access control. User entries are identified by the user name, the user name of each entry must be unique. Supported lengths, types and restrictions can be queried using CONF_ADV_USER_SETTINGS_OPTIONS.

In read direction only the user name is used to find the user entry to query the user configuration.

In write direction an already existing user with the same name is modified or a new user with the given configuration is created.

Payload Structure

User Entry

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

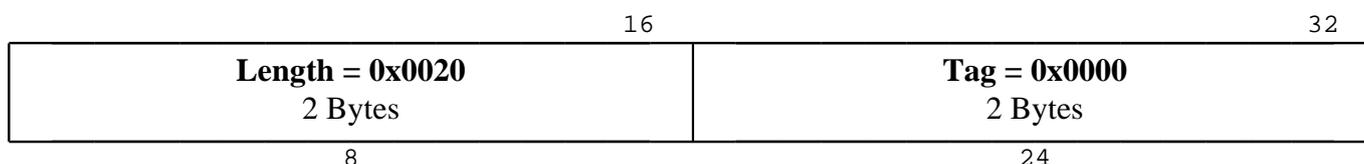
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

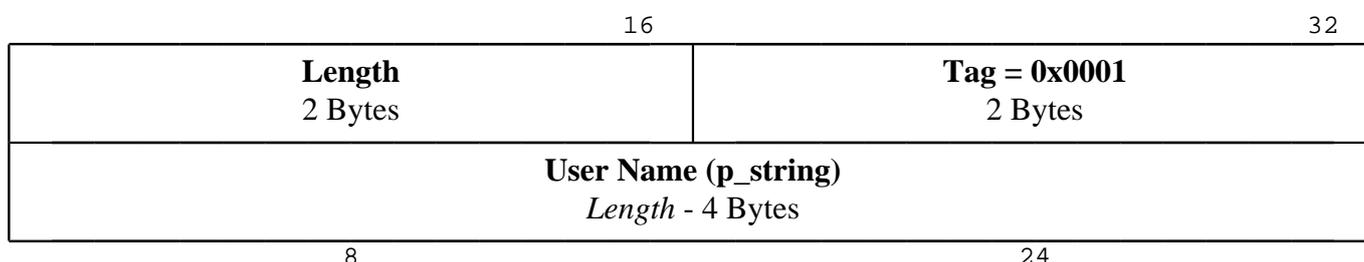
Tag 0: User Entry

The payload of tag user entry contains further tagged values described below.

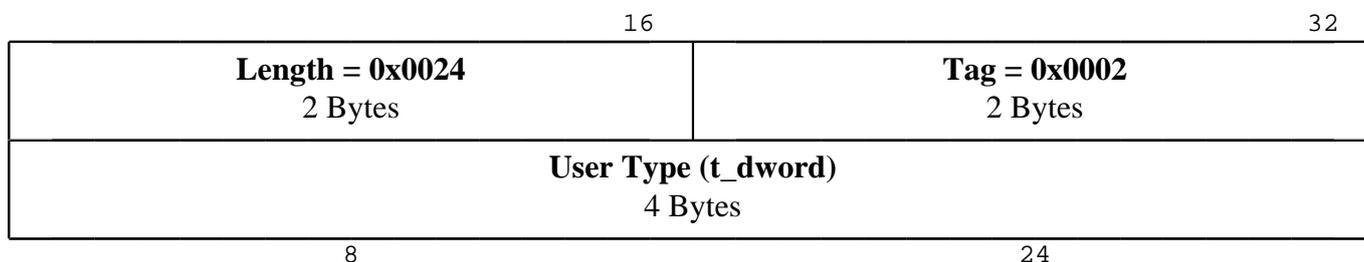


Tag 1: User Name (Required)

Name of the user in ascii chars, no zero termination



Tag 2: User Type



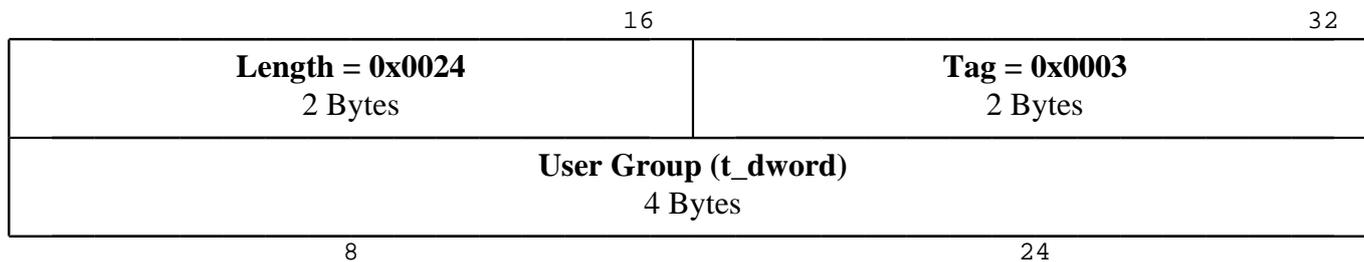
The payload of tag user type contains the user type, possible values are:

Deleted	0	
Password	1	
Certificate	2	
Temporary with password	3	
Cloud	4	(read only)

The following rules apply to a user entry:

- Changing the type of an existing user to Deleted will delete the user.
- A User Entry of type Password must contain a password entry.
- A User Entry of type 'Temporary with password' must contain a password entry and an 'Expires' entry.

Tag 3: User Group



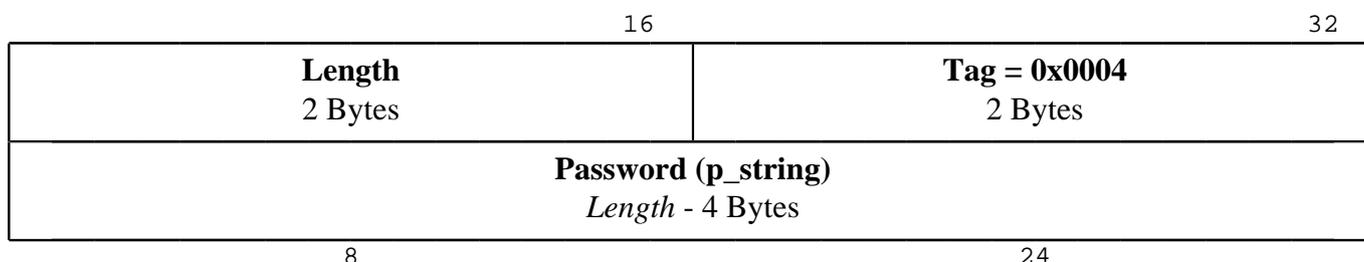
Numeric unique ID of the user group the user should belong to:

- Reserved do not use 0
- Live 1
- User 2
- Service 3
- IVA 6

Tag 4: Password

The payload of tag user password contains the user password.

This field is only mandatory when configuring a user of type Password and will be empty when read if there is no password or just '*****' when a password is set.



Tag 5: Expires In Seconds

The 'Expires' tag indicates the life time of the user in seconds. So if the user should life for 1 hour pass the value 3600 here.

The field is mandatory when you create a user of type 'Temporary with password' (3). For all other types this field should not be present or have the payload 0.

2.16 CONF_ADV_USER_SETTINGS_LIST

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bdc	None	no	no
Datatype	Access Level	Description	
Read p_octet	live	Returns a list of tagged values(User Entries).	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

User Entry [0]
...
User Entry [N]

The payload of this command consists of a list of 'User Entry' items of the command CONF_ADV_USER_SETTINGS.

2.17 CONF_ALARM_BACKUP_REC_SPEED_LIMIT

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb0	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	user	Get the speed limit parameter, see detailed description
Write	p_octet	service	Set the speed limit parameter, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command can be used to limit the data traffic caused by backed up recording per line (num parameter 1 to n). This can be done by limiting the data rate and/or the speed in percent(100 percent means backup speed like replay in normal speed), based on the time information of the video data. The backup can be stopped completely, by sending a speed limit by 0 and continued again by sending a non zero speed later. It cannot be stopped by the data rate, a value of 0 for the data rate means to disable the limit for the data rate. The data rate parameter isn't applied immediately, but when the next backup starts.

Payload Structure

16			32
speed limit			
4 Bytes			
data rate limit			
4 Bytes			
8		24	

speed limit

Speed limit in percent (0 to 9999, default 200)

data rate limit

Data rate limit in Kbps (0 - no limit, default 0)

2.18 CONF_ALARM_CONNECT_TO_IP

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0041	destination IP number	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the connect on alarm event IP address
Write	t_dword	service	Specify the connect on alarm event IP address
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.19 CONF_ALARM_CONNECT_TO_IP_STR

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0081	destination IP number	no	no
	Datatype	Access Level	Description
Read	p_string	minimal	Read the alarm IP using string notation (xxx.xxx.xxx.xxx)
Write	p_string	service	Set alarm IP using string notation (xxx.xxx.xxx.xxx)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.20

CONF_ALARM_CONNECTION_DESTINATION_PORT

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a15	None	no	no
	Datatype	Access Level	Description
Read	t_word	minimal	Returns the network destination port on outgoing alarm connections
Write	t_word	service	Selects the destination network port for outgoing alarm connections; all other than 1756 (default RCP port) will use the HTTP tunneling protocol. In this case, this must be the HTTP/HTTPS port of the called host.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.21 CONF_ALARM_CONNECTION_USE_SSL

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a16	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Use RCP SSL for outgoing alarm connections
Write	f_flag	service	Use RCP SSL for outgoing alarm connections
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.22 CONF_ALARM_DISP_VAL

[API: stamping]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x008e	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Read current state	
Write	t_octet	service	1=disable alarm display; 2=enable alarm display; 3=alarm stamping with custom attributes which can be set with the CONF_STAMP_ATTR_ALARM tag	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.23 CONF_ALARM_INPUT_CAPABILITIES

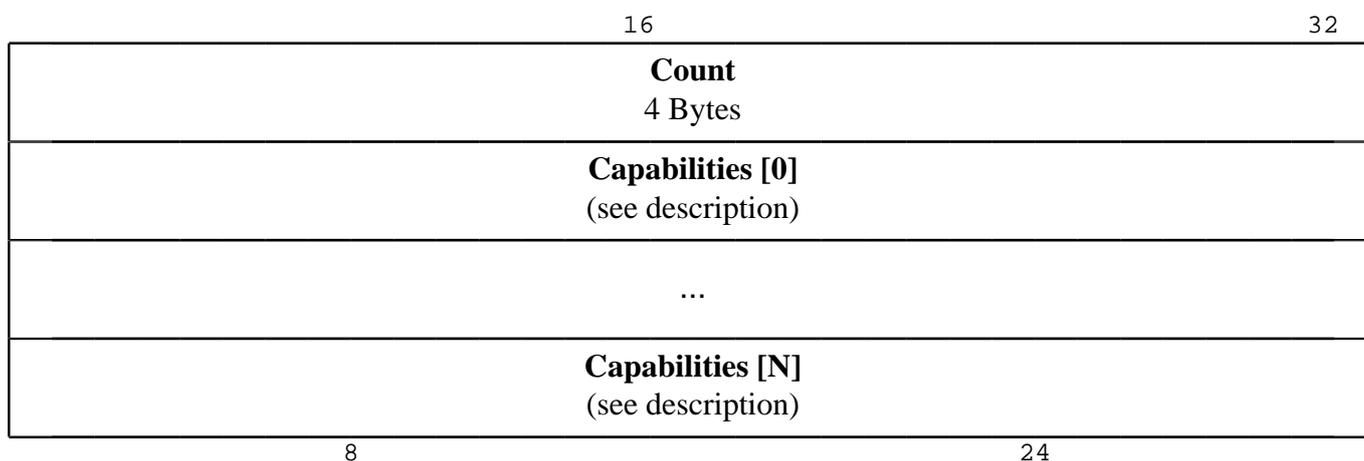
[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6a	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Read capabilities of the available alarm inputs.

Payload Structure

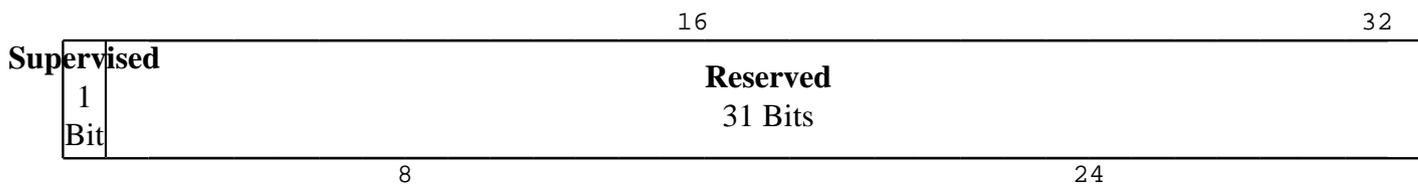


Count

Number of available alarm inputs

Capabilities

Capabilities of the alarm input



Supervised

Supervised mode possible

Reserved

Reserved

2.24 CONF_ALARM_INPUT_LH_VAL

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x008d	alarm input	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	1=alarm pin high active; 2=alarm pin low active
Write	t_octet	service	1=set alarm pin high active; 2=set alarm pin low active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.25 CONF_ALARM_INPUT_SUPERVISED

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b87	alarm input	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	1= alarm pin is set to supervised mode; 0= alarm pin is set to normal mode (non-supervised)	
Write	t_octet	service	1=set alarm pin to supervised mode; 0=set alarm pin to normal mode (non-supervised)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.26 CONF_ALARM_OVERVIEW

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c38	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Messages are sent if a change has happened (event, state change, alarm added, alarm deleted). The readout command contains all registered alarm entries.

Payload Structure

	16		32
Flags 1 Byte	Reserved 1 Byte	Number of alarm entries 2 Bytes	
Alarm Entry [0] (see description)			
...			
Alarm Entry [Number of alarm entries - 1] (see description)			
8		24	

Flags

	Mask	Name	Description
Bit 7	0x80	All entries included	(read out)

Alarm Entry

Entry ID 2 Bytes		Entry Length 2 Bytes	
Flags 1 Byte	Reserved 1 Byte	Alarm Source 1 Byte	Alarm Type 1 Byte
Alarm Name (p_unicode) Entry Length - 8 Bytes			
8		24	

Entry ID

Unique ID for each entry. May be reassigned to entry if entry is deleted.

Entry Length

Length of the entry payload, inclusive header.

Flags

	Mask	Name	Description
Bit 7	0x80	Add Flag	Alarm Entry has been registered
Bit 6	0x40	Delete Flag	Alarm Entry has been unregistered
Bit 5	0x20	State Flag	Alarm Entry is a state
Bit 4	0x10	State Set Flag	Alarm Entry State is set (states only)

Alarm Source

Values:

Unknown	0
Relais	2
Digital Input	3
Audio	4
Virtual Input	5
Tamper	6
Motion	7
Flow	8
Intelligent Video Analytics	9
Fire	10
Man Over Board	11

Alarm Type

Values:

Unknown	0
VCA	1
Relais	2
Digital Input	3
Audio	4
Virtual Input	5
Default Task	16
Global Change	17
Signal too bright	18
Signal too dark	19
Signal too noisy	20
Signal too blurry	21
Signal loss	22
Reference Image Check Failed	23
Invalid Configuration	24
Flame Detected	25
Smoke Detected	26
Object in field	32
Crossing line	33
Loitering	34
Condition change	35
Following route	36
Tampering	37
Removed object	38
Idle object	39
Entering field	40
Leaving field	41
Similarity search	42
Crowd detection	43
Flow in field	44
Counter flow in field	45
Motion in field	46
Man over board	47
Counter	48
BEV People Counter	49
Occupancy	50

Alarm Name

String encoded in unicode.

2.27 CONF_ALARM_STRING

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0090	None	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Get the alarm string
Write	p_unicode	service	Set the alarm string (max 32 unicode characters)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.28

CONF_ALLOW_BASIC_HTTP_AUTH_ON_NON_SSL SOCK

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd8	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Allow basic http authentication on non SSL sockets, #ValueList: 0= not allowed (default); 1= allowed
Write	f_flag	service	Allow basic http authentication on non SSL sockets, #ValueList: 0= not allowed (default), 1= allowed
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.29

CONF_ALLOW_OVERWRITE_TIMESRVIP_BY_DHCP

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c0e	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Allow or deny that dhcp overwrites time/ntp srv ip, 0 = deny, 1 = allow
Write	t_octet	service	Allow or deny that dhcp overwrites time/ntp srv ip, 0 = deny, 1 = allow
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.30 CONF_AMBIENT_LIGHT_LEVEL

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c45	None	no	no
Datatype	Access Level	Description	
Read t_dword	user	Get the normalized ambient light level (value range: 0-1000; typical values between 0-400); Only available on certain devices	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.31 CONF_APP_MGMT_GET_DEVICE_IDS

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf8	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	GetDeviceIDs
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.32 CONF_APP_MGMT_INSTALL_LICENSE

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf9	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	Install license
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.33 CONF_APP_OPTION

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09e0	None	no	no
	Datatype	Access Level	Description	
Read	p_octet	always_legacy	DEPRICATED: Use CONF_APP_OPTION_EXT. Returns a bit field containing 256 bits (32 byte). Each bit represents one active license on the device. Bit order is MSB first.	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.34 CONF_APP_OPTION_EXT

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c4a	None	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Returns a bit field containing 512 bits (64 byte). Each bit represents one active license on the device. Bit order is MSB first.	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.35 CONF_APP_OPTION_SET

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09e2	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Returns a readable string with the result code of the last applied set option	
Write	p_string	service	A key, generated by the license server to enable a specific application option; after entering a key, the APP_OPTION command returns the current activated application options	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.36 CONF_APP_OPTION_UNIT_ID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e1	None	no	no
Datatype	Access Level	Description	
Read p_string	minimal	Read out the unique unit id (installation code) for setting application options	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.37 CONF_APPLICATION_TYPE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c47	None	no	no
Datatype	Access Level	Description	
Read	t_octet	Returns the application type,	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

default application	0
standard application	1

2.38 CONF_APPLY_NETWORK_SETTINGS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cbe	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	Apply the configured network settings at runtime	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.39 CONF_AUDIO_AAC_BITRATE

[API: audio]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b9a	audio line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Read the bitrate of the AAC encoder (only value of 48000 and 80000 are supported) for the line given by num	
Write	t_dword	service	Set the bitrate for the AAC encoder (only value of 48000 and 80000 are supported) on the line given with the num parameter	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.40 CONF_AUDIO_ENC_STREAMING

[API: multicast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x099b	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Audio streaming on coder (audio encoder n: coderbits=1<<(n-1))	
Write	t_dword	service	Enables audio streaming on coder (audio encoder n: coderbits=1<<(n-1))	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.41 CONF_AUDIO_INPUT

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09b8	audio line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	0=Line, 1=Mic
Write	t_dword	service	0=Line, 1=Mic, 2=Mute (only supported by arm based products)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.42 CONF_AUDIO_INPUT_LEVEL

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x000a	audio line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets current level of audio input. Range: 0 to AUDIO_INPUT_MAX
Write	t_dword	service	Sets level of audio input. Range: 0 to AUDIO_INPUT_MAX
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.43 CONF_AUDIO_INPUT_MAX

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ba	audio line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Gets the maximum input level that can be adjusted	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.44 CONF_AUDIO_INPUT_PEEK

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09c6	audio line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the max iabs of the audio input signal (clears the value)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.45 CONF_AUDIO_LOUDSPEAKER_ON_OFF

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09be	audio line	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Gets Loudspeaker if on or off. 0=off, 1=on.
Write	f_flag	service	Sets Loudspeaker if on or off. 0=off, 1=on.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.46 CONF_AUDIO_MIC_LEVEL

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09bc	audio line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets level of mic input. Range: 0 to AUDIO_MIC_MAX
Write	t_dword	service	Sets level of mic input. Range: 0 to AUDIO_MIC_MAX
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.47 CONF_AUDIO_MIC_MAX

[API: audio]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09bd	audio line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the maximum mic level that can be adjusted	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.48 CONF_AUDIO_NOTIFICATION_SOUND

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c77	yes	no	no
Datatype	Access Level	Description	
Read f_flag	minimal	Read status of audio notification sound (only applicable on certain devices).	
Write f_flag	service	Switch audio notification sound on/off (only applicable on certain devices).	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Num Descriptor Values

privacy mode sound 1

Values:

do not play sound	0
play sound	1

2.49 CONF_AUDIO_ON_OFF

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x000c	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	
Write	f_flag	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

audio mode is not set 0
audio mode is set 1

2.50 CONF_AUDIO_OPTIONS

[API: audio]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09bf	audio line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets options for Audio, Bit 0=Line In, Bit 1=Line Out, Bit 2=Mic, Bit 3=Loudspeaker	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.51 CONF_AUDIO_OUTPUT

[API: audio]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09b9	audio line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	0=Decoder, 1=Sine, 2=Loop, 3=Mute, 4=Sample	
Write	t_dword	service	0=Decoder, 1=Sine, 2=Loop, 3=Mute, 4=Sample	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.52 CONF_AUDIO_OUTPUT_LEVEL

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09b7	audio line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets level of audio output. Range: 0 to AUDIO_OUTPUT_MAX
Write	t_dword	service	Sets level of audio output. Range: 0 to AUDIO_OUTPUT_MAX
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.53 CONF_AUDIO_OUTPUT_MAX

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09bb	audio line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Gets the maximum output level that can be adjusted	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.54 CONF_AUDIO_OUTPUT_PEEK

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09c7	audio line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the max iabs of the audio output signal (clears the value)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.55 CONF_AUDIO_REC_FORMAT

[API: recording settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0ae9	video line	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Get audio format for recording (0: NO, 1: G711, 2: L16, 3: AAC)	
Write	t_octet	service	Set audio format for recording (0: NO, 1: G711, 2: L16, 3: AAC) (running recording has to be stopped and restarted in order to become effective)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.56 CONF_AUDIO_STARTUP_SOUND

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x09b6	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Turn on/off audio startup sound
Write	f_flag	service	Turn on/off audio startup sound
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.57 CONF_AUDIO_STREAMING_ENCODING

[API: multicast]

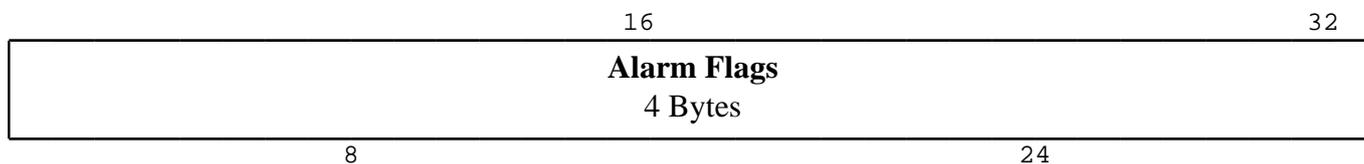
Tag Code	Num Descriptor	Message	SNMP Support
0x0b8d	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Defines the audio encoding that is used for streaming (1: g711, 2: aac)
Write	t_dword	service	Defines the audio encoding that is used for streaming (1: g711, 2: aac)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.58 CONF_AUPROC_ALARM

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a79	audio line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure



Alarm Flags

The message is sent whenever any of the bit values changes. Additionally it is sent once per second when any of the bits is set.

Values:

	Mask	Name	Description
Bit 13	0x00002000	Entire	Entire frequency band
Bit 12	0x00001000	Hz2865_4000	Frequency band 2875-4000 Hz
Bit 11	0x00000800	Hz2420_3400	Frequency band 2420-3400 Hz
Bit 10	0x00000400	Hz2030_2875	Frequency band 2030-2875 Hz
Bit 9	0x00000200	Hz1690_2420	Frequency band 1690-2420 Hz
Bit 8	0x00000100	Hz1375_2030	Frequency band 1375-2030 Hz
Bit 7	0x00000080	Hz1110_1690	Frequency band 1110-1690 Hz
Bit 6	0x00000040	Hz890_1375	Frequency band 890-1375 Hz
Bit 5	0x00000020	Hz690_1110	Frequency band 690-1110 Hz
Bit 4	0x00000010	Hz500_890	Frequency band 500-890 Hz
Bit 3	0x00000008	Hz360_690	Frequency band 360-690 Hz
Bit 2	0x00000004	Hz220_500	Frequency band 220-500 Hz
Bit 1	0x00000002	Hz110_360	Frequency band 110-360 Hz
Bit 0	0x00000001	Hz0_220	Frequency band 0-220 Hz

Bit14-31 are unused and should be zero.

2.59 CONF_AUPROC_CONFIG

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a7a	audio line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command configures the audio alarm analysis. The analysis is based on a 8kHz signal (if the device supports higher sampling rates the signal is downsampled). The analysed frequency bands (there are 13 frequency bands) have the following center frequencies:

100 Hz, 220 Hz, 350 Hz, 500 Hz, 680 Hz, 880 Hz, 1.1 kHz, 1.4 kHz, 1.7 kHz, 2.0 kHz, 2.4 kHz, 2.9 kHz, 3.4 kHz

The frequency bands are overlapping triangles.

Payload Structure

16	32
Version 4 Bytes	
Trigger Level... 16 Bytes	
Trigger Level ...	
Trigger Level ...	
Trigger Level ...	
Sensitivity... 16 Bytes	
Sensitivity ...	
Sensitivity ...	

Sensitivity		
...		
Reserved 1 Byte	Flags 1 Byte	Reserved 2 Bytes
8		24

Version

Unused (should be zero).

Trigger Level

16 Values between 0 and 255 (1 Byte each), setting the fixed threshold for every frequency band and energy level.

First Byte is for the lowest frequency and the last for the energy level. Trigger level 0 indicates that this frequency band is set off.

14 bytes (13 bands plus entire energie) are used in this version (refer to AUPROC_ALARM command).

Sensitivity

16 Values between 1 and 100 (1 Byte each), setting the sensitivity for every frequency band and energy level.

First Byte is for the lowest frequency and the last for the energy level.

14 bytes (13 bands plus entire energie) are used in this version.

The sensitivity is based on an adaptive threshold and a sliding window.

Flags

1 byte reserved for flags

Values:

	Mask	Name	Description
Bit 7	0x80	OnOff	Indicates if audio alarm is on or off

Reserved

2.60 CONF_AUPROC_MELPEGEL

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a7b	audio line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read the recent pegel in the frequency bands: detailed decription	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Each of the 14 bytes corresponds to the frequency bands described within the command AUPROC_ALARM and AUPROC_MELPEGEL.

Payload Structure

16	32
recent melpegel... 14 Bytes	
recent melpegel ...	
recent melpegel ...	
recent melpegel ...	adaptive threshold level... 14 Bytes
adaptive threshold level ...	
adaptive threshold level ...	
adaptive threshold level ...	
8	24

2.61 CONF_AUPROC_NAME

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a7c	audio line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	-
Write	p_unicode	service	-
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.62 CONF_AUTO_DISCONNECT_TIME

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x030d	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	0=no auto disconnect; 0<Time in seconds to disconnect
Write	t_dword	service	0=no auto disconnect; 0<Time in seconds to disconnect
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.63 CONF_AUTO_TRACKER_TRACK_OBJECT

[API: autotracker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b2d	video line	yes	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the object id of the currently tracked object. Zero is returned if no object is tracked.
Write	t_dword	user	Send the object id to start tracking
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.64 CONF_AUTO_TRACKER_TRACK_OBJECT_POS

[API: autotracker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c28	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	user	Send an image position to start tracking the nearest object. Position is in normalized coordinate system with upper left corner (0x0000 0x0000) and lower right corner (0x8000 0x8000)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.65 CONF_AUTODETECT_REPLY_GROUP

[API: rcv.discovery]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0956	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the multicast group to which (when set) the VJ will listen for multicast autodetect requests	
Write	t_dword	service	Get the multicast group to which (when set) the VJ will listen for multicast autodetect requests	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.66 CONF_AUXILIARY_POWER

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c55	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Returns status and availability of auxiliary power, see detailed description
Write	t_dword	service	Enables or disables auxiliary power, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

	16	32
Flags 1 Byte	ovl_cnt 1 Byte	Reserved 2 Bytes
8		24

Flags

	Mask	Name	Description
Bit 3	0x08	ovl	Indicates if auxiliary power is overloaded (read only, write will be ignored)
Bit 2	0x04	has ovl	Indicates if the unit has overload detection (read only, write will be ignored)
Bit 1	0x02	ena power	Indicates if auxiliary power is switched on
Bit 0	0x01	aux power	Indicates if the unit has auxiliary power (read only, write will be ignored)

ovl_cnt

Counts up if an overload occurs

Values:

no overload	0
nr of overload events	1 - 254
more than 254 overload events	255

2.67 CONF_BACKUP

[API: backup]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af4	cam (backup from device), trackID (backup from vrm)	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Starts an mp4 backup file of the specified replay range and store it on a account. The CONF_BACKUP_STATUS message is sent periodically to inform about the backup progress. The command returns an 1 byte backup id that can be used to identify the backup in the message. The backup may include signature generation and video authenticity checks. The check results can be return by an optional addon in CONF_BACKUP_STATUS message. The backup destination can be a dummy backup, the data won't be stored anywhere in that case. The dummy backup is used on the special account number 0xff (255). This is usefull, if the backup is just just for authenticity check of records.

Payload Structure

16		32	
From2000 4 Bytes			
To2000 4 Bytes			
Account 4 Bytes			
RecordingIndex 4 Bytes			
RemoteCamera 1 Byte	Transcode 1 Byte	TranscoderPreset 1 Byte	Reserved 1 Byte
ReplaySpeed 4 Bytes			
ObjectID 4 Bytes			

Reserved 4 Bytes		
Backup filename... 16 Bytes		
Backup filename ...		
Backup filename ...		
Backup filename ...		
Flags 1 Byte	Signature hash type 1 Byte	Reserved 2 Bytes
8		24

From2000

Start time of the backup in seconds since 2000

To2000

Stop time of the backup in seconds since 2000

Account

Index of the account that should be used for backup (see CONF_ACCOUNT_SETTINGS), special account dummy backup 0xff.

RecordingIndex

Index of the recording to be backuped (0 or 1)

RemoteCamera

0 - local Camera, 1 to 4 referring to entries of CONF_ADD_REMOTE_DEVICE

Transcode

Optional field that defines if the video should be transcoded before backup (used by Transcoder Devices only)

TranscoderPreset

Optional field that defines the preset used by transcoding (used by Transcoder Devices only)

ReplaySpeed

Optional field that defines the replay speed (used by Transcoder Devices only). Use the same values as for CONF_HD_REPLAY_START

ObjectID

Optional field: if that Id is given a autotracker instance will be started that follows the object (used by Transcoder Devices only)

Backup filename

Backup filename: filename in arbitrary order of: %b begin date/time, %e end date/time, %c camera name, %i export job id, %f file nbr, %a alarm description, %dSubDirectory sub directory to write; optionally seperated by "_" or "-". Exampe: %b_%c would result e.g in a filename 20111017_14-29-26_camera1.mp4

Flags

Flags:

	Mask	Name	Description
Bit 1	0x02	AUTH_MSG_ADDON	Status message CONF_BACKUP_STATUS will contain a message addon containing authenticity check result information
Bit 0	0x01	CHECK_SIGNATURE	Checks the signature of the source records, the generation of a signature of the backup will fail, if the check fails

Signature hash type

Activates the generation of a signature file using the https certificate, works for ftp and dropbox backup

Types:

NO_SIGNATURE	0	Signature generation disabled
SHA1	1	Generates a signature file over the backup file using SHA1
SHA256	2	Generates a signature file over the backup file using SHA256

2.68 CONF_BACKUP_MAX_KBPS

[API: backup]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af5	account number	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the maximum datarate for the backup (in kbps)
Write	t_dword	user	Sets the maximum datarate for the backup (in kbps)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.69 CONF_BACKUP_RECORDING_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb4	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	user	Get the backup recording status, see detailed description
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns the backup recording status on a line, specified by the num parameter (1 ... n). First it looks for a valid configuration of backup recording. Valid means, there exists a running recording configured to record the life data and a second recording for backup, which copies the data from the life data recording storage to it's recording storage on alarm or continuously. If both "rec idx life" and "rec idx backup" are none zero, there is a valid configuration. Then the following fields inform about the status and progress of the backedup recording. The utilization of the life data recording storage can be calculated in percent with the equation: $utilization = ("unbacked MB" * 100) / ("unbacked MB" + "backedup MB" + "free MB")$. The status will be send as message, if the utilization will cross some thresholds. There are two thresholds, the "All Clear" threshold and the "Warning" threshold. These thresholds can be configured with the command CONF_BACKUP_RECORDING_STATUS_MSG_THRESHOLD (see rcp documentation). Another reason for sending this message will be on deleting or overwriting of records, which had to be backedup but weren't backedup before deletion, or were deleted while still within the maximum retention time range. Every time this event happens, the lost counter will be incremented. This counter will count since device boot.

Payload Structure

rec idx life 2 Bytes	16	rec idx backup 2 Bytes	32
free MB 4 Bytes			
backedup MB 4 Bytes			
unbacked MB 4 Bytes			

lost counter 4 Bytes	
msg trigger 1 Byte	reserved 3 Bytes
8	24

rec idx life

Recording index of the recording, which is configured for life data recording

Values:

None	0
Primary	1
Secondary	2

rec idx backup

Recording index of the recording, which is configured for data backup of the life data recording

Values:

None	0
Primary	1
Secondary	2

free MB

Free Storage space in MB for the life data recording

backupped MB

Storage space in MB with records of the life data recording for this line, which are already backupped or which are not required to be backupped

unbackupped MB

Storage space in MB with records of the life data recording for this line, which have to be backupped or potentially required to be backupped, because they are in range of the max pre alarm time

lost counter

Counter for events of records, which had to be backupped and that couldn't be backupped, on deleting or overwriting by newer records

msg trigger

Reason for sending this status

Values:

REQUESTED	0	Response on request
ALL_CLEAR	1	All clear threshold passed
WARNING	2	Warning threshold passed
DATA_LOSS	3	New data loss

2.70

CONF_BACKUP_RECORDING_STATUS_MSG_THRESHOLD

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb5	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	user	Get the thresholds, see detailed description
Write	p_octet	service	Set the thresholds, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command configures the thresholds for the CONF_BACKUP_RECORDING_STATUS message. The message will be send, when the storage space utilization will cross the "all clear" threshold by changed utilization from higher to lower utilization or when crossing the "warning" threshold by changed utilization from lower to higher utilization.

Payload Structure

16		32
all clear threshold 1 Byte	warning threshold 1 Byte	reserved 2 Bytes
8		24

all clear threshold

Threshold for all clear in percent

warning threshold

Threshold for warning in percent

2.71 CONF_BACKUP_STATUS

[API: backup]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af8	Backup Session ID (if set to 0 a list of all backup sessions is returned)	yes	no
Datatype	Access Level	Description	
Read p_octet	minimal	List the status of a backup sessions:	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns a list of the current backups or the status of one single backup if a specific valid backup id was provided. The list contains the following sequence:

Payload Structure

16	32
Backup ID 4 Bytes	
RCP Session ID 4 Bytes	
Start Time 4 Bytes	
End Time 4 Bytes	
Transferred Bytes... 8 Bytes	
Transferred Bytes ...	
File Count 2 Bytes	File Nbr 2 Bytes
File part 2 Bytes	Reserved 2 Bytes

Current time 4 Bytes			
Ppm Current File 4 Bytes			
Backup Errors 4 Bytes			
RTP packet loss 4 Bytes			
MP4 box errors 4 Bytes			
Account errors 4 Bytes			
Cam 2 Bytes		RecIdx 2 Bytes	
Account 1 Byte	Backup ID 1 Byte	Timezone quarter hours 1 Byte	Reserved 1 Byte
Link... 128 Bytes			
Link [...]			
Link ...			
Reserved... 8 Bytes			
Reserved ...			

8

24

Backup ID

Backup Session ID

RCP Session ID

Corresponding RCP Session ID

Start Time

Start Time of the Backup in Seconds since 2000

End Time

End Time of the Backup in Seconds since 2000

Transferred Bytes

Transferred bytes

File Count

Number of files to backup

File Nbr

Current file to backup

File part

If a larger Backup file is split into multiple parts this value tells the current part

Current time

The current time of the backup

Ppm Current File

Status in ppm of the current backup

Backup Errors

The last account error.

Errors:

ERROR	2	Error during backup
CANCELLED	4	Backup canceled
START_FAILED	5	Start of backup failed

RTP packet loss

Number of lost packets

MP4 box errors

Errors in the mp4 converter.

Account errors

The last account error.

Errors:

NO_ERROR	0
NO_IP	1

CONNECT_FAILED 2
SETDIR_FAILED 3
WRITE_FAILED 4

Cam

Camera

RecIdx

Recording Index

Account

The index of the account used for backup (see CONF_ACCOUNT_SETTINGS and CONF_BACKUP). For backup via http the account is set to 0.

Backup ID

The backup id that is returned by the CONF_BACKUP command. This id can be used to link the backup started by CONF_BACKUP with this status message

Timezone quarter hours

Signed time zone offset in quarter hours

Link

A direct link to the backup mp file. The message contains the link if it is available

Message Payload Structure

This command is also send as message by an running backup with same payload and an optional addon containing authenticity informations if the check for it and the addon was activated in the backup job

16	32
Backup Status... 200 Bytes	
Backup Status [...]	
Backup Status ...	
Backup Status Addon (optional) (see description)	
8	24

Backup Status Addon (optional)

16				32
start sec utc 4 Bytes				
end sec utc 4 Bytes				
TZ QH 1 Byte	hash status 1 Byte	sign status 1 Byte	cert status 1 Byte	
hash issues 4 Bytes				
sign issues 4 Bytes				
cert issues 4 Bytes				
8		24		

start sec utc

Start time in seconds since 2000 utc of the sequence

end sec utc

Last time in seconds since 2000 utc of the sequence

TZ QH

Time time zone offset in quarter hours (7 lowest bits), and sign (highest bit)

hash status

Hash status for authenticity check

Values:

missing	0
not checked	1
invalid	2
valid	3

sign status

Signature status

Values:

missing	0
not checked	1

missing certificate	2
invalid	3
valid	4

cert status

Signing certificate status

Values:

not checked	0
unknown	1
invalid	2
trusted	3
owned	4

hash issues

Count of hash issues occurred since start of authenticity check

sign issues

Count of sign issues occurred since start of authenticity check

cert issues

Count of cert issues occurred since start of authenticity check

2.72 CONF_BACKUP_STOP

[API: backup]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b58	Backup Session ID	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	user	Cancels an ongoing backup job
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.73 CONF_BASE_POE_CLASS

[API: lldp]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0ca0	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	service	Read the base poe class of the device (w/o considering power adder); 1: class0, 2: class1, 3: class2, etc. 255: no PoE	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.74 CONF_BEST_FACE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b6e	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Allows the upload of detected faces to an ftp server or drop box account.

Payload Structure

enable 1 Byte	reserved 1 Byte	accountId 1 Byte	pictureFormat 1 Byte
targetObjectWidth 4 Bytes			
time out 1 Byte	reserved... 11 Bytes		
reserved ...			
reserved ...			
8	16		24

enable

best face is disabled 0
 best face is enabled 1

accountId

Select account which is used as target for the detected faces for detailed information's see CONF_ACCOUNT_SETTINGS

pictureFormat

Select file format:

Jpeg	0
YUV420	1
Uncompressed tiff	2

targetObjectWidth

Configure maximum face width in pixel 0 means auto no scaling is necessary delivers best performance

time out

Time out in seconds. If the time out is set to 0 the best face of the tracking process will be posted when the face has left the scene.

Defines a timeout for the maximum delay which is introduced till a face is posted. After a face is posted the tracking is restarted.

Example:

Face is in scene for 50 sec $t = [0s, 50s]$

timeout is configured to 10 s

best face of $[0s, 10s]$ is posted

best face of $[10s, 20s]$ is posted

best face of $[20s, 30s]$ is posted

best face of $[30s, 40s]$ is posted

best face of $[40s, 50s]$ is posted

2.75 CONF_BICOM_COMMAND

[API: bicom]

Tag Code	Num Descriptor	Message	SNMP Support
0x09a5	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	user	Sends a BICOM read or write command to the local camera frontend. Notice: for some BICOM commands an access level higher than 'l_user' is needed. For details about this see Appendix 'Bicom Command Access Levels' of this document.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16	32
Flags 1 Byte	Lease Time Info (conditional)... (see description)
Lease Time Info (conditional) ...	Bicom Server ID... 2 Bytes
Bicom Server ID ...	Object ID 2 Bytes
	Operation 1 Byte
Bicom Payload N Bytes	
8	24

Flags

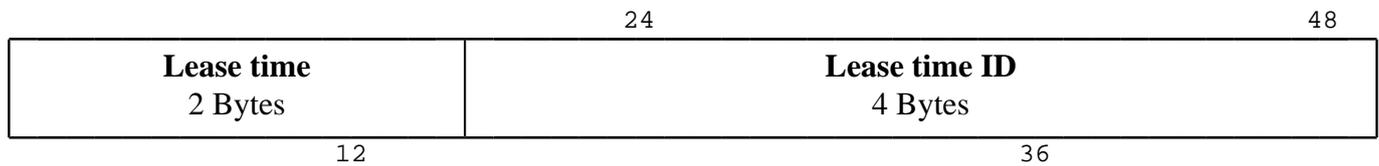
Transmission-Flags

	Mask	Name	Description
Bit 7	0x80	Flags Available	Must be always set to 1
Bit 6	0x40	unused set to 0	
Bit 5	0x20	unused set to 0	
Bit 4	0x10	unused set to 0	
Bit 3	0x08	Lease Time Available	Set to 1 if a lease time is included in the request

Bit 2	0x04	Native Errors	Set to 1 to receive the native BICOM errors
Bit 1	0x02	obsolete, don't care	
Bit 0	0x01	obsolete, don't care	

Lease Time Info (conditional)

Lease Time Info is available when corresponding flag is set.



Lease time

Time period in seconds the access should be blocked for other clients.

Note: This field has to be signaled in little endian mode.

Lease time ID

Random number generated by the client. If a lease time > 0 is provided with the first access, further accesses during the lease time are only possible if the same lease time id is provided.

Bicom Server ID

Server ID, e.g. 0x0002 for "Device Server" (See BICOM application documentation)

Object ID

Object ID, e.g. 0x0100 for "Type" (See BICOM application documentation)

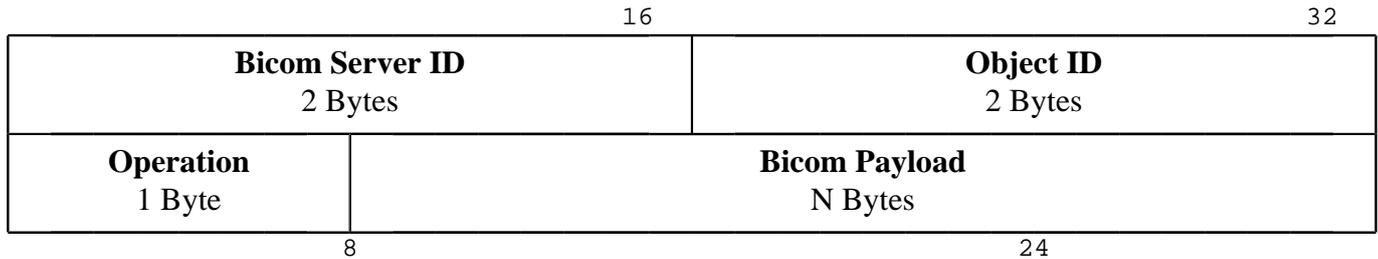
Operation

See BICOM application documentation for details.

Values

GET	0x01
SET	0x02
SET_GET	0x03
INC	0x04
INC_GET	0x05
DEC	0x06
DEC_GET	0x07
SET_DFLT	0x08
SET_GET_DFLT	0x09

Message Payload Structure



Bicom Server ID

Server ID, e.g. 0x0004 for "Camera Server" (See BICOM application documentation)

Object ID

Object ID, e.g. 0x0190 for "Colour" (See BICOM application documentation)

Operation

See BICOM application documentation

Values:

EVENT 0x70 -
 0x7F

Example

RCP Request

84	Native Errors
00 02	Server ID = 2 ("Device server")
01 50	Object "IdString"
01	Operation GET

RCP Reply

84	Native Errors
00 02	Server ID = 2 ("Device server")
01 50	Object "IdString"
01	Operation GET
00 68 00 68 00 68 00 68 00 20 00 20 00	34 Bytes Unicode ID String
20 00 20 00 20 00 20 00 20 00 20	
00 20 00 20 00 20 00 20	

RCP Message

00 04	Server ID = 4 ("Camera server")
01 90	Object "Colour"
70	Operation EVENT
00 00	2 Byte unsigned short: Colour mode is "B/W"

2.76 CONF_BOARD_RESET

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0811	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service	Reset the board
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.77 CONF_BOOT_DEFAULT_APP

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x099f	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service	Boot the default application
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.78 CONF_BOOT_STATE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e3	None	no	no
Datatype	Access Level	Description	
Read	t_dword	always	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

booted	100
waiting for camera frontend	50
waiting for DHCP	25
Percent	0 - 100

2.79 CONF_BOOTLOADER_VERSION

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ef	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the bootloader version
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.80 CONF_BROWSER_DATETIME_FORMAT_VAL

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x01e9	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read browser date/time format
Write	t_octet	service	Set browser date/time format (1=Europe, 2=USA, 3=Japan)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.81 CONF_BROWSER_LANGUAGE_VAL

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0x01e3	None	no	no
Datatype	Access Level	Description	
Read	t_octet	always	Read current set browser language
Write	t_octet	service	Set browser language (numbering depends on toolkit implementation)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.82 CONF_BUFFERED_RECORDING_MODE

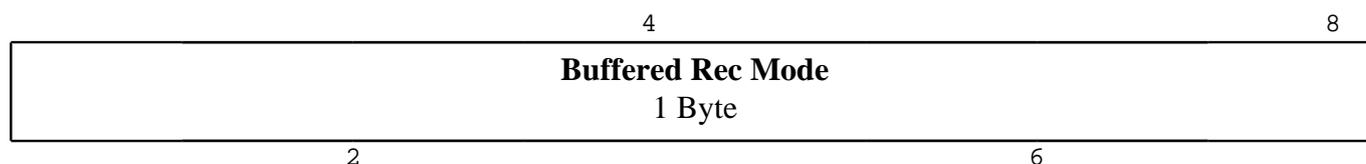
[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bcd	None	no	no
Datatype	Access Level	Description	
Read	t_octet	user	Get the buffered recording mode: 0 off, 1 on
Write	t_octet	service	Set the buffered recording mode: 0 off, 1 on,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command can be used to configure the buffered recording configuration mode. The default is the manual mode, which is used for standard (single/dual) recording or manually configured buffered recording, which means the primary and secondary recording will be setup to do buffered recording. In case of buffered recording configuration mode, the device recording configuration will be changed internally to an buffered recording setup. The recording will then be configured like a single primary recording via recording profiles but internally the configuration is mapped to a corresponding buffered recording setup. When set to this mode, the secondary recording isn't accessible anymore via recording profile configuration (affected commands: CONF_HD_RECORD_PROFILE, CONF_HD_RECORD_PROFILE_V2, CONF_HD_RECORD_PROFILE_SECONDARY, CONF_HD_PROFILE_V2_SECONDARY) and start/stop configuration(affected commands: CONF_START_RECORD, CONF_START_SPAN_RECORD, CONF_HD_MGR_START, CONF_HD_MGR_START_SECONDARY, CONF_HD_MGR_STOP, CONF_HD_MGR_STOP_SECONDARY). When the mode is changed, the actual recording is stopped.

Payload Structure



Buffered Rec Mode

Manual configuration	0
Buffered recording configuration mode	1

2.83 CONF_CAM_REC_SPANS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a8f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Retrieve the list of recording spans of a camera from a span manager on a managed lun.
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Payload Structure

16		32	
IP 4 Bytes			
MAC... 6 Bytes			
MAC ...	Recording Index 1 Byte		Camera 1 Byte
LUN Target ID 4 Bytes			
LUN Target IDX 1 Byte	LUN 1 Byte	Reserved 2 Bytes	
8		24	

IP

The ip address of the recording device.

MAC

The hardware address of the recording device. This field may be zero if you search for recordings without considering the mac.

Recording Index

Primary Recording	1
Secondary Recording	2

Camera

The camera index.

LUN Target ID

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

LUN Target IDX

The index of the target.

LUN

The logical unit number.

Response/Message Payload Structure

16			32
IP 4 Bytes			
MAC... 6 Bytes			
MAC ...	Recording Index 1 Byte	Camera 1 Byte	
LUN Target ID 4 Bytes			
LUN Target IDX 1 Byte	LUN 1 Byte	Reserved 2 Bytes	
Span Recording Info [0] (see description)			
...			
Span Recording Info [N] (see description)			
8	24		

Span Recording Info

Span Index 2 Bytes	S 1 Bit	Timezone 7 Bits	Flags 1 Byte
Start Time 4 Bytes			
Stop Time 4 Bytes			
Reserved 2 Bytes	File Count 2 Bytes		
Extended Record Info(optional)... 8 Bytes			
Extended Record Info(optional) ...			
8		24	

Span Index

The span index in the current lun.

S

The timezone sign.

Timezone

Timezone in quarter hours.

Flags

Values:

	Mask	Name
Bit 7	0x80	extended span rec info
Bit 6	0x40	virtual alarm
Bit 5	0x20	video loss
Bit 4	0x10	motion alarm
Bit 3	0x08	input alarm
Bit 2	0x04	reserved (former migrated recording)
Bit 1	0x02	Recording Running
Bit 0	0x01	Continous Recording

Start Time

Seconds since 2000.

Stop Time

Seconds since 2000.

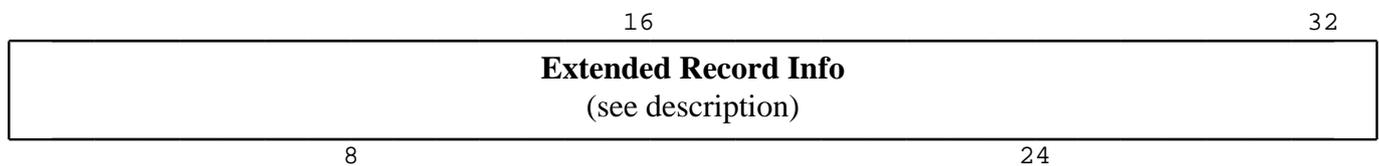
Reserved

File Count

The number of files that are stored in this span.

Extended Record Info(optional)

Additional info, only present, if flag for extended span rec info is set.



Extended Record Info

16 32			
ext bytes 1 Byte	flags 1 Byte	rec density 1 Byte	recorder version 1 Byte
recorder minor verion 1 Byte	vcd cache fill level 1 Byte	reserved 2 Bytes	
8		24	

ext bytes

Size of extension bytes (actual always 8 bytes)

flags

Values:

	Mask	Name
Bit 5	0x20	meta in file
Bit 4	0x10	audio in file
Bit 3	0x08	last file time record
Bit 2	0x04	last file alarm record
Bit 1	0x02	first file time record
Bit 0	0x01	first file alarm record

rec density

Always 0

recorder version

FW version of the recorder.

recorder minor verion

FW minor of the recorder.

vcd cache fill level

Vcd cache fill level in percent

reserved

Reserved.

2.84 CONF_CAMERA_CALIBRATION

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c34	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	user	Calculates calibration with calibration elements, payload is beyond the scope of this document (for more details read CameraCalibrationConfig.doc)
Write	p_octet	iva	Calculates calibration with calibration elements, payload is beyond the scope of this document (for more details read CameraCalibrationConfig.doc)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.85 CONF_CAMERA_LENS_CURVE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be6	video line	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Description

The command allows to query the lens transfer function of the camera. This command is not supported for all cameras. In the case of CONF_DEVICE_CAPABILITIES -> PTZ_ON_CLIENT_TAG = TRUE A lens curve must be present.

Coordinate System [Picture]h

```
(x = 0, y = 0) ----- (x = 0, y = 32768)
...
... (x = 16384, y = 16384)
...
(x = 0, y = 32768) ----- (x = 32768, y = 32768)
```

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

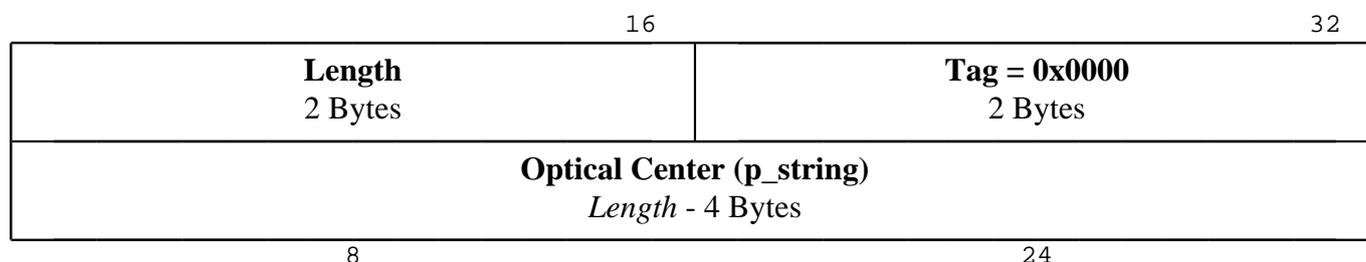
Tag

Tag specifying the encoding and meaning of the value

Tag 0: Optical Center

Defines the horizontal and vertical position of the optical axis of the lens within the sensor plane (full viewed image) in the normalized coordinate system defined in the previous description. This will be called optical center below.

An offset of (16384; 16384) therefore means that the optical center of the circular projection is horizontally and vertically centered in the sensor image (should be the normal case).



Format of Payload String

x;y

	Max. Length	Limits	Description
x	5	[0,32768]	Specify the x position of the optical center
y	5	[0,32768]	Specify the y position of the optical center

Example

```
x;y = "16384;16384"
-> x = 16384, y = 16384 -> lens is centered
```

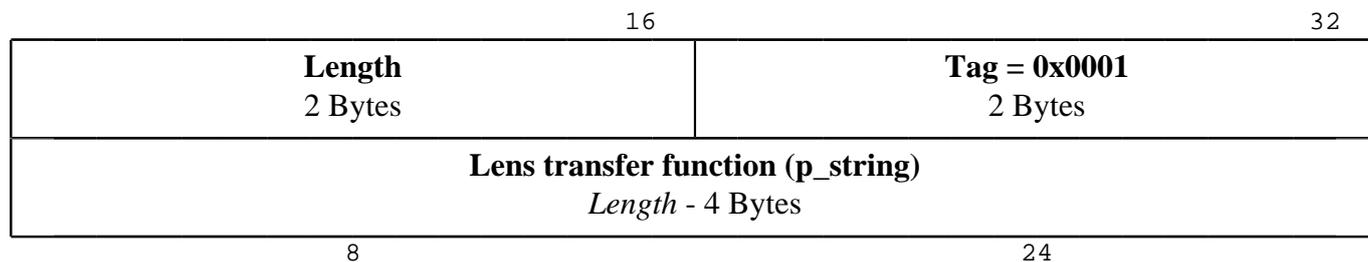
Tag 1: Lens transfer function

The lens curve is assumed to be rotation symmetric.

Specifies a tuple for a set of points (radius on the sensor, the same coordinate system is used as before and a angle of incidence relativ to the optical axis).

Optimal interpolation between the points can be achieved with natural splines.

For a radius bigger than the last point the behaviour of the lens is undefined (should be masked out in black on the client)



Format of Payload String

radius[0];angle[0];radius[1];angle[1]

	Max. Length	Limits	Description
radius	5		Specify the radius in the previous defined normalized coordinate system
angle	3.6		Specify the angle in degrees

Example

```
lens transfer function =
"7189;20.469667;13815;40.049053;17223;50.729707;20151;60.518720;21646;65.859047"
-> p[0] = (radius = 7189, angle of incidence = 20.469667°)
-> p[1] = (radius = 13815, angle of incidence = 40.049053°)
-> p[2] = (radius = 17223, angle of incidence = 50.729707°)
-> p[3] = (radius = 20151, angle of incidence = 60.518720°)
-> p[4] = (radius = 21646, angle of incidence = 65.859047°)
```

2.86 CONF_CAMERA_LOCATION_METADATA

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bfa	None	no	no
Datatype	Access Level	Description	
Read	p_octet	user	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_CAMERA_LOCATION_METADATA allows to configure/retrieve several descriptive location metadata fields, e.g. City, Country Code. The command has an internal tagged structure.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

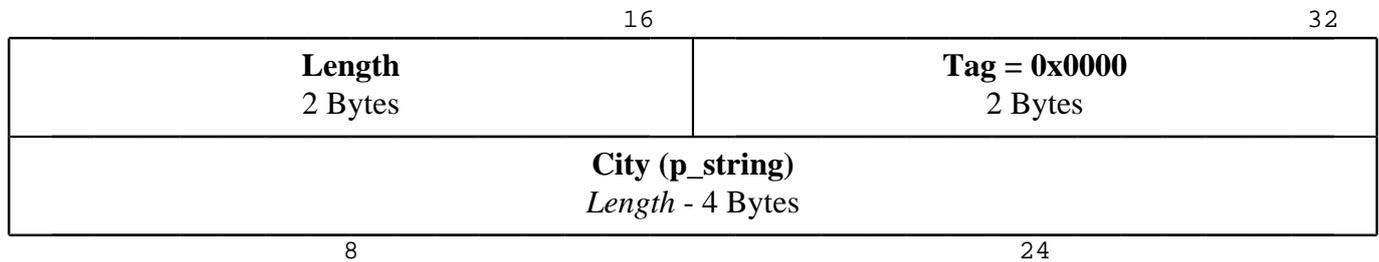
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

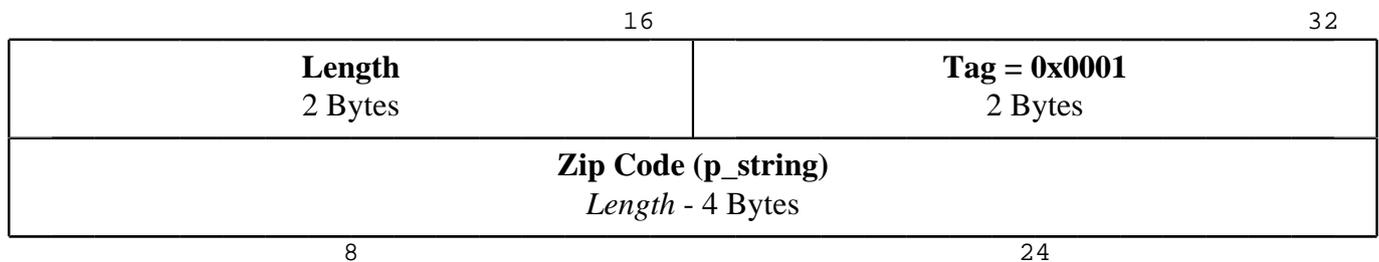
Tag 0: City

Contains the city name as string, no zero termination.



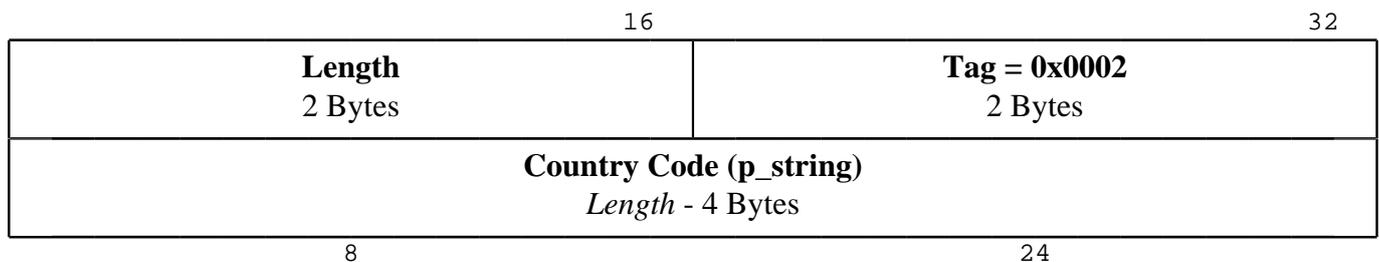
Tag 1: Zip Code

Contains the zip code as string, no zero termination.



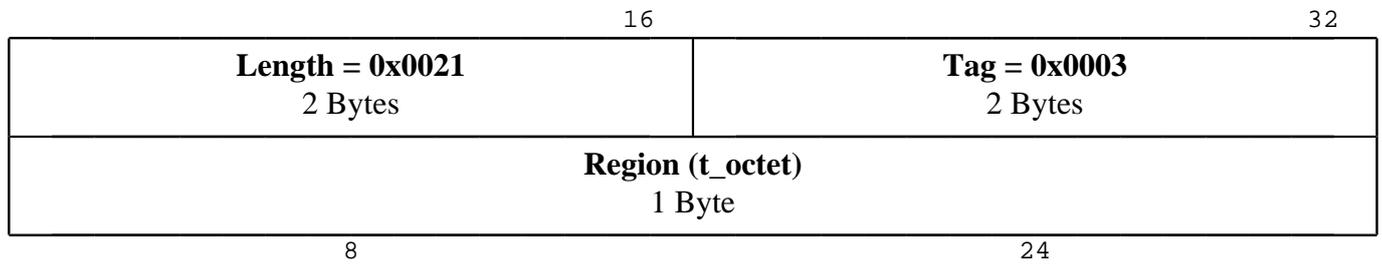
Tag 2: Country Code

Contains the country code as string, no zero termination.



Tag 3: Region

Specifies the region.



2.87 CONF_CAMERA_ORIENTATION

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be5	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The format has an internal tagged structure, the allowed tags can be queried via CONF_CAMERA_POSITION_OPTIONS. (Support orientation calibration [0 no support, 1 pan only, 2 full support])

1: pan only: Tag 1 and 3 are supported

2: full support: Tag 1,2,3 and 4 are supported

All commands can be send in binary or string format. Only one configuration is valid.

Tag 1 (binary) and 3 (string) configure only pan angle for configuration tag 1 or 3 can used.

Tag 2 (binary) and 4 (string) configure can be used to configure the full camera orientation.

Read will always return both variant of one configuration (string + binary representation)

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

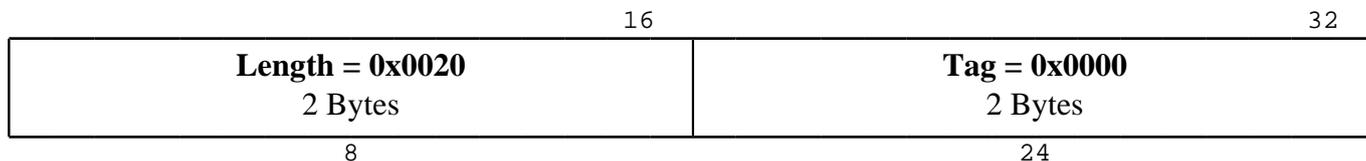
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

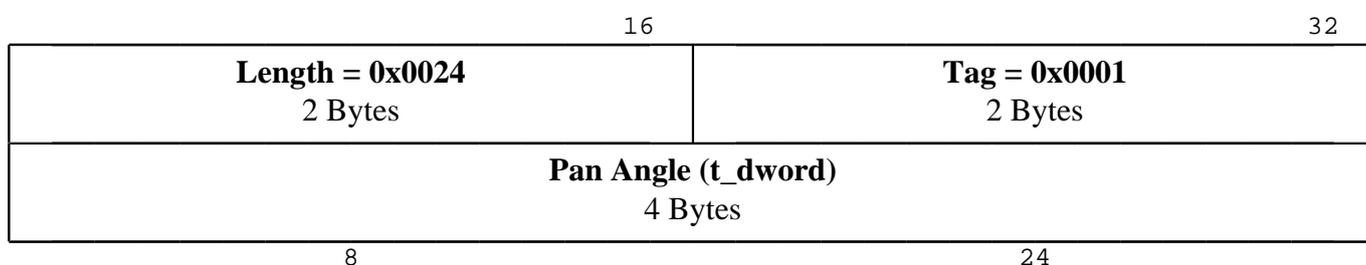
Tag 0: Undefined orientation

Default value when no camera orientation is configured, can also be used to remove the camera orientation configuration



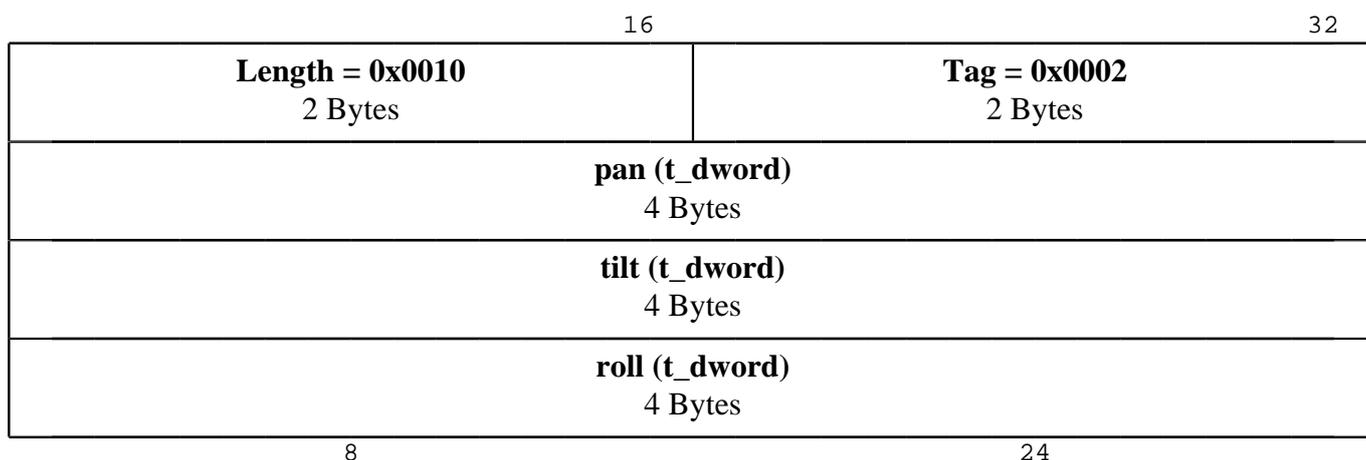
Tag 1: Pan Angle

Configure camera orientation only pan angle can be configured (legacy mode: Plane is configured via VCA config). pan u(32): Specifies the pan angle in units of $(2 \cdot \pi / (2^{32}))$.



Tag 2: Full Orientation

Specify the full camera orientation at once



pan

Specifies the pan angle in units of $(2 \cdot \pi / (2^{32}))$

	Max. Length	Limits	Description
Pan	3.6	[-360.0,360.0]	Specifies the pan angle in degrees
Tilt	3.6	[-360.0,360.0]	Specifies the tilt angle in degrees
Roll	3.6	[-360.0,360.0]	Specifies the roll angle in degrees

2.88 CONF_CAMERA_POSITION

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bdf	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The format has an internal tagged structure, the allowed tags can be queried via CONF_CAMERA_POSITION_OPTIONS

(Byte[0] support local cartesian coordinate system [0 no, 1 yes];) 1 -> tag 1 and 2 are supported

(Byte[1] support wgs 1984 coordinate system [0 no, 1 yes]) 1 -> tag 3 and 4 are supported

Only a single set of coordinates can be used e.g. local coordinates or global WGS coordinates it is possible to define the coordinates via a string or a binary command

Tag 1 (binary) and 3 (string) configure a local cartesian coordinate system.

Tag 2 (binary) and 4 (string) configure a wgs 1984 coordinate system.

Read will always return both variant of one configuration (string + binary representation)

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Undefined Position

Default value when no camera position is configured, can also be used to remove the camera position configuration

Length = 0x0020 2 Bytes	Tag = 0x0000 2 Bytes
8	24

Tag 1: Cartesian Position

Local cartesian camera position

Length = 0x0010 2 Bytes	Tag = 0x0001 2 Bytes
X (t_dword) 4 Bytes	
Y (t_dword) 4 Bytes	
Z (t_dword) 4 Bytes	
8	24

X

Specifies the x coordinate in units of $1/(2^{16})$

Y

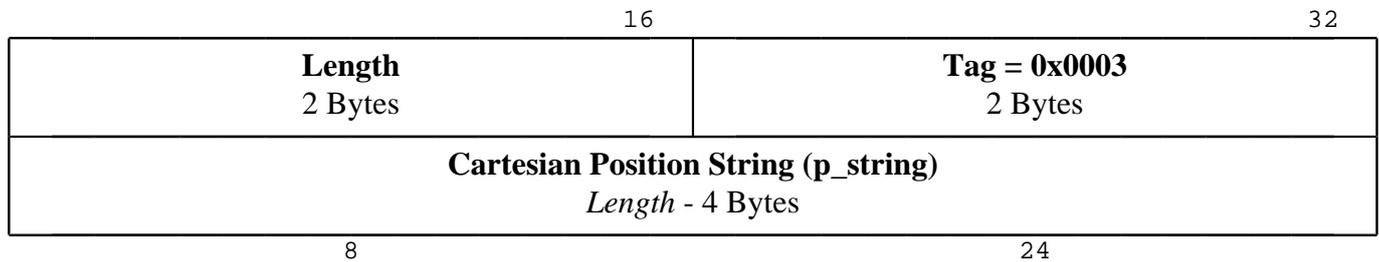
Specifies the y coordinate in units of $1/(2^{16})$

Z

Specifies the z coordinate in units of $1/(2^{16})$

Tag 3: Cartesian Position String

Local cartesian camera position



Format of Payload String

X;Y;Z

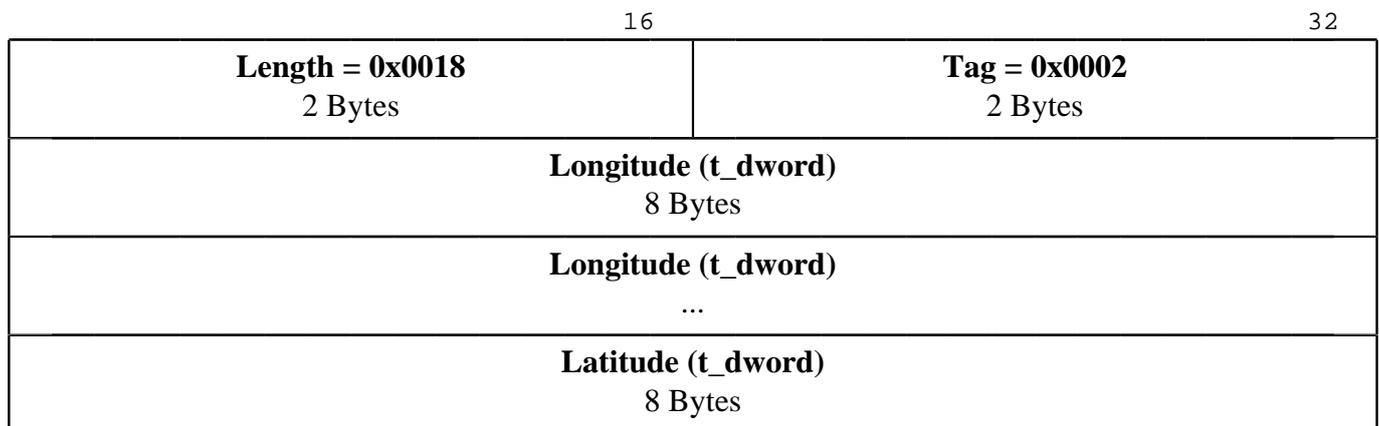
	Max. Length	Limits	Description
X	5.4	[-32767,32767]	X position in local cartesian coordinate system
Y	5.4	[-32767,32767]	Y position in local cartesian coordinate system
Z	5.4	[-32767,32767]	Z position in local cartesian coordinate system

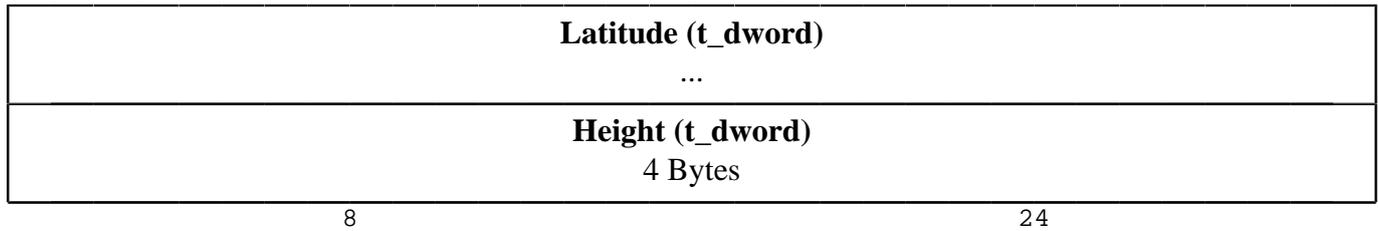
Example

XYZ = "1000.124;145.3434;123.2355"
 -> x= 1000.124 m, y = 145.3434 m, z = 123.2355

Tag 2: WGS 1984 Camera Position

Define the camera position based on wgs 1984 (World Geodetic System 1984)





Longitude

Specifies the longitude in units of $(2 \cdot \pi / (2^{64}))$

Latitude

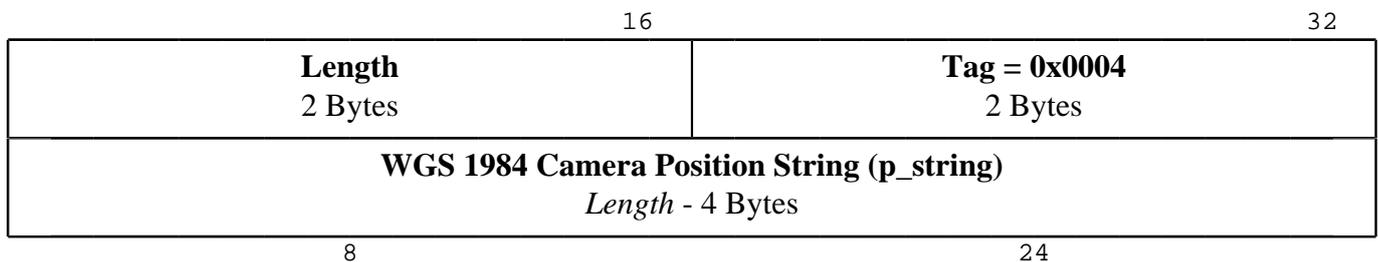
Specifies the latitude in units of $(2 \cdot \pi / (2^{64}))$

Height

Signed value height above sea level in units of $1 / (2^{16})$ m

Tag 4: WGS 1984 Camera Position String

Define the camera position based on wgs 1984 (World Geodetic System 1984)



Format of Payload String

Longitude;Latitude;Height

	Max. Length	Limits	Description
Longitude	3.12	[-360.0,360.0]	Specifies the longitude in degrees
Latitude	5.4	[-90.0,90.0]	Specifies the latitude in degrees
Height	3.12	[-32767,32767]	Height above sea level in m.

Example

```
longitude;latitude;height="12.45674964;45.456464;125.1234"
-> longitude = 12.45674964°, latitude = 45.456464°, 125.1234 m
```

2.89 CONF_CAMERA_POSITION_OPTIONS

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be0	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32	
LocalPosSupport 1 Byte	WGS1984Support 1 Byte	OrientationSupport 1 Byte	Reserved 1 Byte
Reserved 4 Bytes			
8		24	

LocalPosSupport

Support local cartesian coordinate system

Values:

No 0
 Yes 1

WGS1984Support

Support wgs 1984 coordinate system

Values:

No 0
 Yes 1

OrientationSupport

Support pan, tilt, and/or roll orientation

Values:

No 0
 Yes 1

2.90 CONF_CAMERA_SURROUNDING

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be1	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The format has an internal tagged structure, the allowed tags can be queried via CONF_CAMERA_SURROUNDING_OPTIONS ([0: no, 1: flat plane only elevation can be configured (plane is assumed to be parallel to the (world, local) coordinate system)])

1 -> Tag 1 (binary) and 3 (string) configure a offset to the ground plane (orientation is derived from (CONF_CAMERA_ORIENTATION))

Only a single surrounding configuration it is possible to define the coordinates via a string or a binary command

Tag 1 (binary) and 3 (string) configure a elevation to the ground plane under the assumption that the ground plane is parallel to the camera surrounding defined by (CONF_CAMERA_POSITION and CONF_CAMERA_ORIENTATION) surrounding is defined by CONF_CAMERA_ORIENTATION [tilt, roll] + CONF_CAMERA_SURROUNDING [elevation]

Read will always return both variant of one configuration (string + binary representation)

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

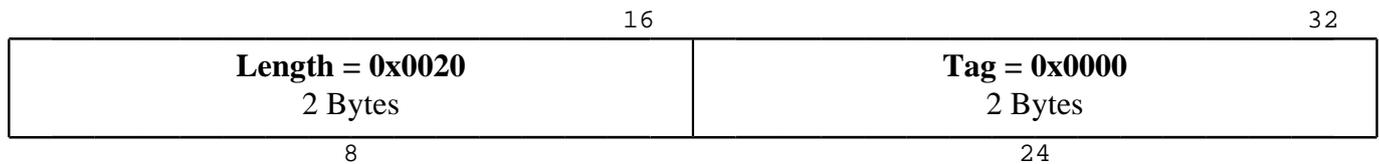
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

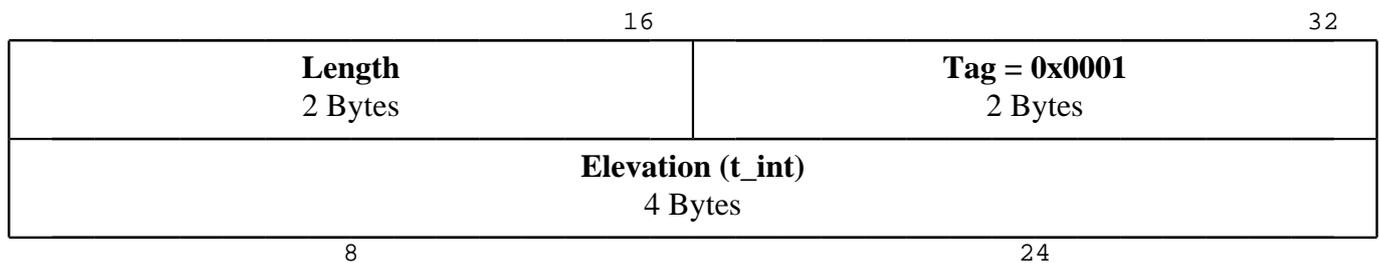
Tag 0: Undefined Surrounding

Default value when no camera surrounding is configured, can also be used to remove the camera surrounding configuration



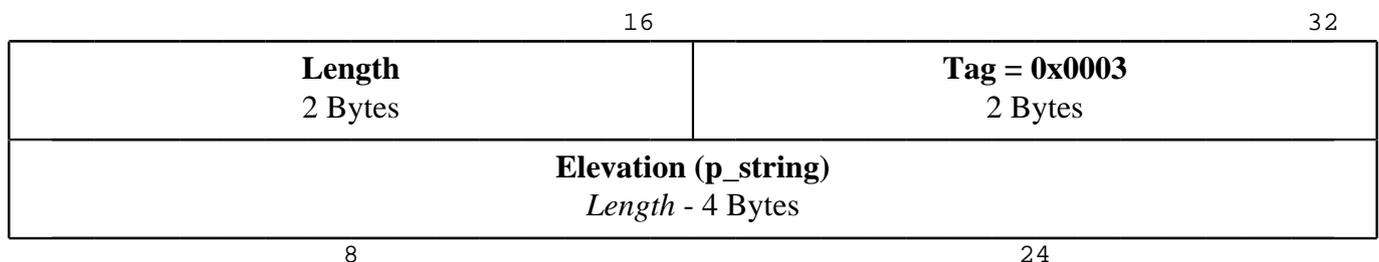
Tag 1: Elevation

Specify the elevation relativ to the ground plane in units of $1/(2^{16})$ m. Camera ground model plane is parallel to coordinate system defined by (CONF_CAMERA_POSITION and CONF_CAMERA_ORIENTATION).



Tag 3: Elevation

Specify the elevation relativ to the ground plane. Camera ground model plane is parallel to coordinate system defined by (CONF_CAMERA_POSITION and CONF_CAMERA_ORIENTATION).



Format of Payload String

Elevation

	Max. Length	Limits	Description
Elevation	5.4	[-32767,32767]	Specify the position of the camera in a local cartesian coordinate system

Example

```
elevation = "1000.124"  
-> elevation= 1000.124 m
```

2.91 CONF_CAMERA_SURROUNDING_OPTIONS

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be2	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.92 CONF_CAMNAME

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0019	video line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Deprecated! Use CONF_CAMNAME_LINES instead.
Write	p_unicode	service	Deprecated! Use CONF_CAMNAME_LINES instead. (max 31 unicode character + null delimiter)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.93 CONF_CAMNAME_LINES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb1	video line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Read out camera name, use CONF_ENC_STAMPING_PROPERTIES to determine line length l (a line consists of l UTF-16 chars) and the number of supported lines n (command length = l*n UTF-16 chars), all non used chars must be set to zero
Write	p_unicode	service	Set camera name, use CONF_ENC_STAMPING_PROPERTIES to determine line length l (a line consists of l UTF-16 chars) and the number of supported lines n (command length = l*n UTF-16 chars), all non used chars must be set to zero
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.94 CONF_CAMNAME2

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a7e	video line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Deprecated! Use CONF_CAMNAME_LINES instead.
Write	p_unicode	service	Deprecated! Use CONF_CAMNAME_LINES instead. (max 31 unicode character + null delimiter)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.95 CONF_CAPABILITY_LIST

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff10	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32	
0xBABA 2 Bytes		Version 2 Bytes	
Num Sections 2 Bytes		Section [0] (see description)	
...		Section [N] (see description)	
8		24	

Version

Current version of the capabilities

Num Sections

Number of following sections

Section

16		32	
Type 2 Bytes		Size 2 Bytes	
Num Elements 2 Bytes		Element [0] (see description)	
...		Element [N] (see description)	
8		24	

Type

Type of Element

Values:

Video	0x0001
Audio	0x0002
Serial	0x0003
IO	0x0004
Camera Data	0x0005

Size

Size of the section including SectionType, Size and NbElement. If the section is unknown, you can skip to the next using the size.

Num Elements

Determines how many Elements are following. The definition of each Element depends on the type of the section.

Element

'Element' payload for 'Type' = 'Video Element' (0x0001)

8	16
Type 2 Bytes	
Identifier 2 Bytes	
Compression 2 Bytes	
Input Number 2 Bytes	
Resolution 2 Bytes	
4	12

Type

Values:

VIDEO_ENCODER	0x0001
VIDEO_DECODER	0x0002
VIDEO_TRANSCODER	0x0003

Identifier

Identifier is the RCP numeric descriptor to use to address the entity. It should be unique when associated with the type and the compression. In case of transcoders this numeric descriptor is informative only. It is not necessary to address the entity directly (use the relevant rcp commands instead).

Compression

One or multiple of the following

Values:

VIDEO_COMP_MPEG2	0x0001
VIDEO_COMP_MPEG4	0x0002
VIDEO_COMP_H264	0x0004
VIDEO_COMP_JPEG	0x0008
VIDEO_COMP_H265	0x0010

Note: Please use CONF_CODER_VIDEO_OPERATION_MODE to configure the video standard. The dependencies are explained in detail at CONF_CODER_VIDEO_OPERATION_MODE.

Input Number

Input Number is the number of the physical input from which the entity gets or puts its video. In case of transcoder this value is unused and set to 0.

Resolution

One or multiple of the following

Values:

VIDEO_RESO_QCIF	0x0001
VIDEO_RESO_CIF	0x0002
VIDEO_RESO_2CIF	0x0004
VIDEO_RESO_4CIF	0x0008
VIDEO_RESO_CUSTOM	0x0010
VIDEO_RESO_QVGA	0x0020
VIDEO_RESO_VGA	0x0040
VIDEO_RESO_HD720	0x0080
VIDEO_RESO_HD1080	0x0100
VIDEO_RESO_WD144	0x0200
VIDEO_RESO_WD288	0x0400
VIDEO_RESO_WD432	0x0800
VIDEO_RESO_HD2592x1944	0x1000

Note: This list is not further maintained/extended. If additional resolutions are supported, the VIDEO_RESO_CUSTOM value is set and the available resolutions can be obtained via the command CONF_VID_H264_ENC_BASE_OPERATION_MODE_CAPS. For JPEG encoders the available resolutions can be obtained via the command CONF_JPEG_STREAM_SETUP_OPTIONS_VERBOSE.

'Element' payload for 'Type' = 'Audio Element' (0x0002)

8	16
Type 2 Bytes	
Identifier 2 Bytes	
Compression 2 Bytes	
4	12

Type

Values:

AUDIO_ENCODER	0x0001
AUDIO_DECODER	0x0002

Identifier

Identifier is the RCP numeric descriptor to use to address the entity. It should be unique when associated with the type and the compression.

Compression

One or multiple of the following

Values:

AUDIO_COMP_MPEG2	0x0001
AUDIO_COMP_G711	0x0002
AUDIO_COMP_AAC	0x0004

'Element' payload for 'Type' = 'Serial Element' (0x0003)

8	16
Type 2 Bytes	
Identifier 2 Bytes	
4	12

Type

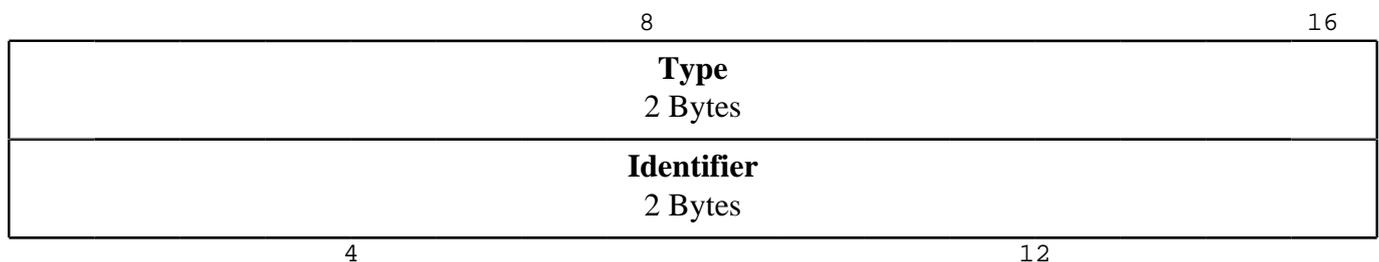
Values:

SERIAL_RS232	0x0001
SERIAL_RS485	0x0002
SERIAL_RS422	0x0004

Identifier

RCP numeric descriptor to use to address the entity.

'Element' payload for 'Type' = 'IO Element' (0x0004)



Type

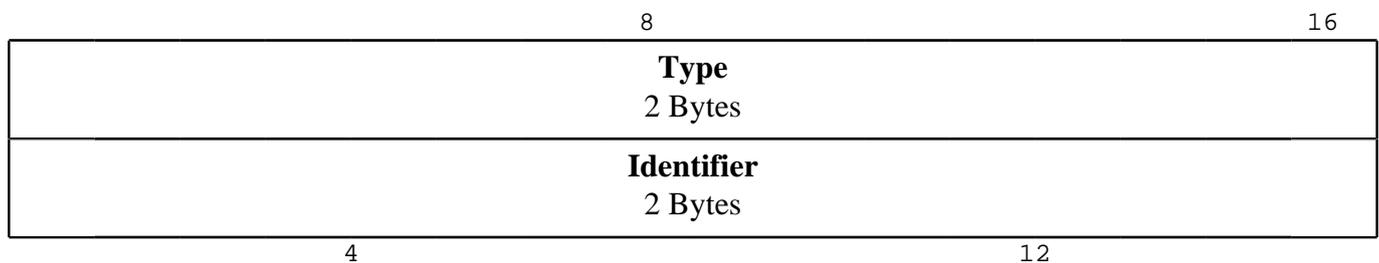
Values:

IO_INPUT	0x0001
IO_OUTPUT	0x0002
IO_VIRTUAL_IN	0x0004

Identifier

RCP numeric descriptor to use to address the entity.

'Element' payload for 'Type' = 'Camera Data Element' (0x0005)



Type

Values:

CAMDATA_BILINX	0x0001
----------------	--------

Identifier

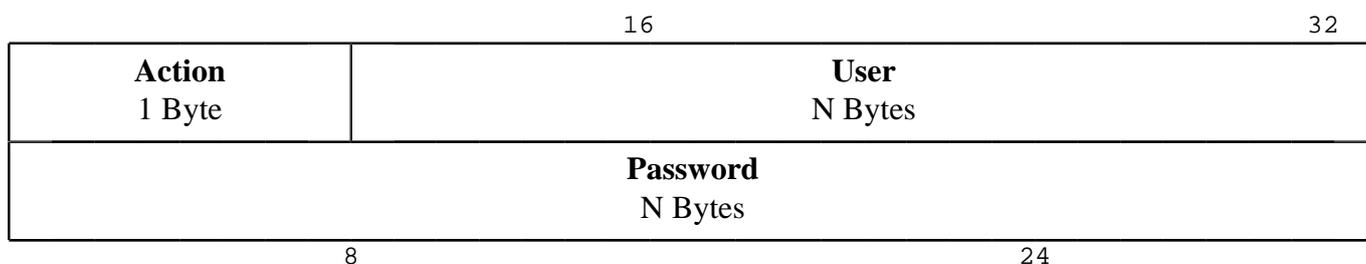
RCP numeric descriptor to use to address the entity.

2.96 CONF_CBS_COMMISSION

[API: Cbs]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c72	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	minimal Commission to CBS-Account. Action, User, Password. See detailed description for payload structure	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure



Action

Cancel Commission 0
Start Commission 1

User

User name (0-terminated, max-len 128)

Password

User password (0-terminated, max-len 128)

2.97 CONF_CBS_DESTINATION

[API: Cbs]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c75	destination number (starting with 1)	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get CBS destination and connection configuration. See detailed description for payload structure
Write	p_octet	service	Set CBS destination and connection configuration. See detailed description for payload structure
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

Payload Structure

Port 2 Bytes	SSL 1 Byte	reserved... 5 Bytes
reserved ...		
URL N Bytes		
8	24	32

Port

Destination port

SSL

SSL Socket not provided 0
 SSL Socket provided 1

reserved

Reserved for future use. Set to zero.

URL

Destination URL (0-terminated, max-len 128)

Example

Payload for port 443, ssl 1, url "api.remote.boschsecurity.com"

```
0x01bb0100000000006170692e72656d6f74652e626f73636873656375726974792e636f6d00
```

Payload for port 443, ssl 1, url "api.remotest.cbs.boschsecurity.com"

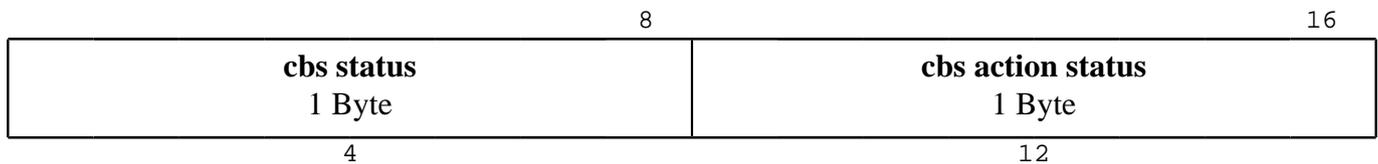
```
0x01bb0100000000006170692e72656d6f746573742e6362732e626f736368736563757269747
```

2.98 CONF_CBS_STATUS

[API: Cbs]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c73	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Status of CBS Commission. see detailed Description :
Write	p_octet	minimal	Update commission status, no parameters needed
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

Payload Structure



cbs status

Is a status byte for the Remote Portal connection

Registered	0
OnGoing	1
UnRegistered	2
Unknown	255

cbs action status

Is a detailed status byte for 'Remote Portal' dialog

Ok	0
OnGoing	1
UnRegistered	2
Canceled	3
Reconfiguration Forbidden	0xe0
Reconfiguration Conflict	0xe1
Reconfiguration UnprocessableEntity	0xe2
Reconfiguration Locked	0xe3
Reconfiguration ServiceUnavailable	0xe4
Reconfiguration AuthError	0xe5
CloudConnector not running	0xf5
CloudDestinationError	0xf6

CloudUnreachable no DNS Server configured	0xf7
CloudUnreachable DNS could not be resolved	0xf8
DeviceSecretError	0xf9
ReceiveError	0xfa
MessageError	0xfb
InvalidMacAddressFormat	0xfc
FriendlyNameEmpty	0xfd
CloudUnreachable	0xfe
UnexpectedError	0xff

2.99 CONF_CERTIFICATE

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be9	None	no	no
Datatype	Access Level	Description	
Read	p_octet	service	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The command CONF_CERTIFICATE supports the following operations:

- Upload a certificate optionally including its private key.
- Download a certificate or signing request from the device.
- Delete a certificate or signing request. A delete implicitly deletes an associated private key.

Each certificate/signing request/key is identified by a unique label. If a certificate has a matching private key both have the same label. When the command fails it returns a command specific error code in the payload.

On upload the command supports the following file formats:

- PEM: PEM file format. With this format you can upload a certificate and a key at once. For this you must set Certificate and Private Key bits in type tag.
- DER: Binary DER file format. For this file format you can only upload one type of content and the type must be exactly specified in type tag.
- PKCS#12 or PFX: PKCS#12 (sometimes also called PFX) file format. This file format carried information what is included, so you can upload certificate and key in one file. The type tag does not matter when using this file format and can be set to certificate and key or even be not provided.

You can also use this command to upload encrypted private keys as PEM, DER or PKCS12 file. To do this you upload the file containing the encrypted key. The device stores the encrypted key internally and waits, that the password is provided later with help of the CONF_CERTIFICATE_REQUEST command.

To delete a certificate/CSR or key you have to provide the following tags: Tag 0 with the label, tag 1 with 0, tag 2 with length 4 and no data and tag 3 with entry type 0xFF (delete).

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

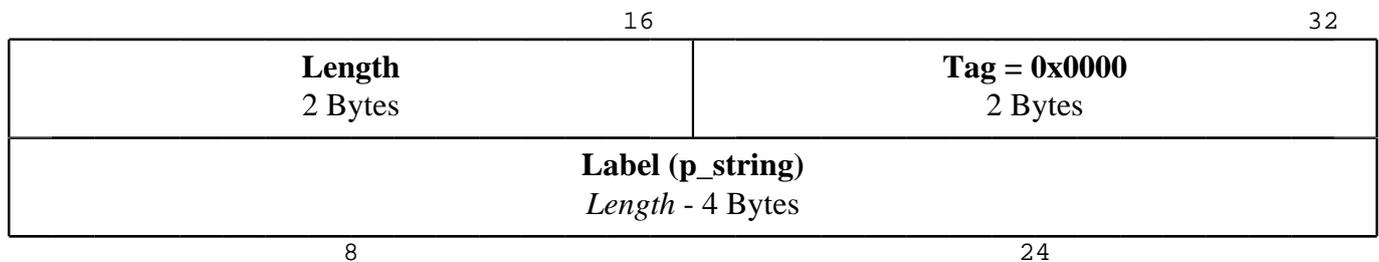
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

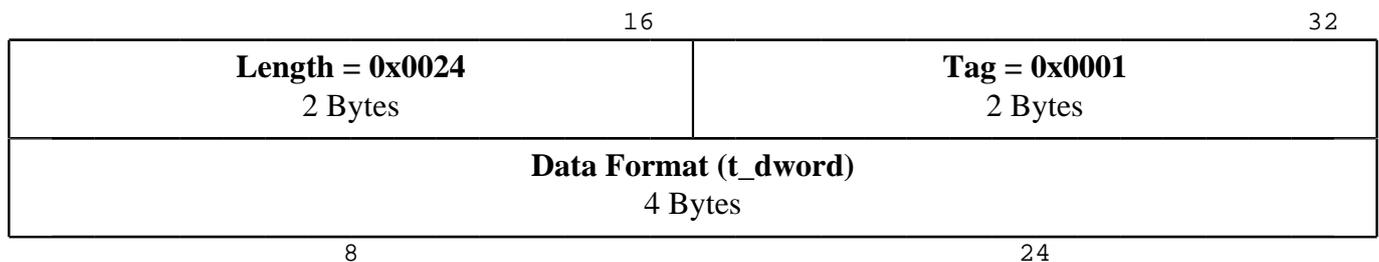
Tag 0: Label

Contains the label string, no zero termination. For the maximum supported length see CONF_CERTIFICATE_OPTIONS.



Tag 1: Data Format

Specifies the certificate/signing request/key data format (PEM / DER / PKCS#12(PFX) is supported).

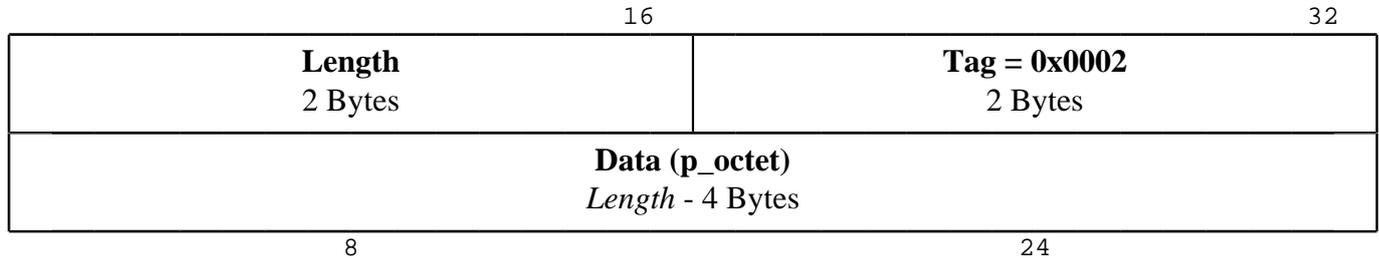


Values:

PEM	0
DER	1
PKCS#2 / PFX	2

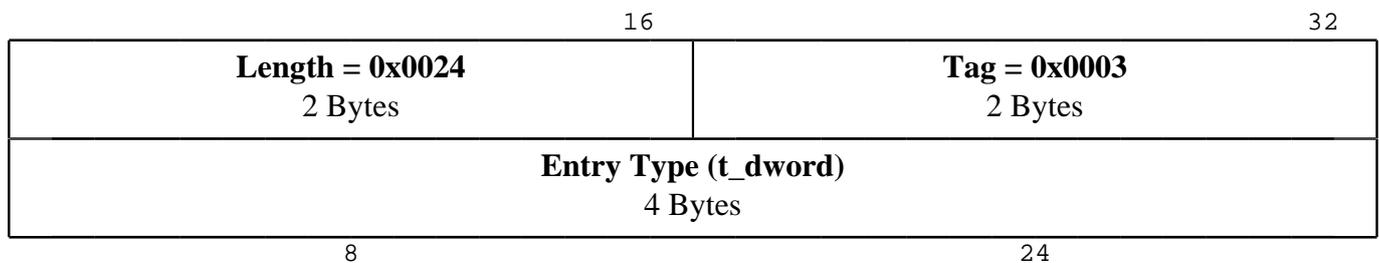
Tag 2: Data

Contains the certificate/signing request/key data in the specified format. If this tag contains no data (zero payload length) the corresponding entry is deleted from the device.



Tag 3: Entry Type

Specifies the entry type for read and write. This tag is mandatory for PEM and DER format and should appear only once.

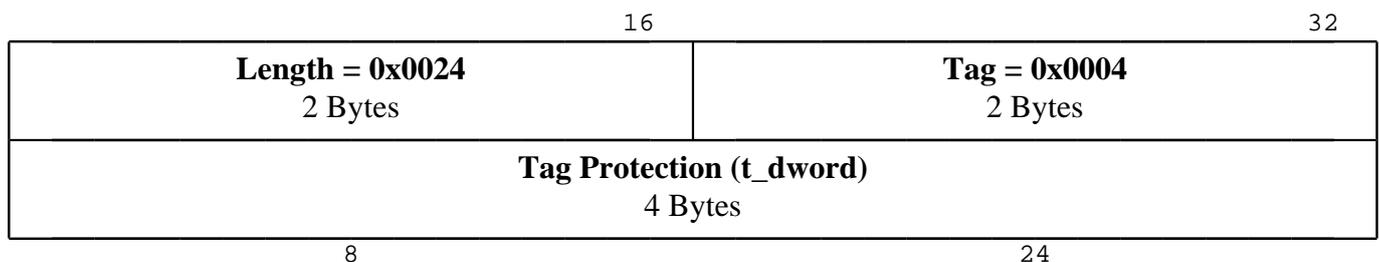


Values:

Certificate	1
Signing Request (read or delete)	2
Private key (write only)	4
Encryption key (write only)	8
Any type (delete only)	255

Tag 4: Tag Protection

Contains a bit mask showing the protection bits of the certificate. Each bit of the 32 bit value shows a specific protection.



Values:

	Mask	Name	Description
Bit 0	0x00000001	Factory Reset	Protect at factory reset

Example

Delete cert with label 'test':

```
0x0008000074657374 0008000100000000 00040003000000FF
```

Command Specific Errors

CERTIFICATE_CMD_ERROR_FAIL	0x00
CERTIFICATE_CMD_ERROR_INV_ARGS	0x01
CERTIFICATE_CMD_ERROR_ALREADY_EXISTS	0x02
CERTIFICATE_CMD_ERROR_FORMAT	0x03
CERTIFICATE_CMD_ERROR_NO_CERT_FOR_KEY	0x04
CERTIFICATE_CMD_ERROR_NO_KEY_ENTRY	0x05
CERTIFICATE_CMD_ERROR_NO_STORAGE_SPACE	0x06

2.100 CONF_CERTIFICATE_LIST

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0beb	None	no	no
Datatype	Access Level	Description	
Read	p_octet	service	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_CERTIFICATE_LIST allows to query the labels of all certificates, signing requests and keys installed on a device. The command CONF_CERTIFICATE can then be used to retrieve a certificate or signing request using the label. The format has an internal tagged structure. Some tags are optional and might be absent if the data is not available. The tags are always in the sequence as listed below.

Payload Structure

List Entry [0]
...
List Entry [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

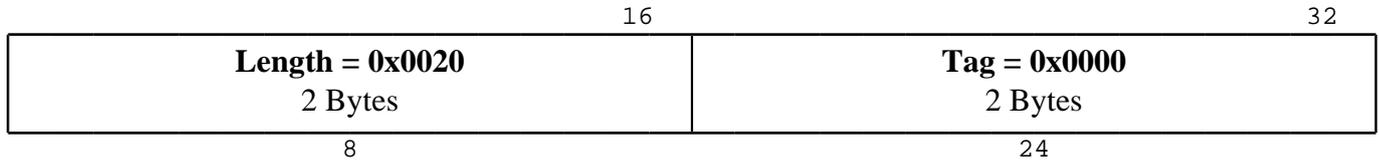
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

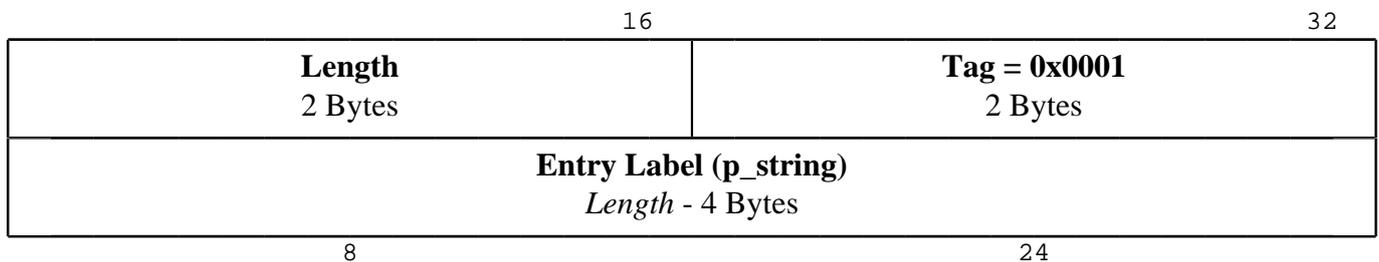
Tag 0: List Entry

The payload of tag list entry contains further tagged values described below. For each certificate, signing request or key with unique label on the device one list entry tag is contained in the command payload.



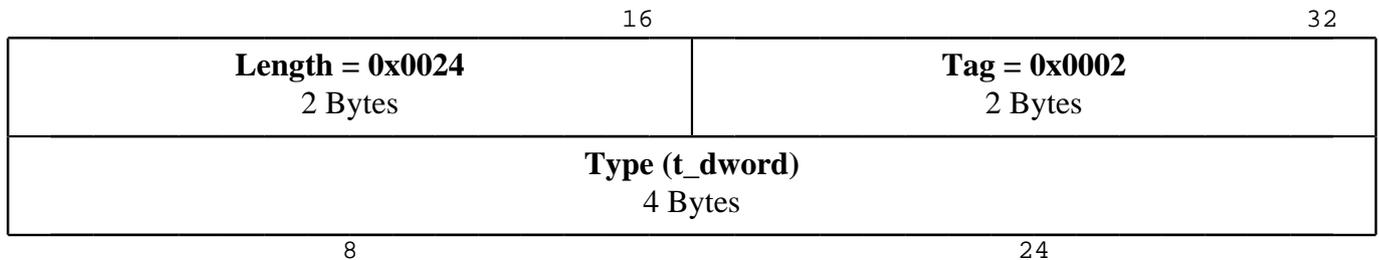
Tag 1: Entry Label (Required)

Contains the entry label string, no zero termination.



Tag 2: Type

Contains the entry type bitmask. All types with the same label are listed together as one entry.



	Mask	Name
Bit 7	0x00000080	Encrypted PKCS#12
Bit 6	0x00000040	Key decryption in progress
Bit 5	0x00000020	Signing request generation in progress
Bit 4	0x00000010	Certificate generation in progress
Bit 3	0x00000008	Encrypted private key
Bit 2	0x00000004	Private key
Bit 1	0x00000002	Signing request
Bit 0	0x00000001	Certificate

Tag 3: Subject common name

Contains the subject common name string (UTF-16) of the certificate or signing request. This entry is optional and only used for certificates and signing requests.

Length 2 Bytes	Tag = 0x0003 2 Bytes
Subject common name (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 4: Protection BitmapType

Show the protection bits of this entry. This tag is optional if the type supports protection bits and if any protection is set. If this tag is missing, the item is unprotected. The following values are possible:

Length = 0x0024 2 Bytes	Tag = 0x0004 2 Bytes
Protection BitmapType (t_dword) 4 Bytes	
8	24

	Mask	Name
Bit 1	0x00000002	Protect from manual deletion
Bit 0	0x00000001	Protect at factory reset

Tag 5: Issuer common name

Contains the issuer common name string (UTF-16) of the certificate. This entry is optional and only used for certificates.

Length 2 Bytes	Tag = 0x0005 2 Bytes
Issuer common name (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 6: Not after timestamp in UTC

Contains the UTC string (UTF-16, format YYYYMMDDhhmmssZ) of the not after timestamp of the certificate. This entry is optional and only used for certificates. If tag = 7 (Certificate's not after timestamp in

GT) is present you should always use the date from there as UTC is limited to 1950-01-01 up to 2049-12-31. For compatibility reason both tags will be present when the date can be presented in both formats.

Length 2 Bytes	Tag = 0x0006 2 Bytes
Not after timestamp in UTC (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 7: Not after timestamp in GT

Contains the General time (GT) string (UTF-16, format YYYYMMDDhhmmssZ) of the not after timestamp of the certificate. This entry is optional and only used for certificates. This entry should always be used instead of tag 6 (Certificate's not after timestamp in UTC) because of it's wider time range.

Length 2 Bytes	Tag = 0x0007 2 Bytes
Not after timestamp in GT (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 8: Key Type

Indicating the key algorithm and the key size this certificate or signing request uses. The following values are possible:

Length = 0x0024 2 Bytes	Tag = 0x0008 2 Bytes
Key Type (t_dword) 4 Bytes	
8	24

Below enumeration lists

example values for the key

type association:

- RSA 1024 Bit 0
- RSA 2048 Bit 1
- Elliptic Curve P256 2
- RSA 4096 3

2.101 CONF_CERTIFICATE_OPTIONS

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bea	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32
Max label length 4 Bytes		
Certificate store support 1 Byte	reserved 3 Bytes	24
8		

Certificate store support

no	0
yes	1

2.102 CONF_CERTIFICATE_REQUEST

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bec	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The command CONF_CERTIFICATE_REQUEST allows to start a certificate signing request or a key decryption operation. Since both operations may take some time to complete, this command may return before the actual completion of the operation. The progress of the operation can be tracked by registering for the CONF_CERTIFICATE_REQUEST_PROGRESS message.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

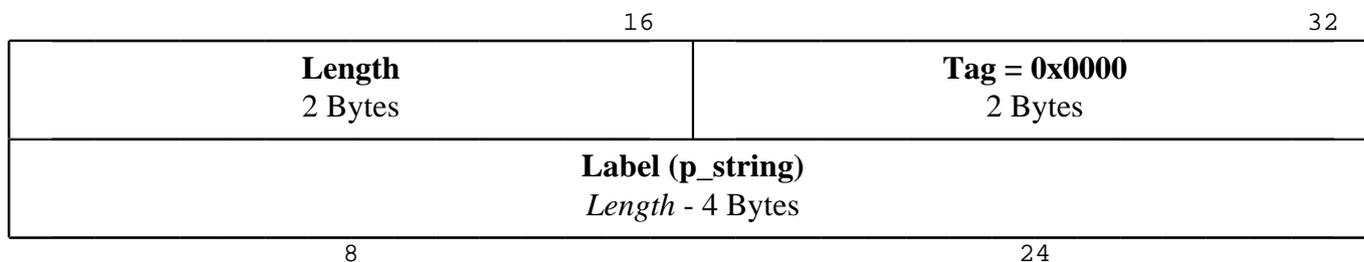
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

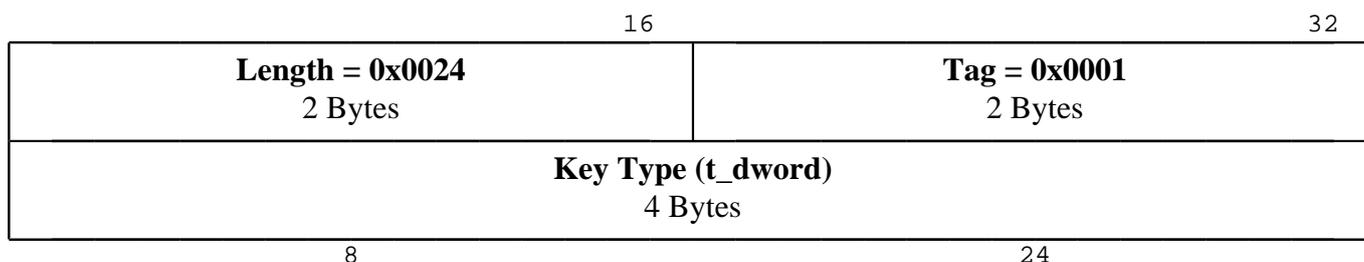
Tag 0: Label

Contains the label string, no zero termination. Access the generated private key and the signed certificate using the provided label after the process has finished successfully. For key decryption this label is used to identify the key to be decrypted.



Tag 1: Key Type

Specifies the key type for the signing request/certificate to be generated. The list of supported types for a specific device can be requested using command CONF_CERTIFICATE_REQUEST_OPTIONS.



Below enumeration lists

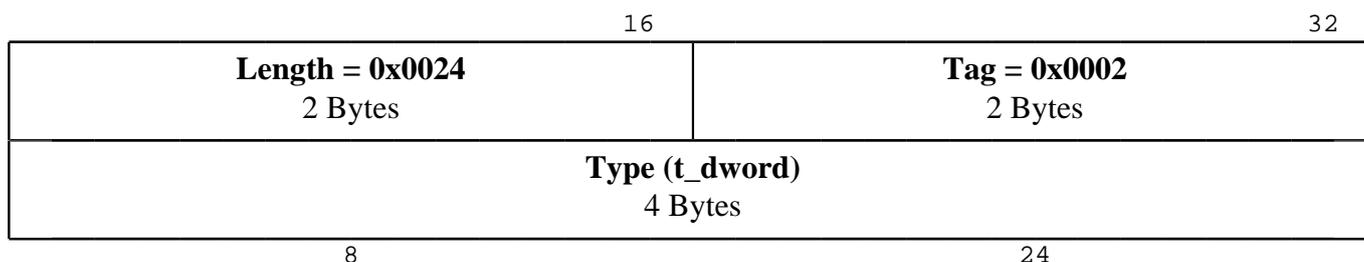
example values for the key

type association:

- RSA 1024 Bit 0
- RSA 2048 Bit 1
- Elliptic Curve P256 2
- RSA 4096 3

Tag 2: Type

Below enumeration lists example values for the key type association:

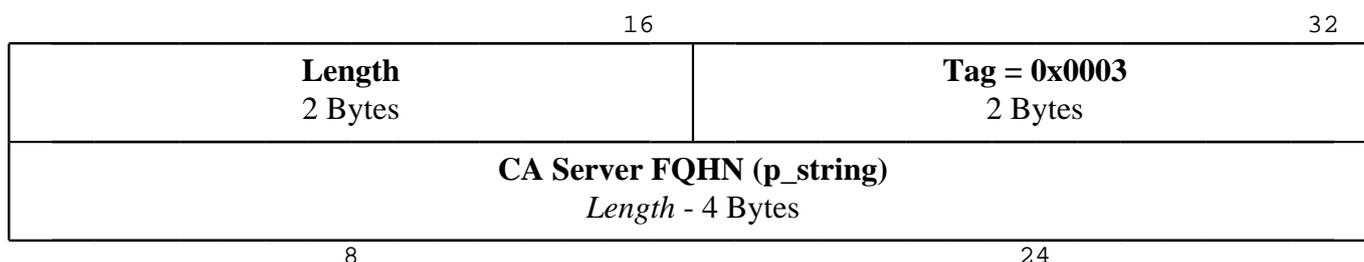


Values:

PKCS10	0	Create PKCS#10 CSR
SelfSigned	3	Create self-signed certificate
Decrypt	4	Decrypt private key

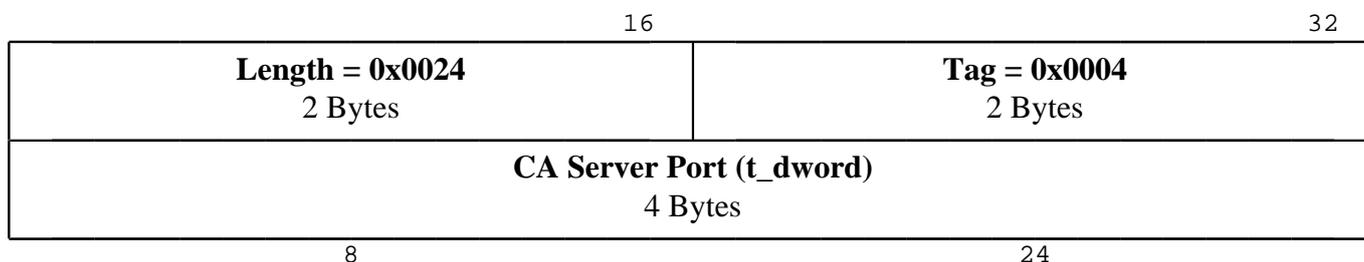
Tag 3: CA Server FQHN

Specifies the CA server address as string in Fully-Qualified Host Name format (fully domain name or IPV4 or IPV6 as string), no zero termination. This tag is optional and only used when a signing request is sent to a server.



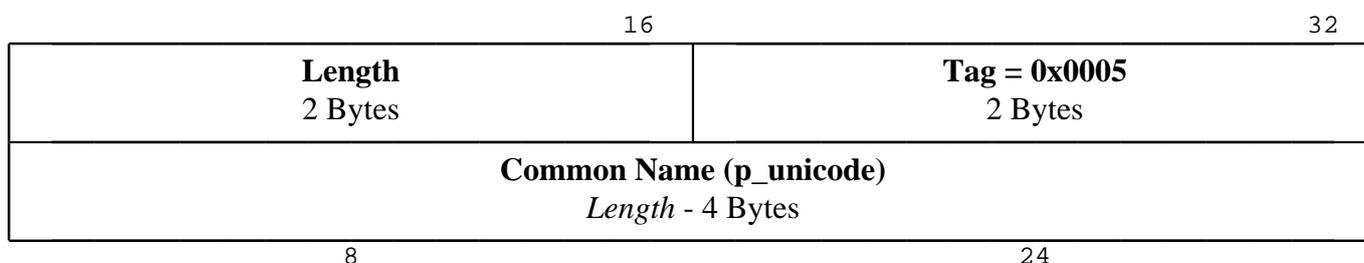
Tag 4: CA Server Port

Specifies the CA server port. This tag is optional and only used when a signing request is sent to a server.



Tag 5: Common Name

Contains the common name string (UTF-16) for the certificate/signing request, no zero termination. This tag is optional.



Tag 6: Organization Name

Contains the organization name string (UTF-16) for the certificate/signing request, no zero termination.

Length 2 Bytes	Tag = 0x0006 2 Bytes
Organization Name (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 7: Unit Name

Contains the organizational unit name string (UTF-16) for the certificate/signing request, no zero termination. This tag is optional.

Length 2 Bytes	Tag = 0x0007 2 Bytes
Unit Name (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 8: Locality Name

Contains the locality name string (UTF-16) for the certificate/signing request, no zero termination. This tag is optional.

Length 2 Bytes	Tag = 0x0008 2 Bytes
Locality Name (p_unicode) <i>Length - 4 Bytes</i>	
8	24

Tag 9: Country Name

Contains the country name string (UTF-16) for the certificate/signing request, no zero termination. This tag is optional.

Length 2 Bytes	Tag = 0x0009 2 Bytes
Country Name (p_unicode) <i>Length - 4 Bytes</i>	

Tag 10: State or Province Name

Contains the state or province name string (UTF-16) for the certificate/signing request, no zero termination. This tag is optional.

Length 2 Bytes	Tag = 0x000a 2 Bytes
State or Province Name (p_unicode) <i>Length - 4 Bytes</i>	

Tag 11: Password

Contains the password used for private key decryption, no zero termination. This tag is optional.

Length 2 Bytes	Tag = 0x000b 2 Bytes
Password (p_string) <i>Length - 4 Bytes</i>	

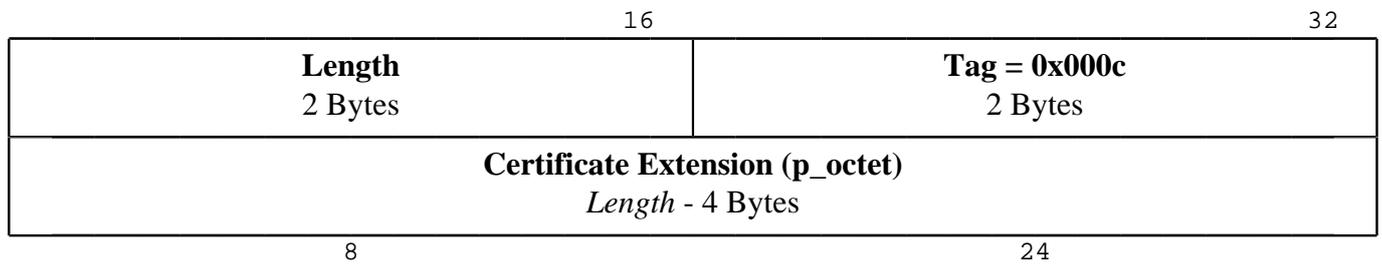
Tag 12: Certificate Extension

Using this tag you can provide one X.509 certificate extension which should be added to a self signed certificate or a certificate request (there the extension will be added as ExtensionRequest).

The extension must already be encoded in it's ASN.1 representation as defined for 'Extension' in RFC5280 chapter 4.1. This means a sequence containing an object identifier followed by a bitstring which contains the extension specific payload.

The ASN.1 structure is directly added to the certificate/certificate request, so the caller is responsible for proper content of the extension which will be provided by this tag.

If this tag is missing no extension will be added. It can occur a maximum of 5 times.



2.103 CONF_CERTIFICATE_REQUEST_OPTIONS

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bed	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	4 bytes max label length, 4 bytes max IP string length, 4 bytes number of supported key types, 4 bytes number of supported cmd types, numKeyTypes * keyType (4 bytes type ID, 64 bytes type label), numCmdTypes * Type (4 bytes cmd type ID, 64 bytes cmd type label), 4 bytes max password length	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.104 CONF_CERTIFICATE_REQUEST_PROGRESS

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf0	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message informs about the current status of certificate/signing request/key operations started by a CONF_CERTIFICATE_REQUEST. The format has an internal tagged structure.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

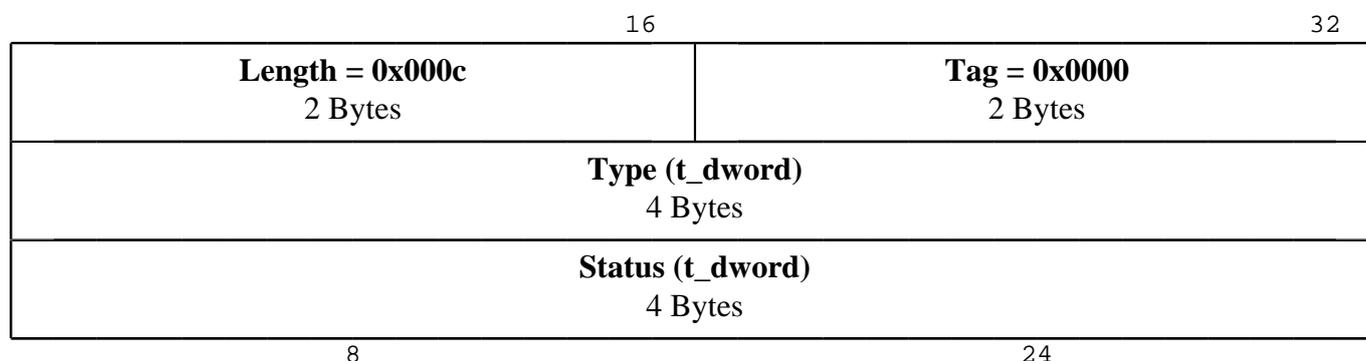
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Contains the command type and its status.

Contains the command type and its status.



Type

PKCS10	0	Create PKCS#10 CSR
SelfSigned	3	Create self-signed certificate
Decrypt	4	Decrypt private key

Status

Values in the range of 0 to 100 represent the current status, other values need to be handled as error.

Status values:

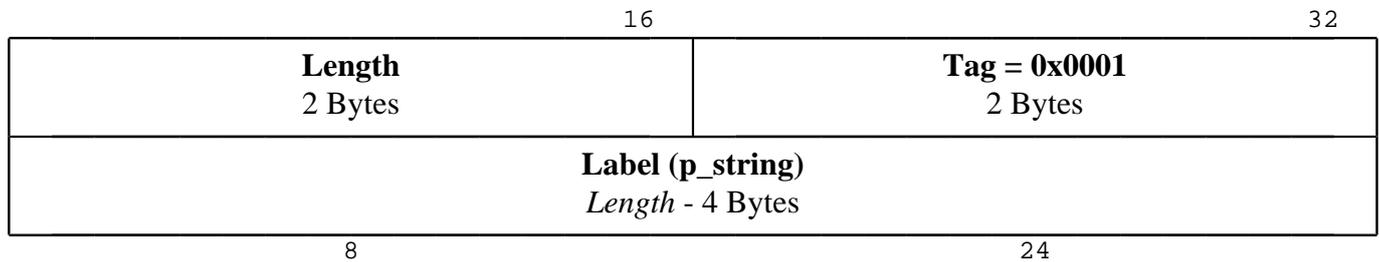
Generating request	25
Sending request	50
Request completed successfully	100

Error values:

General error	129
File already exists error	130
No free key entry error	131
No storage space error	132
Server error	133
Decrypt error	134
Entry not found error	135
No certificate found for key error	136

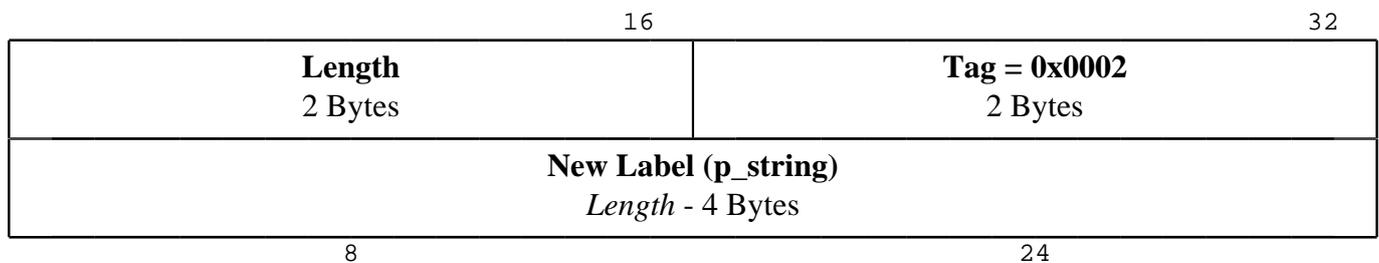
Tag 1: Label

Contains the certificate/signing request/key label, no zero termination.



Tag 2: New Label

Contains the certificate/signing request/key label, no zero termination. This tag is optional and is used to transmit the new label that is used to store the entry after the operation is complete (e.g. a key is decrypted and matched against a certificate and stored using the certificate label).



2.105 CONF_CERTIFICATE_USAGE

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf2	None	no	no
Datatype	Access Level	Description	
Read	p_octet	service	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_CERTIFICATE_USAGE allows to configure for which purpose the certificates and keys on the device are used. The format has an internal tagged structure, the allowed tags and values can be queried via CONF_CERTIFICATE_USAGE_OPTIONS.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

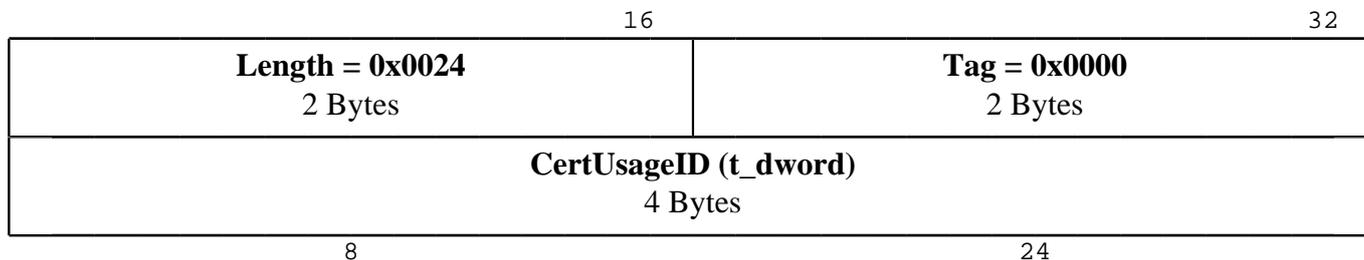
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: CertUsageID

Contains the certificate usage ID. This tag is mandatory for the read and write commands and should appear only once.

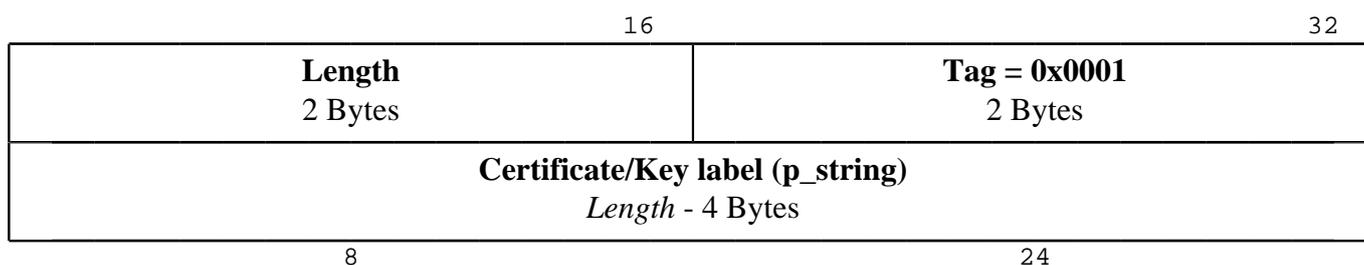


There are two types of certificate usages that can be distinguished by the highest bit (bit 31) of the CertUsageID:

	Mask	Name	Description
Bit 31	0x80000000	Type	0: Usage is only applicable for certificates having the private key stored on the device also (e.g. certificates used for signing), 1: Usage can be used for certificates for which the private key is not stored on the device (e.g. certificates only used for verify other certificates or signatures).

Tag 1: Certificate/Key label

Contains the label string used to identify the certificate/key, no zero termination. Multiple label tags can be contained in the payload.



2.106 CONF_CERTIFICATE_USAGE_OPTIONS

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf3	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns the list of certificate usages available in the camera. Each usage has a unique ID and a label which can be presented to the end user. In the CONF_CERTIFICATE_USAGE command the usageID is referenced.

Payload Structure

16	32
Write support 4 Bytes	
Max Label Length 4 Bytes	
Max Number Of Labels 4 Bytes	
Number Of Usages 4 Bytes	
Usage Entry [0] (see description)	
...	
Usage Entry [N] (see description)	
8	24

Write support

Write Not Supported	0
Write Supported	1

Max Label Length

Maximum length of one label string for the usages.

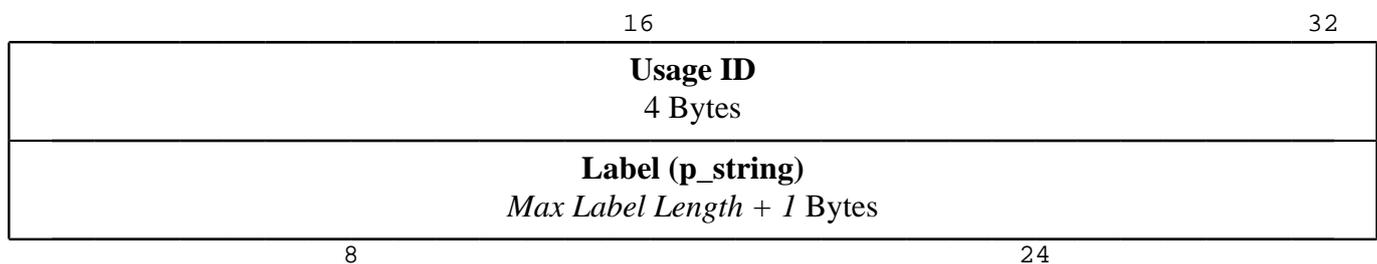
Max Number Of Labels

Defines the maximum number of certificates which can be associated with one usage.

Number Of Usages

Amount of usage entries following after this entry.

Usage Entry



Usage ID

This bit mask contains a unique numerical ID for this usage. Bits 31 and 30 are not part of this numerical ID and have a special meaning. They indicate properties of this usage regarding the certificates which can be associated with this usage.

	Mask	Name	Description
Bit 31	0x80000000	Certificate Type	0: Certificate is an end-user certificate. Certificates in these usages are presented to a peer for client authentication for example. These usages can only contain one certificate. The certificate must be associated with a private key stored on the device. 1: Certificate is a trusted certificate. Certificates in these usages are used to verify certificates presented from the external peer. These usage can contain multiple certificates. The certificate needs no private key on the device.
Bit 30	0x40000000	Multi Associate	This bit is only valid, if bit 31 is 0. 0: This end-user certificate usage can only be associated with 1 certificate. 1: This end-user certificate usage can be associated with multiple certificate (not used or supported at the moment).

Note: The functionality of this bit is only reserved for future usage with the described meaning and is not implemented yet.

Combined Values

Mask	Name
0x3FFFFFFF	ID Number

Description

2.107 CONF_CHECK_DEFAULT_BUTTON_STATE

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c3b	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Check the current status of the (factory) default button. 0=inactive; 1=active	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.108 CONF_CHECK_POS_FB_STATE

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c3c	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Check the current status of the position feedback sensors. (Only applicable on certain devices).	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Values:

	Mask	Name
Bit 1	0x02	hall sensor
Bit 0	0x01	end position fb switch

2.109 CONF_CLOUD_COMMISSIONING_STATUS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c44	None	no	no
Datatype	Access Level	Description	
Read t_word	minimal	Get the status of cloud commissioning. After successful commissioning, the cloud sets this status so the camera knows about it (and can e.g. change LED accordingly). 0=uncommissioned; 100=commissioning successfully finished	
Write t_word	service	Store the status of cloud commissioning. After successful commissioning, the cloud sets this status so the camera knows about it (and can e.g. change LED accordingly). 0=uncommissioned; 100=commissioning successfully finished	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.110 CONF_CLOUD_WATCH_SETTINGS

[API: CloudWatch]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd6	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns cloud watch settings of the device in a tagged format
Write	p_octet	service	Writes cloud watch settings of the device in a tagged format
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

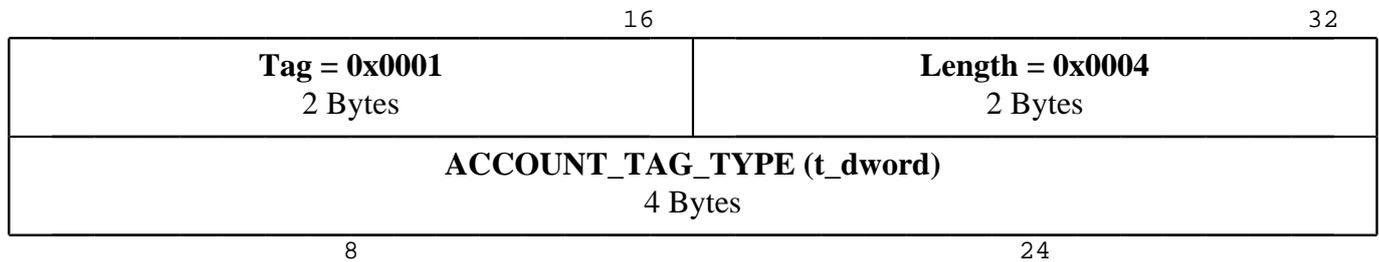
Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

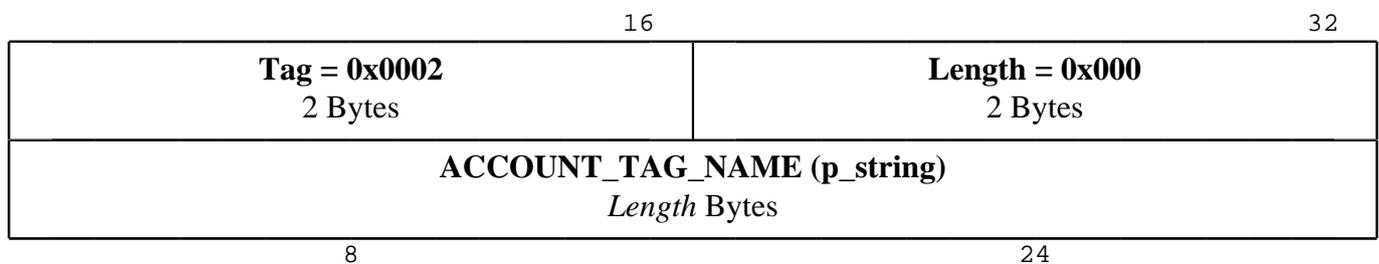
Tag 1: ACCOUNT_TAG_TYPE

0: not configured, 1: ftp, 2: dropbox, 5: amazon s3, 6: kinesis



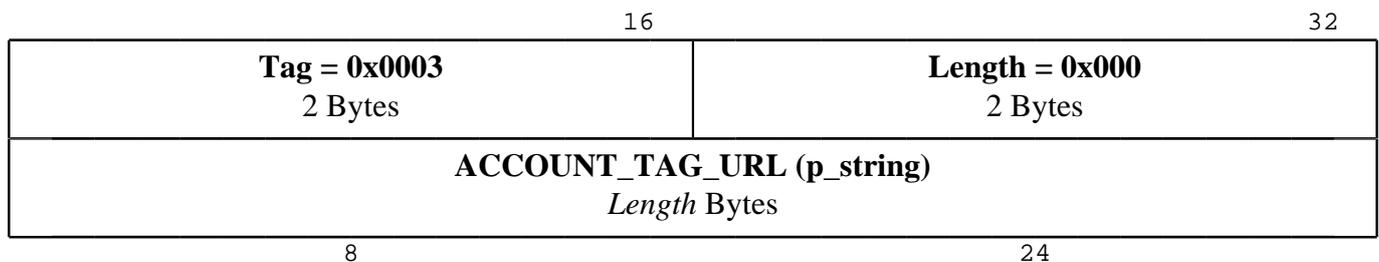
Tag 2: ACCOUNT_TAG_NAME

account name



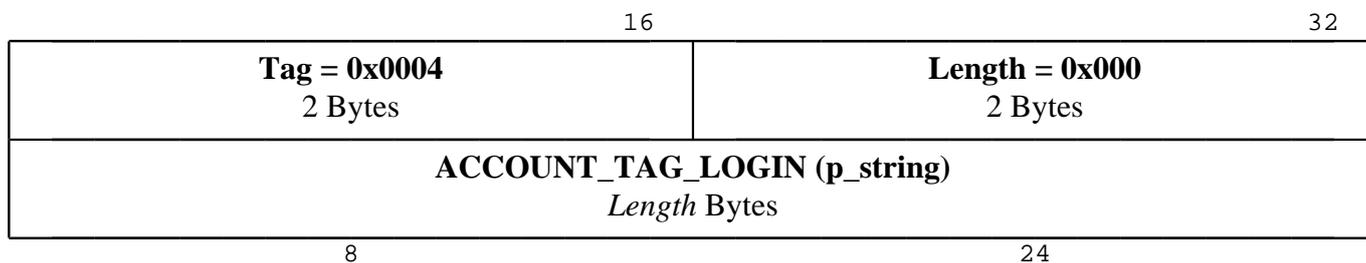
Tag 3: ACCOUNT_TAG_URL

url, e.g url to the ftp server



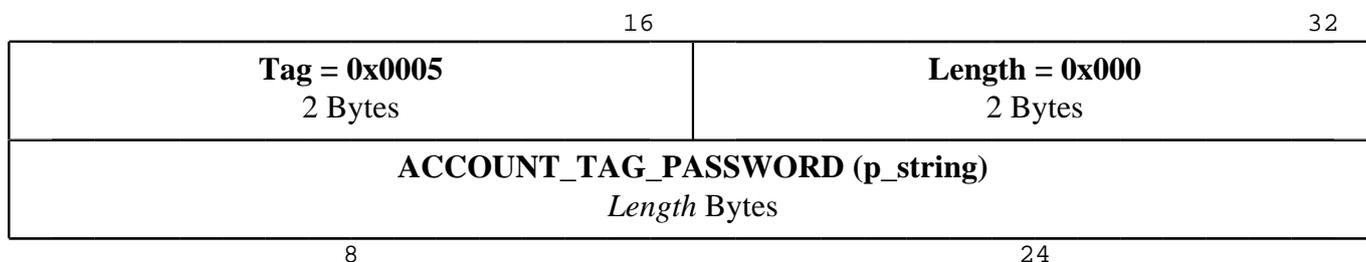
Tag 4: ACCOUNT_TAG_LOGIN

username



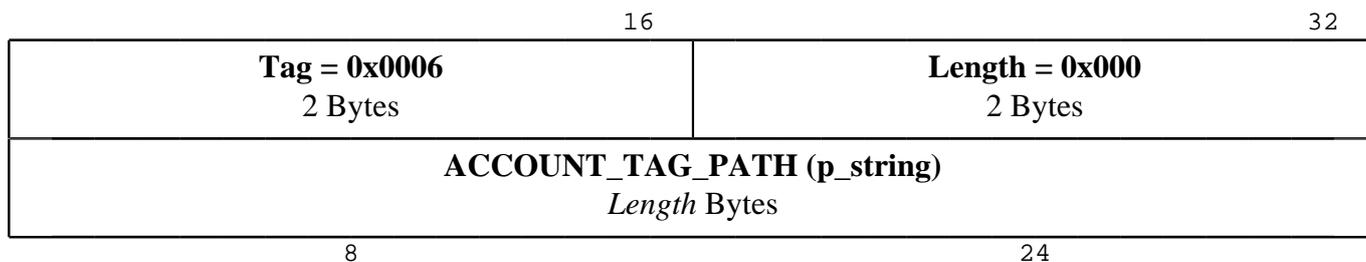
Tag 5: ACCOUNT_TAG_PASSWORD

password



Tag 6: ACCOUNT_TAG_PATH

path



Tag 7: ACCOUNT_TAG_FLAGS

optional flags (e.g. FTP Encryption mode 0=off,1=TLS)

16	32
Tag = 0x0007 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_FLAGS (t_dword) 4 Bytes	
8	24

Tag 8: ACCOUNT_TAG_ACCESS_KEY

aws access key (max 128 bytes)

16	32
Tag = 0x0008 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_ACCESS_KEY (p_string) <i>Length</i> Bytes	
8	24

Tag 9: ACCOUNT_TAG_SECRET_KEY

aws secret access key (max 128 bytes)

16	32
Tag = 0x0009 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_SECRET_KEY (p_string) <i>Length</i> Bytes	
8	24

Tag 10: ACCOUNT_TAG_BUCKET_NAME

bucket name (amazon s3), max 128 bytes

16	32
Tag = 0x000a 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_BUCKET_NAME (p_string) <i>Length Bytes</i>	
8	24

Tag 11: ACCOUNT_TAG_REGION

aws region

16	32
Tag = 0x000b 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_REGION (p_string) <i>Length Bytes</i>	
8	24

Tag 12: ACCOUNT_TAG_CAMERA_ID

s3 camera id, string will be added to the uploaded filename (max 128 bytes)

16	32
Tag = 0x000c 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_CAMERA_ID (p_string) <i>Length Bytes</i>	
8	24

Tag 13: ACCOUNT_TAG_FILE_DURATION

s3 file duration in seconds

16	32
Tag = 0x000d 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_FILE_DURATION (t_dword) 4 Bytes	
8	24

Tag 14: ACCOUNT_TAG_STREAM_NAME

stream name

16	32
Tag = 0x000e 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_STREAM_NAME (p_string) <i>Length</i> Bytes	
8	24

Tag 15: ACCOUNT_TAG_KBPS

maximum datarate for the backup, see CONF_BACKUP_MAX_KBPS

16	32
Tag = 0x000f 2 Bytes	Length = 0x0004 2 Bytes
ACCOUNT_TAG_KBPS (t_dword) 4 Bytes	
8	24

Tag 16: ACCOUNT_TAG_GROUP

cloud watch log group

16	32
Tag = 0x0010 2 Bytes	Length = 0x000 2 Bytes
ACCOUNT_TAG_GROUP (p_string) <i>Length Bytes</i>	
8	24

Tag 17: ACCOUNT_TAG_CLOUD_WATCH_ENABLED

cloud watch enabled/disabled

16	32
Tag = 0x0011 2 Bytes	Length = 0x0001 2 Bytes
ACCOUNT_TAG_CLOUD_WATCH_ENABLED (t_octet) 1 Byte	
8	24

Tag 18: ACCOUNT_TAG_KMS_ENABLED

kms key encryption enabled/disabled

16	32
Tag = 0x0012 2 Bytes	Length = 0x0001 2 Bytes
ACCOUNT_TAG_KMS_ENABLED (t_octet) 1 Byte	
8	24

2.111 CONF_CLUSTER_GROUP_SETTING

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ca	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	List of (DWORD ip, DWORD flags, OCTET[6] mac, WORD reserved) cluster members including this unit
Write	p_octet	always_legacy	List of (DWORD ip, DWORD flags, OCTET[6] mac, WORD reserved) cluster members including this unit
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.112 CONF_CLUSTER_ID

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09cb	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	always_legacy	Returns the logical position inside a cluster (0=stand alone, >0=slot nbr.)	
Write	t_dword	service	Only in generic: set vrm instance (0 <= ClusterId < 32)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.113 CONF_CODER_SPECIFIC_ENC_PROFILES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9b	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	0 means not supported on this platform; if supported all commands that address a encoder profile via the 'num' parameter have to send the abs video tx coder in the upper 8bits of the 'num';
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.114 CONF_CODER_VIDEO_OPERATION_MODE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a9c	absolute coder instance, if zero - all coders which can handle the option are addressed internally	no	no
Datatype	Access Level	Description	
Read	t_dword	always_legacy	
Write	t_dword	service	
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Description

There are two different modes signaled via INDIVIDUAL_ENCODER_OPERATION_MODE_CONFIG @CONF_DEVICE_CAPABILITIES

1: individual encoder configuration mode:

CONF_CODER_VIDEO_OPERATION_MODE, num parameter for a specific absolute coder has to be provided; global configuration (numDesc = 0) is not supported

0: global encoder configuration mode :

CONF_CODER_VIDEO_OPERATION_MODE, num parameter supports only 0 as global option for all possible encoders

1: individual encoder configuration mode:

use CONF_CODER_VIDEO_OPERATION_MODE_OPTIONS with NumDesc = absolute coder number to get the supported options at CONF_CODER_VIDEO_OPERATION_MODE

0: global encoder configuration mode :

use CONF_CODER_VIDEO_OPERATION_MODE_OPTIONS with NumDesc = 0 to get the supported global options at CONF_CODER_VIDEO_OPERATION_MODE

Set one video coder (absolute coder number given by NumDesc) or all video coders, which can handle the option, depending on the supported configuration mode, to a video operation mode.

Allowed options can be queried by CONF_CODER_VIDEO_OPERATION_MODE_OPTIONS: 0 = jpeg, 1 = h263, 2 = h264, 3 = h265, 0x103 = h_265 without B-Frames.

Live connections will be dropped; Only applicable if recording isn't active and configured to off.

2.115

CONF_CODER_VIDEO_OPERATION_MODE_OPTIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca3	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	List of options (DWORDS) which can be written at CONF_CODER_VIDEO_OPERATION_MODE_OPTIONS for a specific coder
Write	-	-	Unavailable
CPP6/ CPP7/ CPP7.3			CPP13
Available	yes		yes

Num Descriptor Values

Global options are provided. 0
Absolute coder instance. Any

Payload Structure

Option [0] 4 Bytes
...
Option [N] 4 Bytes

Option

Values:

jpeg 0
h263 1
h264 2
h265 3
h_265 without B-Frames 0x0103 h_265 without B-Frames delivers higher framerates

2.116 CONF_COMMERCIAL_TYPE_NUMBER

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be7	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the commercial type number (CTN) of the device. The string may be shortened or generalized as the CTN also contains parts the firmware does not know.
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.117 CONF_COMMISSION_SETUP

[API: commissioning]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6b	None	no	no
Datatype	Access Level	Description	
Read	p_octet	user	Returns status of commissioning
Write	p_octet	service	Moves camera to coordinates commissioning
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Read Payload Structure

	16	32
Flags 4 Bits	Reserved 28 Bits	
8	24	

Flags

	Mask	Name	Description
Bit 3	0x8	Commissioning Available	This camera has commissioning
Bit 2	0x4	Is Initialized	Commissioning is ready to use
Bit 1	0x2	Last Command Failed	set to 1 on fail, will be set to 0 with each write command.
Bit 0	0x1	Running	Last write command is still processing

Write Payload Structure

	16	32
Reserved 4 Bytes		
New View Left 4 Bytes		
New View Top 4 Bytes		

New View Right 4 Bytes
New View Bottom 4 Bytes

8 24

Coordinates are relative in 1/0x8000. Corner top left is (0,0), bottom right is (0x8000,0x8000). If new view top left coordinate is same as new view bottom right coordinate, zoom will not be changed, just view is repositioned.

New View Left

X coordinate of top left corner.

New View Top

Y coordinate of top left corner.

New View Right

X coordinate of lower right corner.

New View Bottom

Y coordinate of lower right corner.

2.118 CONF_COMPLETE_CALIBRATION_ELEMENT

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c35	video line	no	no
Datatype	Access Level	Description	
Read p_octet	user	4 bytes reserved, calibration element	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.119 CONF_CONFIG_SEALING_ENABLED

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c8a	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Get enabled state of config sealing 0=sealing disabled; 1=sealing enabled; 2=seal broken	
Write	t_octet	service	Enable config sealing 0=sealing disabled; 1=sealing enabled; 2=seal broken (2 for internal write)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.120 CONF_CONFIG_SEALING_STATUS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c8c	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal Return status of config seal,	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The system can be set up in a way that unexpected configuration changes on the device cause a alert message, even when the user uses a valid login and password for this action.

After the whole system configuration is completed CONFIG_SEALING_ENABLED needs to be set to 1 (= Seal enabled). In this state each critical configuration change causes the device to send a CONFIG_SEALING_STATUS message.

If a client wants to actively verify if a seal is valid then it should read CONFIG_SEALING_STATUS.

Payload Structure

16	32
Status 1 Byte	Reserved 3 Bytes
SealSetTimestamp 4 Bytes	
SealRandom 4 Bytes	
SystemTimestamp 4 Bytes	
8	24

Status

Sealing off	0
Sealing on and seal valid	1
Sealing on and seal broken	2

SealSetTimestamp

Timestamp when seal was activated in seconds since year 2000.

SealRandom

Random number generated once when seal was activated.

SystemTimestamp

Current system time in seconds since year 2000. Can be used to protect against time manipulation on SealSetTimestamp

2.121 CONF_CONNECT_PRIMITIVE

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff0c	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Each RCP client may have different media sources and media receivers. To connect these media channels, a low level connect/disconnect primitive is implemented. These low level primitives can be grouped together to more complex commands, which can connect more than one media channel at the same time. The primitives are designed to be asserted by media sources or receivers itself. Manager software should use the high level commands (see next chapter).

By sending a CONNECT GET to the remote endpoint, this endpoint will start sending media to the requested address. For example, a VideoJet receiver is registered at a VideoJet transmitter. On sending a 'CONNECT GET video to port 1234' to the transmitter, the transmitter starts to send video to the appropriate port at the receiver. The endpoint requesting the media stream (the VideoJet receiver) must be prepared to receive the stream from the network. The coding bits for video must be set according to the receivers capability to decode the data stream. E.g. a Decoder capable of decoding MPEG2 and MPEG4 should set all these bits.

By sending a CONNECT PUT to the remote endpoint, the endpoint will prepare itself for receiving data from the one initiating the request. For example, a VideoJet transmitter is registered at a VideoJet receiver. On sending a 'CONNECT PUT video to port 2222' to the receiver, the receiver will prepare its network stack to receive data from the appropriate port. The endpoint initiating the media stream (the VideoJet transmitter) must start sending the media stream to the network. The coding bits for video must be set to a value suitable to the current encoding parameters inside the VideoJet. E.g. if a video encoder is set to encode MPEG4, only a PUT request having these bits set is accepted. The coder parameter is used to address a specific encoder/decoder inside the VideoJet. As the VideoJet may have a Dual-stream feature, one physical line input might be connected to more than one encoder. By setting a coder to another value than 0, the VideoJet only tries this specific coder to establish a connection. When the coder value is set to 0, all coders inside the system will be checked. Each connect primitive will result in a Session ID for maintaining and controlling the media stream with other RCP commands. The Session ID can be treated as unique on the entire system.

By sending a DISCONNECT supplied with a valid Session ID, the receiver of the command will stop sending/receiving to/from the media stream. The endpoint initiating the DISCONNECT command must stop receiving/sending from/to the media stream.

Payload Structure

Item [0] (see description)
...
Item [N] (see description)

Item

	16		32
Method 1 Byte	Media 1 Byte	Reserved 1 Byte	Header Flags 1 Byte
Reserved 4 Bytes			
Media Descriptor [0] (see description)			
...			
Media Descriptor [N] (see description)			
8			24

Method

Values:

Get	0x00
Put	0x01
Key Transport	0xE0

Media

Values:

Video	1
Audio	2
Data	3

Header Flags

Bit	Mask	Name	Description
Bit 7	0x80	Multi ROI capable	This Bit signals that a client is able to provide a session ID to steer multiple ROIs (region of interest) with E-PTZ.

Bit 6	0x40	Media over ssl	This Bit is set in the response to signal that the device supports 'media over ssl'.
Bit 5	0x20	Transcoder	Set this bit to instanciate and establish a connection to the transcoder.
Bit 4	0x10	Dry Connect	If this bit is set a replay connection is established (and a session id to control the replay connection is returned). The replay source is not connected. This can be done using the CONF_RCP_CONNECT_SALVO command.
Bit 3	0x08	Media Key	Media key request (when using GET) / Media key is appended at the end of this section (when using PUT)
Bit 2	0x04	Signalling	Optional signalling for streaming (for correct connection list display)
Bit 1	0x02	Free Running Connection	When this bit is set, the connection does not need to be re-triggered by the command CONF_RCP_CONNECTIONS_ALIVE.
Bit 0	0x01	Do reverse Login	This will control whether the called server will perform a reverse RCP Login.

Media Descriptor

'Media Descriptor' payload for 'Media' = 'Video' (1)

16		32
MEP 1 Byte	Flags 1 Byte	MTA Port 2 Bytes
MTA IP Address 4 Bytes		
Coder 1 Byte	Line 1 Byte	MCTA Port 2 Bytes
MCTA IP Address 4 Bytes		
Coding 2 Bytes		Resolution 2 Bytes
Linked Coder 1 Byte	Linked Line 1 Byte	Flags2 2 Bytes
Key (conditional) (see description)		
8	24	

MEP

Media Encapsulation Protocol.

Values:

RTP over UDP 0x01
RTP over TCP 0x04

Note: When using RTP over TCP, media channels must be established as described in 'RCP Protocol Procedure / Receiving media data'.

Flags

	Mask	Name	Description
Bit 6	0x40	ExclusiveROI	Request an exclusive (ROI) stream. (Only applicable if device is in multi ROI mode and an exclusive coder is still available).
Bit 2	0x04	UseFlags2	Flags2 are used
Bit 1	0x02	RelativeNumber	Use relative to line coder addressing.
Bit 0	0x01	Substitute	Substitute connection (if an RX connection to the requested interface is already established, the old connection will be disconnected and substituted by a new connection coming with this request).

MTA Port

Media Transport Address - Network port.

MTA IP Address

Media Transport Address IP Address

Values:

0.0.0.0 VideoJet will take address from the incoming TCP header
224.0.0.0 VideoJet will take its configured multicast group IP

Coder

Specifies the internal coder number; when set to 0, the appropriate coder corresponding to the given line number and/or coding parameter is chosen by the VideoJet itself.

Line

Identifies the Line Input/Output channel for the specified coding engine.

MCTA Port

Media Control Transport Address Network Port. Currently unused.

MCTA IP Address

Media Control Transport Address IP Address. Currently unused.

Coding

	Mask	Name	Description
Bit 15	0x8000	Mpeg2Prog	MPEG-2 (program stream)
Bit 14	0x4000	RecordedMedia	Recorded Media
Bit 9	0x0200	H265	H265
Bit 7	0x0080	Jpeg	JPEG
Bit 6	0x0040	H264	H264
Bit 4	0x0010		
Bit 3	0x0008	Mpeg2	MPEG-2 (only video)
Bit 2	0x0004	Mpeg4	MPEG-4 (elementary stream)

Resolution [Obsolete]

	Mask	Name
Bit 11	0x0800	WD432
Bit 10	0x0400	WD288
Bit 9	0x0200	WD144
Bit 8	0x0100	HD1080
Bit 7	0x0080	HD720
Bit 6	0x0040	VGA
Bit 5	0x0020	QVGA
Bit 3	0x0008	4CIF
Bit 2	0x0004	2CIF
Bit 1	0x0002	CIF
Bit 0	0x0001	QCIF

Linked Coder

Use this field for signalling the callers local coder in the connection list of the called device.

Linked Line

Use this field for signalling the callers local line in the connection list of the called device.

Flags2

Only evaluated if Bit3 of Flags is set. For internal usage

Key (conditional)

See description of 'Key transport'

'Media Descriptor' payload for 'Media' = 'Audio' (2)

16		32
MEP 1 Byte	Flags 1 Byte	MTA Port 2 Bytes
MTA IP Address 4 Bytes		
Coder 1 Byte	Line 1 Byte	MCTA Port 2 Bytes
MCTA IP Address 4 Bytes		
Coding 2 Bytes		Reserved 2 Bytes
Linked Coder 1 Byte	Linked Line 1 Byte	Reserved 2 Bytes
Key (conditional) (see description)		
8		24

MEP

Media Encapsulation Protocol.

Values:

RTP over UDP 0x01
 RTP over TCP 0x04

Flags

	Mask	Name	Description
Bit 1	0x02	RelativeNumber	Use relative to line coder addressing.
Bit 0	0x01	Substitute	Substitute connection (if an RX connection to the requested interface is already established, the old connection will be disconnected and substituted by a new connection coming with this request).

MTA Port

Media Transport Address - Network port.

MTA IP Address

Media Transport Address IP Address

Values:

0.0.0.0 VideoJet will take address from the incoming TCP header
224.0.0.0 VideoJet will take its configured multicast group IP

Coder

Specifies the internal coder number; when set to 0, the appropriate coder corresponding to the given line number and/or coding parameter is chosen by the VideoJet itself.

Line

Identifies the Line Input/Output channel for the specified coding engine.

MCTA Port

Media Control Transport Address Network Port. Currently unused.

MCTA IP Address

Media Control Transport Address IP Address. Currently unused.

Coding

	Mask	Name	Description
Bit 15	0x8000	Mpeg2Prog	MPEG-2 (program stream)
Bit 14	0x4000	RecordedMedia	Recorded Media
Bit 4	0x0010	L16	L16 (sampling rate: 16 kHz, rtp clock rate: 90 kHz)
Bit 3	0x0008	L16 16kHz	L16_16kHz (sampling rate: 16 kHz, rtp clock rate: 16 kHz)
Bit 2	0x0004	G711 8kHz	G.711_8kHz (sampling rate: 8 kHz, rtp clock rate: 8 kHz)
Bit 1	0x0002	AAC	
Bit 0	0x0001	G711	G.711 (sampling rate: 8 kHz, rtp clock rate: 90 kHz)

Linked Coder

Use this field for signalling the callers local coder in the connection list of the called device.

Linked Line

Use this field for signalling the callers local line in the connection list of the called device.

Key (conditional)

See description of 'Key transport'

'Media Descriptor' payload for 'Media' = 'Data' (3)

16		32
MEP 1 Byte	Reserved 3 Bytes	
MTA IP Address 4 Bytes		
Coder 1 Byte	Line 1 Byte	Reserved... 6 Bytes
Reserved ...		
Coding 2 Bytes		Reserved 2 Bytes
Linked Coder 1 Byte	Linked Line 1 Byte	Reserved 2 Bytes
Key (conditional) (see description)		
8		24

MEP

Media Encapsulation Protocol.

Values:

RCP Intrinsic 0x02

MTA IP Address

Media Transport Address IP Address

Values:

0.0.0.0 VideoJet will take address from the incoming TCP header

Coder

Informational

Line

Identifies the Line Input/Output channel for the specified coding engine.

Coding

	Mask	Name	Description
Bit 14	0x4000	RecordedMedia	Recorded Media
Bit 0	0x0001	RCP	

Linked Coder

Use this field for signalling the callers local coder in the connection list of the called device.

Linked Line

Use this field for signalling the callers local line in the connection list of the called device.

Key (conditional)

See description of 'Key transport'

'Key transport' structure

Key [0] (see description)
...
Key [N] (see description)

Key

	16		32
Method 1 Byte	Bytes valid 1 Byte	Status tag 1 Byte	Reserved 1 Byte
Key data 4 Bytes			
8		24	

Method

Must be set to 'Key transport' 0xE0

Bytes valid

The number of valid key bytes in this header

Status tag

Must be set to 'Key transport tag' 0xE0

Key data

The key payload

The media key is transferred using a sequence of key headers all with the method field set to 0xE0. The end of the key section is marked by a header with less than 4 bytes (or zero) indicated in the bytes valid field. The typical key length is 16 bytes (128 bit AES). In this case, four full key headers followed by one empty header must be transferred (4 x 4 bytes valid + 1 x 0 bytes valid = 16 bytes). For backward compatibility, the header method 0xE0 will be skipped by units with former firmwares versions. The key is located and stored on each media source (using the CONF_CRYPT_KEY* commands); When the system is configured to publish its keys (see CONF_PUBLISH_MEDIA_KEYS), then the media sources must fill in the secret by sending (PUT method) or replying to (GET method) the connect primitive. For example, when sending a GET connect primitive to a device and the key transport is selected, then the device will fill in its key in the reply to the connect primitive.

Note: Be sure to use a secure RCP connection, the keys in the connect primitive are transferred in plain

Response Payload Structure

Item [0] (see description)
...
Item [N] (see description)

Item

Method 1 Byte	Media 1 Byte	Status 1 Byte	Flags 1 Byte
Reserved 4 Bytes			
Media Descriptor [0] 4 Bytes			
...			
Media Descriptor [N] 4 Bytes			

8

24

Method

Values:

Get	0
Put	1

Media

Values:

Video	1
Audio	2
Data	3

Status

Values:

InterfaceUnavailable	0	Interface not available (Remark: former version may return this error in case of unknown method/media type)
AccessGranted	1	Access to this interface granted
AccessDenied	2	Access to this interface rejected
InvalidIdOrConnectionLoss	3	Session ID invalid or connection no longer active
CodingIncompatible	4	Coding parameters incompatible
ExternalData	5	Interface data will be supplied by another media descriptor
UnknownMethod	8	The method field in the header does not carry a known method
UnknownMedia	9	The media field in the header does not carry a known media type

Note: Any wildcards used in the transport addresses will be replaced by the real used network addresses. This command is NOT readable; to gain information on active connection refer to the ACTIVE_CONNECTION_LIST command. The Media Control sockets have currently no function

2.122 CONF_CONNECT_TO

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xffcc	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

A message will be generated if all requested channels are established or respectively failed; if a channel fails, the appropriate bit will be cleared in the channel section.

Payload Structure

16		32
Destination IP Address 4 Bytes		
Reserved 1 Byte	Line 1 Byte	Flags 2 Bytes
Local Coder 1 Byte	Local Line 1 Byte	Put Channel 2 Bytes
Remote Coder 1 Byte	Remote Line 1 Byte	Get Channels 2 Bytes
Appendix (optional) (see description)		
8	24	

Destination IP Address

The reception of this command will force the host to connect to the mentioned destination IP address.

Line [Obsolete]

This parameter carries the number of the remote input (for get channels) or the local input (for put channels); For connection to the HDD, the Line byte must carry the partition number of the HD. This parameter is updated by the local line/coder and remote line/coder settings.

Flags

	Mask	Name	Description
Bit 13	0x2000	H265	Request video mode H.265
Bit 12	0x1000	AllowAAC	Allow audio mode AAC
Bit 11	0x0800	AllowL16	Allow audio mode L16 (setting this bit to 0 uses G711 (default, previous behaviour), setting to 1 allows G.711 and L16 - both with 90kHz timestamp clock)
Bit 10	0x0400	Jpeg	Request video mode JPEG
Bit 9	0x0200	H264	Request video mode H.264
Bit 8	0x0100	UseSSL	Use SSL for the RCP control connection; if no destination port is specified, the remote port defaults to 443 (HTTPS) in case of SSL is requested otherwise 80(HTTP)
Bit 7	0x0080	NoKeyExchange	Suppress automatic media key exchange
Bit 6	0x0040	ConnectVCA	Connect a VCA meta data stream
Bit 4	0x0010	ConnectHDD	Connect to the HDD to receive a recorded media stream
Bit 3	0x0008	ForceTCP	Force the use of TCP as transportation protocol
Bit 2	0x0004	Mpeg2	Request video mode MPEG-4
Bit 1	0x0002	Mpeg4	Request video mode MPEG-2
Bit 0	0x0001	Substitute	Substitute an existing connection

Note: Only one video standard (MPEG2/4) can be used; setting all bits will result in best currently available mode.

Local Coder

This parameter carries the number of the local coder number. A wildcard of '0' will result in first match.

Local Line

This parameter carries the number of the local video line number. A wildcard of '0' will result in first match.

Put Channel

	Mask	Name
Bit 2	0x0004	Data
Bit 1	0x0002	Audio
Bit 0	0x0001	Video

Remote Coder

This parameter carries the number of the remote coder number (at the destination IP). A wildcard of '0' will result in first match.

Remote Line

This parameter carries the number of the remote video line number (at the destination IP). A wildcard of '0' will result in first match.

Get Channels

	Mask	Name
Bit 2	0x0004	Data
Bit 1	0x0002	Audio
Bit 0	0x0001	Video

Note: For audio connections, the local and remote line parameter are taken from the video settings.

Appendix (optional)

If this command is extended with the optional appendix, the remote port number for RCP login must be specified. This can be either 1756 for the normal RCP port or any available HTTP port at the remote host. When a port number different to 1756 is used, the login will use a HTTP tunnelling.

16		32	
Dest. Port 2 Bytes	Flags 2 Bytes		
Reserved 2 Bytes	Remote password level 1 Byte	Password (optional) (see description)	
8	24		

Dest. Port

This parameter carries the number of the remote TCP port number used for RCP login.

Flags

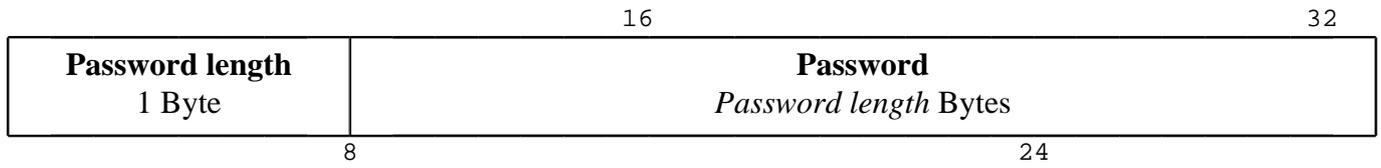
	Mask	Name	Description
Bit 0	0x0001	IsURL	Remote password field is url (supports urls like rtsp://user:pw@160.10.9.222:5540/rtsp_tunnel)

Remote password level

Values:

No protection	0
User	1
Service	2
Live	3

Password (optional)



2.123 CONF_CONNECT_URL

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a1e	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the connect url
Write	p_string	service	Set the connect url
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.124 CONF_CONT_VIPROC_CONFIG_EDITING

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3a	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	Configuration of a config stops automatically after 20 seconds. This command can be used to keep configuration active for another 20 seconds. If the specified config is currently not in configuration mode, the command replies with an error.	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.125 CONF_CPU_COUNT

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a09	None	no	no
Datatype	Access Level	Description	
Read	t_dword	Number of cpus	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.126 CONF_CPU_LOAD

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0a	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

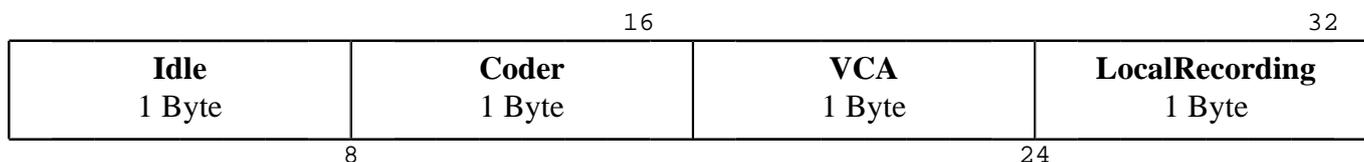
Description

Read the CPU load information from a device.

Num Descriptor Values

Host 1
 CoProc 2

Payload Structure



Idle

Idle time of CPU in percent.

Coder

Coder time of CPU in percent. Only supported on CPP6/CPP7/CPP7.3, '0' otherwise

VCA

VCA time of CPU in percent. Only supported on CPP6/CPP7/CPP7.3, '0' otherwise

LocalRecording

Local recording time of CPU in percent. Only supported on CPP6/CPP7/CPP7.3, '0' otherwise

2.127 CONF_CPU_LOAD_CODER

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a07	host=1	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Cpu load coder in percent	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.128 CONF_CPU_LOAD_IDLE

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a06	host=1	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Cpu load idle in percent	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.129 CONF_CPU_LOAD_VCA

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a08	host=1	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Cpu load vca in percent	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.130 CONF_CRYPT_KEY_GENERATE_ALL

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a13	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Deprecated - use SRTP instead for video/audio encryption. Returns flag=0 when all key are cleared otherwise flag=1
Write	f_flag	service	Deprecated - use SRTP instead for video/audio encryption. Generates a random key(flag=1) or clears all(flag=0) keys for AES encryption for all media encoders
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no

2.131 CONF_CRYPT_KEYAUDIO_DEC

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ff	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Audio data encryption/decryption
Write	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Set key for AES Audio data encryption/decryption, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

This description is valid for the the commands:

- CONF_CRYPT_KEYVIDEO_ENC
- CONF_CRYPT_KEYVIDEO_DEC
- CONF_CRYPT_KEYAUDIO_ENC
- CONF_CRYPT_KEYAUDIO_DEC

Set all Key- and all Salt- Bytes to zero, if no encryption/decryption is wished.

Num Descriptor Values

coder Any The number of the coder instance (absolute)

Payload Structure

	16		32
	Key... 16 Bytes		
	Key ...		
	Key ...		
	Key ...		
8		24	

Key

The 16 Byte Masterkey for AES encryption/decryption of data

2.132 CONF_CRYPT_KEYAUDIO_ENC

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x09fe	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Audio data encryption/decryption
Write	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Set key for AES Audio data encryption/decryption, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

This description is valid for the the commands:

- CONF_CRYPT_KEYVIDEO_ENC
- CONF_CRYPT_KEYVIDEO_DEC
- CONF_CRYPT_KEYAUDIO_ENC
- CONF_CRYPT_KEYAUDIO_DEC

Set all Key- and all Salt- Bytes to zero, if no encryption/decryption is wished.

Num Descriptor Values

coder Any The number of the coder instance (absolute)

Payload Structure

16	32
Key... 16 Bytes	
Key ...	
Key ...	
Key ...	
8	24

Key

The 16 Byte Masterkey for AES encryption/decryption of data

2.133 CONF_CRYPT_KEYVIDEO_DEC

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a00	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Video data encryption/decryption
Write	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Set key for AES Video data encryption/decryption, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

This description is valid for the the commands:

- CONF_CRYPT_KEYVIDEO_ENC
- CONF_CRYPT_KEYVIDEO_DEC
- CONF_CRYPT_KEYAUDIO_ENC
- CONF_CRYPT_KEYAUDIO_DEC

Set all Key- and all Salt- Bytes to zero, if no encryption/decryption is wished.

Num Descriptor Values

coder Any The number of the coder instance (absolute)

Payload Structure

	16		32
Key... 16 Bytes			
Key ...			
Key ...			
Key ...			
8		24	

Key

The 16 Byte Masterkey for AES encryption/decryption of data

2.134 CONF_CRYPT_KEYVIDEO_ENC

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ed	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Video data encryption/decryption
Write	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Set key for AES Video data encryption/decryption, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

This description is valid for the the commands:

- CONF_CRYPT_KEYVIDEO_ENC
- CONF_CRYPT_KEYVIDEO_DEC
- CONF_CRYPT_KEYAUDIO_ENC
- CONF_CRYPT_KEYAUDIO_DEC

Set all Key- and all Salt- Bytes to zero, if no encryption/decryption is wished.

Num Descriptor Values

coder Any The number of the coder instance (absolute)

Payload Structure

	16				32
	Key... 16 Bytes				
	Key ...				
	Key ...				
	Key ...				
8		24			

Key

The 16 Byte Masterkey for AES encryption/decryption of data

2.135 CONF_DATA_COPY_JOB_START

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b32	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Start copy job,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command starts a copy job, given by first the source descriptor and second the destination descriptor. If starting the job was ok, the status will be reported by CONF_DATA_COPY_JOB_STATUS messages or can be queried by the same comand. The return payload structure is the same as the CONF_DATA_COPY_JOB_STATUS payload and contains the job id on success. This id can be used for stopping the job, query the state or to identify it in the status messages payload.

Payload Structure

16	32
Source Descriptor (see description)	
Destination Descriptor (see description)	
8	24

Source Descriptor

See description of 'Source/Destination Descriptor'

Destination Descriptor

See description of 'Source/Destination Descriptor'

'Source/Destination Descriptor' structure

16	32
Offset 4 Bytes	
Length 4 Bytes	

Type 2 Bytes	Type spec. parameter len 2 Bytes
Type spec. parameter (see description)	
8	24

Offset

The offset in lba sized units (= 512 bytes)

Length

Amount of data to copy in lba sized units (= 512 bytes), not relevant for destination descriptor

Full Copy	0
Length	1 - n

Type

Interface Test	0
Span on ISCSI	1
File	2
Raw ISCSI lun	3

Type spec. parameter len

Length of the following additional parameters.

Type spec. parameter

'Type spec. parameter' payload for 'Type' = 'Interface Test' (0)

Fakes the access to a source/destination and can be used for example to test the interface and copy job engine. No further parameters are needed.

'Type spec. parameter' payload for 'Type' = 'Span on ISCSI' (1)

16		32
Target Id 4 Bytes		
Target index 1 Byte	Lun index 1 Byte	Span index 2 Bytes
File type 1 Byte	Reserved 1 Byte	Timeout 2 Bytes
8		24

Access to a span on an iscsi lun. This type can be used for example to copy a span. The parts of a span (unit, lock, mgr header, data) has to be copied in seperate copy jobs.

Target Id

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

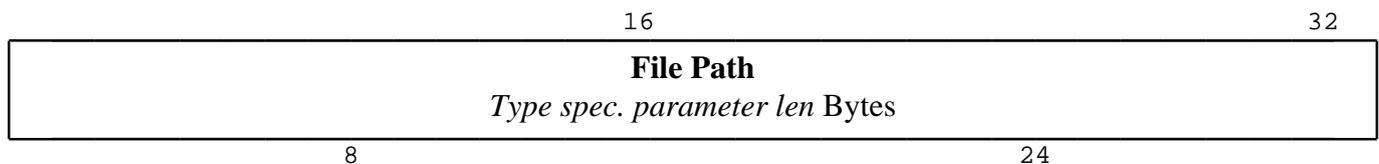
File type

Lock Header	1
Unit Header	2
Manager Header	3
Recording Data	4

Timeout

Default	0	Default, using default iscsi timeouts
Timeout	1 - 65534	Timeout in seconds
Never	65535	Never timeout

'Type spec. parameter' payload for 'Type' = 'File' (2)

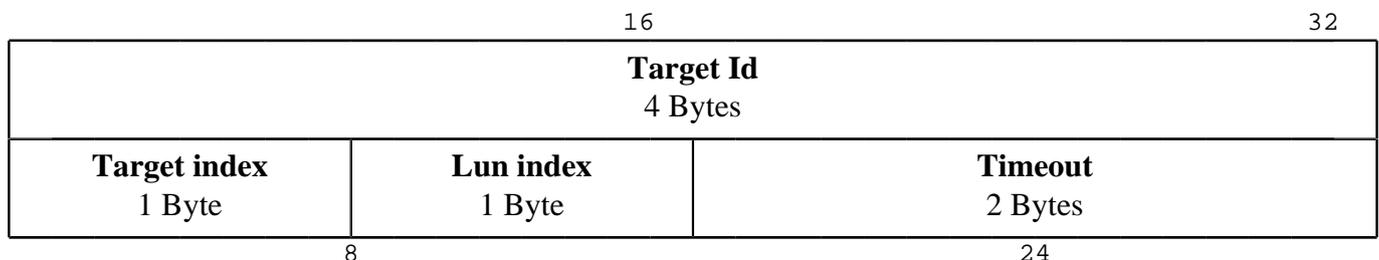


Access to a file. Can be used for example to copy a span to a file. If the file is the source, it has to exist. If the file is destination it will be created if it doesn't exist. Parameter length is the path length including zero termination and stuffing bytes in order to be 4 byte aligned. Size is at least 4 bytes.

File Path

Zero terminated ascii string specifying the path and file name of a source/destination

'Type spec. parameter' payload for 'Type' = 'Raw ISCSI lun' (3)



Access to a complete iscsi lun. This type can be used for example to make a one to one copy of a complete lun.

Target Id

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

Timeout

Default	0	Default, using default iscsi timeouts
Timeout	1 - 65534	Timeout in seconds
Never	65535	Never timeout

2.136 CONF_DATA_COPY_JOB_STATUS

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b34	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal Get the status of a copy job,	
Write	-	- Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message reports the status of the copy job and will be send on each status change or several times while in state "running". The status can also be queried by sending this command in read direction.

Payload Structure

16		32
Job Id 4 Bytes		
State 1 Byte	Reserved 3 Bytes	
Progress 4 Bytes		
Full data amount 4 Bytes		
8	24	

Job Id

Id of a data copy job

State

State of the copy Job

Initializing	0
Running	1
Finished	2
Failed	3
Stopped	4

Progress

Progress in lba units (= 512 bytes)

Full data amount

Full data amount in lba units (= 512 bytes) of the copy job. Progress has to reach this value in order to finish successfully.

2.137 CONF_DATA_COPY_JOB_STOP

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b33	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	service	Requests stop on a data copy job if exists, otherwise fails, payload: job id
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.138 CONF_DATE_DAY

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0028	None	no	no
Datatype	Access Level	Description	
Read	t_octet p_string	minimal	Read the day of month
Write	t_octet p_string	service	Set the day of month, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.139 CONF_DATE_MONTH

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0029	None	no	no
Datatype	Access Level	Description	
Read	t_octet p_string	minimal	Read the month
Write	t_octet p_string	service	Set the month, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.140 CONF_DATE_WDAY

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0027	None	no	no
Datatype	Access Level	Description	
Read p_string	minimal	\Sunday\ " ... \Saturday\"; read the weekday according to the systems date setting	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.141 CONF_DATE_YEAR

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x002a	None	no	no
Datatype	Access Level	Description	
Read	t_word p_string	minimal	Read the year
Write	t_word p_string	service	Set the year; century needed, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.142 CONF_DAY_LIGHT_SAVE_TIME

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0988	None	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	Read the currently used day light save time offset in seconds
Write	t_int	service	Write the day light save time offset in seconds; the device updates this from DAY_LIGHT_SAVE_TIME_TABLE to show current offset used
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.143 CONF_DAY_LIGHT_SAVE_TIME_TABLE

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0987	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read 20 entries for daylight save time: UTC time in sec since 2000 (4byte) and associated offset in sec (4 signed bytes), unused entries have to be filled with zero	
Write p_octet	service	Write 20 entries for daylight save time: UTC time in sec since 2000 (4byte) and associated offset in sec (4 signed bytes), unused entries have to be filled with zero	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.144 CONF_DEC_SHOW_FREEZE

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x092e	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Freeze string: 0=off, 1=on, n=on (n * 40ms delayed)
Write	t_octet	service	Freeze string: 0=off, 1=on, n=on (n * 40ms delayed)
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	no

2.145 CONF_DECODER_DELAY

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bbe	decoder line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get additional delay for decoder in milliseconds
Write	t_dword	service	Set additional delay for decoder in milliseconds
CPP6/CPP7/CPP7.3		CPP13	
Available	no		no

2.146 CONF_DECODER_LAYOUT

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x09a2	output line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	First word (2bytes) is the layout, followed by the relative coder list in bytes (000101 for first monitor singleview, 000201020304 for quadview with chronological order)
Write	p_octet	user	First word (2bytes) is the layout, followed by the relative coder list in bytes (000101 for first monitor singleview, 000201020304 for quadview with chronological order)
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

Payload Structure

Layout 2 Bytes	Reserved 2 Bytes
Flags 1 Byte	YUV 3 Bytes
Entry [0] (see description)	
...	
Entry [N] (see description)	

Layout

Single	1
Quad	2
Nine	3
Sixteen	4
Multiview	M

Flags

	Mask	Name	Description
Bit 0	0x01	useRGB	Signals RGB instead of YUV

YUV

Background YUV

Entry

		16		32	
len 1 Byte	flags 1 Byte	xPosition 1 Byte	yPosition 1 Byte		
width 1 Byte	height 1 Byte	inst 1 Byte	reserved 1 Byte		
hPos 2 Bytes		vPos 2 Bytes			
size 2 Bytes		reserved 2 Bytes			
8		24			

len

Entry len

flags

Bit 0= flip, bit 1=mirror, bit 2=allFrames

xPosition

X position in grid

yPosition

Y position in grid

width

Width in grid

height

Height in grid

inst

Instance

hPos

Optional ptz hpos (see CONF_ROI)

vPos

Optional ptz vpos (see CONF_ROI)

size

Optional ptz size(see CONF_ROI)

2.147 CONF_DECODER_LAYOUT_LIST

[API: decoder/videoout]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09a1	output line	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	List of supported layouts; payload is a list of n WORDs. One WORD per supported layout (0001=single view, 0002=quad view, 0004=sixteen, 0077=multi view)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		no	

2.148 CONF_DECODER_MODE

[API: decoder/videoout]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0812	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Decoder mode #ValueList: 0= low delay; 1= A/V sync;	
Write	t_octet	service	Decoder mode #ValueList: 0= low delay; 1= A/V sync;	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		no	

2.149 CONF_DECODING_ERROR

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bbf	coder	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

Payload Structure

16	32
ID 4 Bytes	
Error Data (see description)	
8	24

Error Data

'Error Data' payload for 'ID' = '1'

H.264 video resolution exceeded decoder limit.

16	32
Current Width 4 Bytes	
Current Height 4 Bytes	
Max Width 4 Bytes	
Max Height 4 Bytes	
8	24

'Error Data' payload for 'ID' = '2'

Unknown JPEG format.

2.150 CONF_DEFAULT_CAM

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x01af	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Reads the default camera for alarm connections
Write	t_octet	service	Defines the default camera for alarm connections
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.151 CONF_DEFAULT_CONNECTION_MODE

[API: alarm connections]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0289	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Get the default connection mode: 0=MPEG2, 1=MPEG4, 2=MPEG4/ AVC, 3=JPEG, 4=ANY	
Write	t_octet	service	Sets the default connection mode: 0=MPEG2, 1=MPEG4, 2=MPEG4/ AVC, 3=JPEG, 4=ANY	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.152 CONF_DEFAULTS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x093d	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service	Sets config to default values except IP, subnet and gateway and resets the device. ATTENTION: Wait till board has fully rebooted before switching of power, to ensure that defaults are applied completely. Also propagade this to the user, that he has to wait until the reboot is complete.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.153 CONF_DELETE_CAM_REC_SPANS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5d	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Delete recording spans of a camera from a span manager on a managed lun.
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

Description

This command is used for deleting spans of a specific recording line and index containing recordings between a given time interval. The flag "delete encloses spans only" chooses whether a span shall be deleted if it is completely enclosed by the time interval or if it only overlaps the interval. The flag "force delete" will delete all spans of the cam independent of the state of the span. That means even if the cam is still recording on a span, the span will be deleted. So use this option very carefully, as it could lead to inconsistencies. If the command returns successfully, it doesn't mean that the deletion is completed, it just tells the caller that an asynchronous job for deletion was invoked. The command has to be sent to the storage lun managing device.

Payload Structure

16	32
Recording Camera (see description)	
Lun Address (see description)	
From 4 Bytes	
To 4 Bytes	
Flags 4 Bytes	
8	24

Recording Camera

IP 4 Bytes		
MAC... 6 Bytes		
MAC ...	Recording Index 1 Byte	Camera Index 1 Byte
8	24	

IP

The IP address of the recording device.

MAC

The hardware address of the recording device. This field may be zero if you search for recordings without considering the mac.

Recording Index

Primary Recording 1
 Secondary 2
 Recording

Camera Index

The camera index

Lun Address

Target ID 4 Bytes		
Target Idx 1 Byte	Lun 1 Byte	Reserved 2 Bytes
8		24

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target Idx

The index of the target.

Lun

The logical unit number.

From

Start time of the interval in Seconds since 2000 local time for deleting.

To

End time of the interval in Seconds since 2000 local time for deleting.

Flags

	Mask	Name	Description
Bit 1	0x00000002	Force	ForceDeletion
Bit 0	0x00000001	EnclosedOnly	Delete enclosed spans only

2.154 CONF_DEVELOPER_MODE_ALLOWED

[API: security]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cfd	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	0=developer mode is not allowed; 1=developer mode is allowed	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		yes	

2.155 CONF_DEVICE_CAPABILITIES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b60	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	Returns capabilities of the device in a tagged format
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Number of tagged elements 4 Bytes
Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Tag = Tag ID 2 Bytes	16	Length 2 Bytes	32
Tag Payload			
8			24

Tag Name	Tag ID	Payload Type	Description
DEVICE_TYPE_TAG	1	t_octet	
PTZ_CAMERA_TAG	2	t_octet	ptz capabilities; ptz capabilities are available e.g. if the device is a dome camera, if bilinx is supported and a bilinx camera is connected to the device or if a serial dome protocol is set
ROI_CAMERA_TAG	3	t_octet	region of interest available
AUTOTRACKER_TAG	4	t_octet	autotracker available

Tag Name	Tag ID	Payload Type	Description
NBR_VIDEO_IN_TAG	5	t_octet	number of video inputs
NBR_TRANSCODER_TAG	6	t_octet	number of transcoders
NBR_AUDIO_IN_TAG	7	t_octet	number of audio inputs
NBR_AUDIO_OUT_TAG	8	t_octet	number of audio outputs
AUDIO_OPTIONS_TAG	9	t_octet	
EPTZ_TRACKER_TAG	10	t_octet	eptz tracker supported
IMAGE_PIPE_FEATURE_TAG_OLD	11	t_dword	returns 1st 4bytes of the information that is provided by bicom command 0x0520 (ServerID 4)(for backward compatibility). Use the new tag IMAGE_PIPE_FEATURES to get all features
BEST_FACE_TAG	12	t_octet	device supports CONF_BEST_FACE
PLATFORM_TYPE_TAG	13	t_octet	
BICOM_DOME_TAG	14	t_octet	Indication if it is a dome that can be controlled using bicom (e.g via CONF_BICOM_COMMAND)
FPGA_TAG	15	t_octet	FPGA available
VOUT_TAG	16	t_octet	camera has a vout
HEATER_TAG	17	t_octet	camera has a heater
SERIAL_PORT_TAG	18	t_octet	camera has a serial port
NTCIP_TAG	19	t_octet	camera is ready for NTCIP use
REPLAY_TAG	20	t_dword	supported replay option flags
GB28181_TAG	21	t_octet	support of GB28181
FONT_SUPPORT_TAG	22	t_dword	supported utf-16 characters for Stamping; ASCII chars are always supported;
RECORDER_TAG	23	p_octet	record format version
PTZ_ON_CLIENT_TAG	24	t_octet	
VIRTUAL_LINES_TAG	25	t_octet	Returns the number of virtual lines on this device or zero if there are none. If there are virtual lines, more information is available via CONF_VIRTUAL_LINES.
DPTZ_STATIC_CAPS_TAG	26	p_octet	Signal PTZ capabilities see CONF_DPTZ_STATIC_CAPS for a detailed description of the payload
MAX_DEC_RESOLUTION_TAG	27	p_octet	maximum decoder/transcoder resolution
MAX_SUBVIEWS_TAG	28	t_octet	max number of video subviews
FIRE_DETECTION_TAG	29	t_octet	Fire detection available
FW_UPLOAD_SIGNATURE_TAG	30	t_octet	Firmware upload signature required

Tag Name	Tag ID	Payload Type	Description
IMAGE_PIPE_FEATURE_TAG	31	p_octet	returns the information that is provided by bicom command 0x0520 (ServerID 4)
CLUSTERED_DEVICE_TAG	32	t_octet	indication if the camera is clustered with other devices
PIR_TAG	33	t_octet	number of PIR (passive infrared) sensors
AMBIENT_LIGHT_DETECT_TAG	34	t_octet	ambient light detection supported
SUPPORT_SUDO_URL	35	t_octet	/sudo URL is available to switch users
IS_IN_FORCE_PWD_MODE	36	t_octet	Device has no password at the moment and will force the user to set one
IS_PTZ_IN_VCD	37	t_octet	PTZ information can be found in VCD stream (this capability is necessary for the VCA global field feature)
CODER_SPEC_ENC_PROF	38	t_octet	coder specific encoder presets
POE_BASE_CLASS_TAG	39	t_octet	base PoE class of device, without consideration of power adder values
SOD_DETECTION_TAG	40	t_octet	SOD detection is available
VIDEO_LINE_DUO	41	t_octet	Video line supports side-by-side image
ISCSI_SUPPORT	42	t_dword	iSCSI capabilities
INDIVIDUAL_ENCODER_OPERATION_MODE_CONFIG	43	t_word	
WIFI_TAG	44	t_octet	Wifi support
C_MOUNT_LENS_TYPE	45	t_octet	Device has a changeable lens C-mount
TC_ENC_H265_TAG	46	t_octet	Transcoder supports H.265
NET_DYNAMIC	47	t_octet	Device network settings can be changed dynamically without reboot
KINESIS_SUPPORT	48	t_octet	Device supports streaming to kinesis
AWS_S3_SUPPORT	49	t_octet	Device supports streaming to amazon s3
RCP_UDP_PAYLOAD_ENCRYPTION	50	t_octet	Device supports rcp udp payload encryption
IMU_TAG	51	t_octet	number of IMU sensors (Inertial Measurement Unit; acceleration, gyroscope, ..)
CLOUD_WATCH_SUPPORT	52	t_octet	device supports logging to cloud watch
CALIBRATION_LINE_DEPENDENCIES	53	p_octet	returns the information calibration dependencies between lines, if missing then all lines are independent.
ACCOUNT_TYPE_SUPPORT	54	t_dword	account types support
DYN_SCENE_CTRL_OPTIONS_TAG	55	t_octet	device supports CONF_ENC_DYN_SCENE_CTRL

Tag Name	Tag ID	Payload Type	Description
SUPPORT_REFERENCE_ORIENTATION	56	t_octet	device supports tamper reference orientation
IS_SAST_SYSTEM	57	t_octet	device is a S&ST camera
ENC_BASE_OPERATION_MODE_TYPE	58	t_octet	enc base operation mode type, see CONF_ENC_BASE_OPERATION_MODE_TYPE
DEVELOPER_MODE_ALLOWED	59	t_octet	developer mode is allowed
DEVELOPER_MODE_ENABLED	60	t_octet	developer mode is enabled
RETAIL_ANALYTICS_TAG	61	t_octet	Retail analytics is available
RAW_FIR_IMAGE_TAG	62	t_octet	Device provides FIR raw image via snap.fir
TRANS_DATA_OVERIP_AVAIL_TAG	63	t_octet	Transparent data over ip feature is available
UPNP_SUPPORT_TAG	64	t_octet	UPnP support
SMART_SEARCH_OPTIONS_TAG	65	t_dword	Supported forensic search options

Tag 1: DEVICE_TYPE_TAG

Values:

encoder	1
camera	2
transcoder	3
vrn	4
decoder	5
streaming gateway	6
storage	8
other	0

Tag 2: PTZ_CAMERA_TAG

Values:

no ptz	0	
full ptz	1	
zoom only	2	no pan/tilt

Tag 3: ROI_CAMERA_TAG

Values:

no	0
yes	1

Tag 4: AUTOTRACKER_TAG

Values:

no	0
yes	1

Tag 9: AUDIO_OPTIONS_TAG

Values:

	Mask	Name
Bit 3	0x08	loudspeaker (see CONF_AUDIO_OPTIONS)
Bit 2	0x04	mic
Bit 1	0x02	line out
Bit 0	0x01	line in

Tag 10: EPTZ_TRACKER_TAG

Values:

no	0
yes	1

Tag 12: BEST_FACE_TAG

Values:

no	0
yes	1

Tag 13: PLATFORM_TYPE_TAG

Values:

CPP3	1
CPP4	2
CPP-ENC	3

CPP5	4
CPP6	5
CPP7	6
CPP7.3	7
CPP13	9
CPP14	10
OTHER	255

Tag 14: BICOM_DOME_TAG

Values:

no	0
yes	1

Tag 15: FPGA_TAG

Values:

no	0
yes	1

Tag 16: VOUT_TAG

Values:

no	0
yes	1

Tag 17: HEATER_TAG

Values:

no	0
yes	1

Tag 18: SERIAL_PORT_TAG

Values:

no	0
yes	1

Tag 19: NTCIP_TAG

Values:

no	0	License needs to be installed
yes	1	license is installed or NTCIP support comes pre-enabled

Tag 20: REPLAY_TAG

Values:

	Mask	Name
Bit 2	0x00000004	transcoded replay
Bit 1	0x00000002	local replay
Bit 0	0x00000001	span replay

Tag 21: GB28181_TAG

Values:

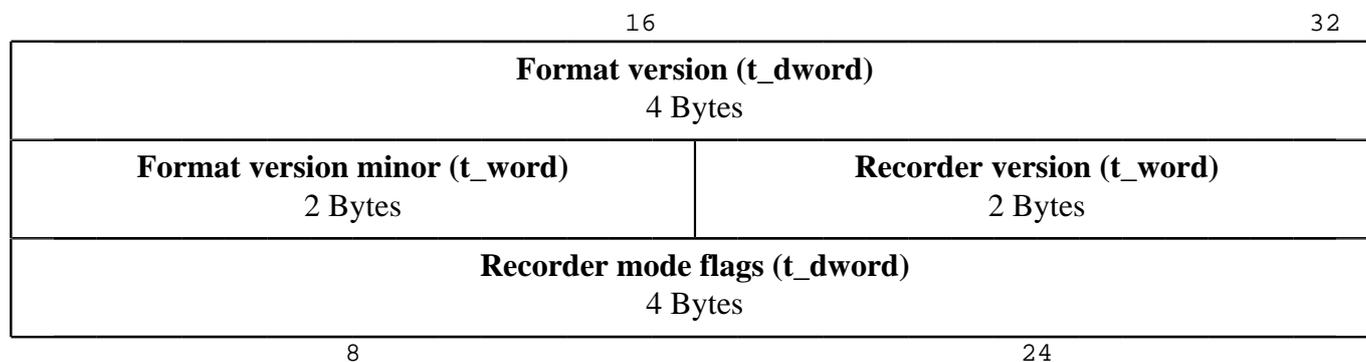
GB28181 not supported	0	
GB28181 supported	1	see CONF_GB28181 for further informations

Tag 22: FONT_SUPPORT_TAG

Values:

	Mask	Name
Bit 0	0x00000001	full BoschSansCHS-Regular.ttf support (all chinese signs included in UTF-16)

Tag 23: RECORDER_TAG



Recorder mode flags

Values:

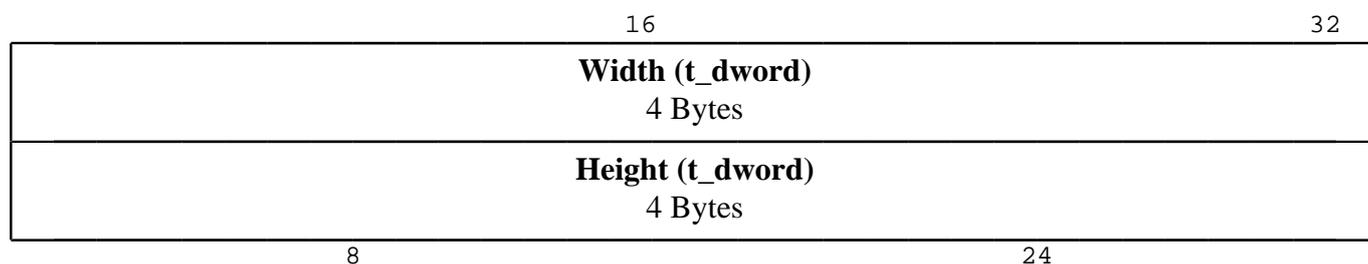
	Mask	Name
Bit 2	0x00000004	BUFFERED_RECORDING
Bit 1	0x00000002	DUAL_RECORDING
Bit 0	0x00000001	STANDARD_RECORDING

Tag 24: PTZ_ON_CLIENT_TAG

Values:

not necessary	0	
necessary	1	Dewarping on client makes sense and all required data is provided via SEI information in the h.264 stream. Normally the case on panoramic cameras with a large view angle 180° cameras.

Tag 27: MAX_DEC_RESOLUTION_TAG



Tag 29: FIRE_DETECTION_TAG

Values:

no	0
yes	1

Tag 30: FW_UPLOAD_SIGNATURE_TAG

Values:

unsigned firmware accepted	0
only signed firmware accepted	1

Tag 32: CLUSTERED_DEVICE_TAG

Values:

no	0
yes	1

Tag 34: AMBIENT_LIGHT_DETECT_TAG

Values:

no	0
yes	1

Tag 35: SUPPORT_SUDO_URL

Values:

no	0
yes	1

Tag 36: IS_IN_FORCE_PWD_MODE

Values:

no	0
yes	1

Tag 37: IS_PTZ_IN_VCD

Values:

no	0
yes	1

Tag 38: CODER_SPEC_ENC_PROF

Values:

no	0
yes	1

Tag 39: POE_BASE_CLASS_TAG

Values:

Class 0	0
Class 1	1
Class 2	2
Class 3	3
Class 4	4
no PoE	255

Tag 40: SOD_DETECTION_TAG

Values:

no	0
yes	1

Tag 41: VIDEO_LINE_DUO

Values:

	Mask	Name
Bit 1	0x02	Line2
Bit 0	0x01	Line1

Tag 42: ISCSI_SUPPORT

Values:

	Mask	Name
Bit 1	0x00000002	Support for Multipathing('NetApp specific style')
Bit 0	0x00000001	Support for NetApp E2800

Tag 43: INDIVIDUAL_ENCODER_OPERATION_MODE_CONFIG

Values:

global encoder configuration mode	0	In CONF_CODER_VIDEO_OPERATION_MODE, num parameter supports only 0 as global option for all possible encoders
-----------------------------------	---	--

individual encoder configuration mode 1 In CONF_CODER_VIDEO_OPERATION_MODE, num parameter for a specific absolute coder has to be provided. Global configuration (numDesc = 0) is not supported.

Tag 44: WIFI_TAG

Values:

no	0
as station	1
as access point	2

Tag 45: C_MOUNT_LENS_TYPE

Values:

no	0	Device has a fix attached lens
yes	1	Lens is changeable

Tag 46: TC_ENC_H265_TAG

Values:

no	0
yes	1

Tag 47: NET_DYNAMIC

Values:

no	0
yes	1

Tag 48: KINESIS_SUPPORT

Values:

no	0
yes	1

Tag 49: AWS_S3_SUPPORT

Values:

no	0
yes	1

Tag 50: RCP_UDP_PAYLOAD_ENCRYPTION

Values:

no	0
yes	1

Tag 52: CLOUD_WATCH_SUPPORT

Values:

no	0
yes	1

Tag 54: ACCOUNT_TYPE_SUPPORT

Values:

	Mask	Name
Bit 7	0x00000080	file
Bit 6	0x00000040	kinesis
Bit 5	0x00000020	aws s3
Bit 4	0x00000010	record
Bit 3	0x00000008	smb
Bit 2	0x00000004	dropbox
Bit 1	0x00000002	ftp
Bit 0	0x00000001	no

Tag 55: DYN_SCENE_CTRL_OPTIONS_TAG

Values:

no	0
yes	1

Tag 56: SUPPORT_REFERENCE_ORIENTATION

Values:

no	0
yes	1

Tag 57: IS_SAST_SYSTEM

Values:

no	0
yes	1

Tag 58: ENC_BASE_OPERATION_MODE_TYPE

Values:

not supported	0	no base operation mode support
fixed	1	base operation modes define a specific fixed resolution (except of SD mode)
limit	2	base operation modes specify an upper limit for the resolution + frame rate

Tag 59: DEVELOPER_MODE_ALLOWED

Values:

no	0
yes	1

Tag 60: DEVELOPER_MODE_ENABLED

Values:

no	0
yes	1

Tag 61: RETAIL_ANALYTICS_TAG

Values:

no	0
yes	1

Tag 62: RAW_FIR_IMAGE_TAG

Values:

no	0
yes	1

Tag 63: TRANS_DATA_OVERIP_AVAIL_TAG

Values:

no	0
yes	1

Tag 64: UPNP_SUPPORT_TAG

Values:

no	0
yes	1

Tag 65: SMART_SEARCH_OPTIONS_TAG

Values:

	Mask	Name
Bit 5	0x00000020	Text Search in Alarmlayer
Bit 4	0x00000010	Recorded Alarms
Bit 3	0x00000008	Best Face
Bit 2	0x00000004	Line Crossing
Bit 1	0x00000002	Object in Field
Bit 0	0x00000001	Any Motion

2.156 CONF_DEVICE_GUID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b22	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	Read the device's GUID (32 bytes length)
Write	p_octet	service	Write the device's GUID (32 bytes length)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.157 CONF_DEVICE_OPERATION_MODE_VERSIONS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b61	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal Information about device operation_modes, see	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to get a hint for changes between firmware versions or differences between device types concerning handling or way of configuration of the devices for several aspects. In order to parse the response payload, first check the first byte of a operation mode version info structure, which is the type and depending on the type read the remaining payload of the structure. Do this again for all following operation mode version info structures until the end of the response payload.

Payload Structure

Operation Mode Version Info [0] (see description)
...
Operation Mode Version Info [N] (see description)

Operation Mode Version Info

A list of operation mode version info structures.

Type 1 Byte	Specific Information (see description)

Type

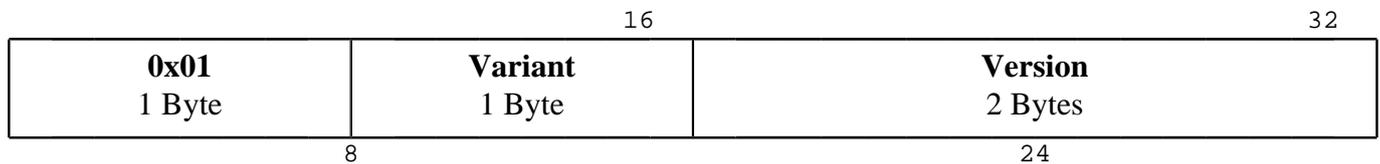
Type of the operation mode version info structure.

Version 1 recording configuration version

Specific Information

Specific information depending on the type.

'Specific Information' payload for 'Type' = 'Recording configuration version' (1)



Variant

Variant of the recording configuration.

Values:

Profile	0	Configuration has to be done by command
Configuration Mode		CONF_HD_RECORD_PROFILES
Stream	1	Configuration has to be done by command
Configuration Mode		CONF_HD_RECORD_PROFILES_V2

Version

Version of the recording configuration. Current version is 1.

2.158 CONF_DEVICE_TYPE_IDS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b07	None	no	no
Datatype	Access Level	Description	
Read p_octet	always_legacy	Read the device type ids (hexadecimal). 1st DWORD: Product ID; 2nd DWORD: Upper byte: OEM ID (BOSCH = 0), Lower 3 bytes: Variant ID; 3rd DWORD: (Bicom) Frontend Family ID	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.159 CONF_DHCP_COMPLIANCY

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ada	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Mode of dhcp operation,
Write	t_octet	service	Mode of dhcp operation,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

use of last-assigned ip during non- 0
 available dhcp server allowed
 no fallback ips used, more compliant to 1
 rfc 2131

2.160 CONF_DHCP_OFF

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00ae	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Read the DHCP OFF state
Write	f_flag	service	Disable DHCP ip configuration
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes

2.161 CONF_DHCP_ON

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00ad	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Read the DHCP ON state
Write	f_flag	service	Enable DHCP ip configuration
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes

2.162 CONF_DHCP_STABLE

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ac8	None	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Read whether DHCP machine is in possession of an IP	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.163 CONF_DHCP_VAL

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00af	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read the DHCP state.
Write	t_octet	service	Set DHCP ip configuration value.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

Off	0	
On	1	
On, but do not kick mechanism now	2	write only
On with APIPA-Fallback	3	

2.164 CONF_DIFF_SERV_POST_ALARM_TIME

[API: ethernet]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b3b	None	no	no
	Datatype	Access Level	Description	
Read	t_word	minimal	Get post alarm time (in seconds) for DiffServ alarm values	
Write	t_word	service	Set post alarm time (in seconds) for DiffServ alarm values. (Only if DiffServ alarm values are specified and therefore DiffServ values are changed during an alarm).	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.165 CONF_DIFF_SERV_VAL

[API: ethernet]

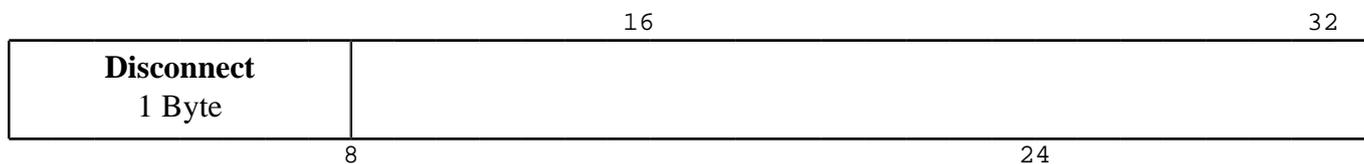
Tag Code	Num Descriptor	Message	SNMP Support
0x0b27	yes 1..6 Audio/Video/ Control/ Alarm-Audio/ Alarm-Video/ Alarm-Control	no	no
	Datatype	Access Level	Description
Read	t_octet	minimal	Gets the DiffServ value for media sockets
Write	t_octet	service	Sets the DiffServ value for media sockets
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.166 CONF_DISCONNECT_PRIMITIVE

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff0d	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet f_flag	live	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

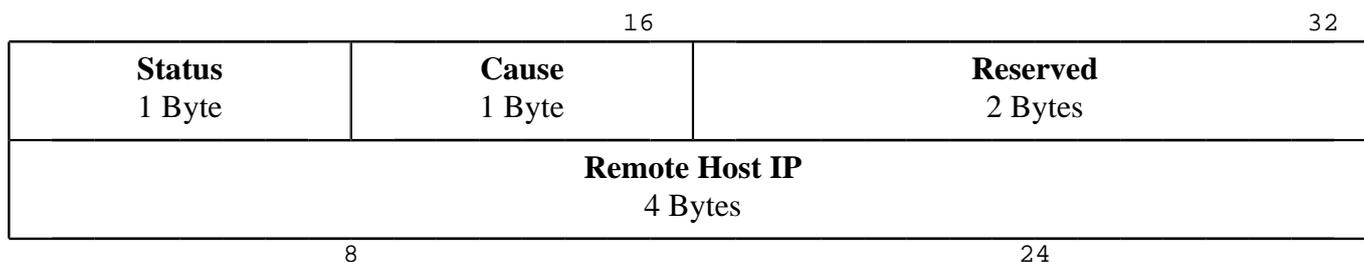


Disconnect

Values:

- Disconnected 1
- Keep Connection 0

Response Payload Structure



Status

Values:

- Disconnected 1 Connection disconnected
- Not Found 2 Connection identified by the given Session ID not found on this host

Cause

Values:

Not closed	0x00
Normal termination	0x01
Abnormal termination	0x02
No response	0x03
Remote host terminated	0x04
Timed out	0x05
Remote login rejected	0x06
No common media channels	0x07
Connection substituted	0x08
Automatic disconnect	0x09
Stop streaming	0x0a

Remote Host IP

IP address of the remote connected host.

Note: This command is not readable.

2.167 CONF_DISCOVER_PORT

[API: rcp.discovery]

Tag Code	Num Descriptor	Message	SNMP Support
0x0976	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the discover port
Write	t_word	service	Set the discover port
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes

2.168 CONF_DNS_SERVER_IP

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a1f	num = 0 or 1 primary dns, num = 2 secondary dns	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get dns server ip/ipv6
Write	t_dword	service	Set dns server ip/ipv6
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.169 CONF_DNS_SERVER_IP_STRING

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b49	num = 0 or 1 primary dns, num = 2 secondary dns	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get dns server ip/ipv6
Write	p_string	service	Set dns server ip/ipv6
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

2.170 CONF_DPTZ_DYNAMIC_CAPS

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb7	0 - addressing via Session ID	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read current/dynamic DPTZ capabilities. 1st bit: ROI, 2nd bit: E- PTZ-Tracker
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.171 CONF_DPTZ_STATIC_CAPS

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bfd	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Read current DPTZ capabilities. They may be changed if CONF_VIDEO_H264_ENC_BASE_OPERATION_MODE or CONF_VIDEO_LINE_DEWARPING_MODE is changed. The command consists of n entries with a fixed length of 8 Bytes and the following data.

Payload Structure

16	32		
Line 1 Byte	Stream 1 Byte	Bicom PTZ Steering 1 Byte	Auto Tracker Type 1 Byte
Steering Type 1 Byte	Reserved 3 Bytes		
8	24		

Line

Line id (1 based)

Stream

Stream id (1 based)

Bicom PTZ Steering

Not Supported 0 PTZ commands are not supported
 Supported 1 PTZ commands are supported

Auto Tracker Type

Not Supported 0
 EPTZ supported 1

Steering Type

ptzSteeringTypeNoOptionPresent	0
ptzSteeringTypePhysicalDome	1
ptzSteeringTypeCutOutRegion	2
ptzSteeringTypeVirtualPtz	3

2.172 CONF_DROPBOX_AUTH_ADDR

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b81	account number	no	no
Datatype	Access Level	Description	
Read	p_octet p_string	minimal	Gets the url that should be used to login at dropbox
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.173 CONF_DROPBOX_AUTH_STATUS

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b82	account number	yes	no
Datatype	Access Level	Description	
Read t_octet	minimal	Gets authentication status #ValueList: 0=not authenticated; 1=authenticated; 2=authentication session timed out; 3=failed;	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.174 CONF_DROPBOX_AUTH_V2

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c7b	account number	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	The dropbox authorization code and start the process to get the dropbox access token
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.175 CONF_DROPBOX_TOKEN_V2

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c7a	account number	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Gets the dropbox token (v2)
Write	p_octet	service	Sets the dropbox token (v2), max 256 bytes
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.176 CONF_DYNAMIC_HTML_COUNT

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cef	None	no	no
Datatype	Access Level	Description	
Read t_word	minimal	Read number of available dynamic html pages	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.177 CONF_DYNAMIC_HTML_DATA

[API: browser]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0299	yes	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Get the data(content) for a dynamic HTML page (num range 1..DYNAMIC_HTML_COUNT) (max. 2048 char)	
Write	p_octet	service	Set the data(content) for a dynamic HTML page (num range 1..4) (max. 2048 char)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.178 CONF_DYNAMIC_HTML_NAME

[API: browser]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0298	yes	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Get the name for a dynamic HTML page(num range 1..DYNAMIC_HTML_COUNT)	
Write	p_string	service	Set the name for a dynamic HTML page (num range 1..4) (max. 19 char)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.179 CONF_DYNDNS_ENABLE

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a59	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Registering at dyndns.com,
Write	t_octet	service	Registering at dyndns.com,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

enable	1
disable	0

2.180 CONF_DYNDNS_FORCE_REGISTER_NOW

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5c	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Writing forces registering at dyndns.com / reading checks if forcing is allowed (has not been done since bootup)
Write	t_octet	service	Writing forces registering at dyndns.com / reading checks if forcing is allowed (has not been done since bootup)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.181 CONF_DYNDNS_HOST_NAME

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a56	None	no	no
Datatype	Access Level	Description	
Read	p_string	always_legacy	Read the dyndns host name that is to be registered at dyndns.com
Write	p_string	service	Write the dyndns host name that is to be registered at dyndns.com
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.182 CONF_DYNDNS_LAST_REGISTER

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5b	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Data of last successful registration at dyndns.com, 8 bytes, first DWORD: register time in secs since 2000, second DWORD: last registered IP
Write	p_octet	service	Data of last successful registration at dyndns.com, 8 bytes, first DWORD: register time in secs since 2000, second DWORD: last registered IP
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.183 CONF_DYNDNS_MAIL_DEST_EMAIL_ADDR

[API: dyndns]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b75	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Read destination email address to be used for for Dyndns status mail transmission	
Write	p_string	service	Set destination email address to be used for for Dyndns status mail transmission	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.184 CONF_DYNDNS_MAIL_SENDER_NAME

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b76	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read senders name to be used for for Dyndns status mail transmission
Write	p_string	service	Set senders name to be used for for Dyndns status mail transmission
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.185 CONF_DYNDNS_MAIL_SMTP_LOGIN

[API: dyndns]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b73	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Read login for SMTP server to be used for for Dyndns status mail transmission	
Write	p_string	service	Set login for SMTP server to be used for for Dyndns status mail transmission	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.186 CONF_DYNDNS_MAIL_SMTP_PASS

[API: dyndns]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b74	None	no	no
	Datatype	Access Level	Description	
Read	p_string	service	Read password for SMTP server to be used for for Dyndns status mail transmission	
Write	p_string	service	Set password for SMTP server to be used for for Dyndns status mail transmission	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.187 CONF_DYNDNS_MAIL_SMTP_SRV_IP_STR

[API: dyndns]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b72	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Read address of SMTP server to be used for for Dyndns status mail transmission	
Write	p_string	service	Set address of SMTP server to be used for for Dyndns status mail transmission	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.188 CONF_DYNDNS_MAIL_TEST_SEND

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b77	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	Send test mail with current Dyndns status to configured destination
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.189 CONF_DYNDNS_PASSWORD

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a58	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Read the password of account at dyndns.com
Write	p_string	service	Write the password of account at dyndns.com
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.190 CONF_DYNDNS_PROVIDER

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b67	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read selected dyndns provider,
Write	t_octet	service	Write selected dyndns provider,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

dyndns.org	0
no-ip.com	1
selfhost.de	2

2.191 CONF_DYNDNS_STATE

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5a	None	yes	no
Datatype	Access Level	Description	
Read	t_octet	minimal State of registering at dyndns.com, see detailed description	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

State

The current state of the process of registering the device at dyndns.com

Values:

Success	0	successfully updated
ConfigUnchanged	1	updated with unchanged cfg
InvalidCreentials	2	dyndns username or password wrong
UnqualifiedDomain	3	not fully qualified domain name (e.g. not in form host.dyndns.org)
InvalidHostname	4	wrong host name for this dyndns user account
TooManyHosts	5	too many hosts in last update
HostnameBlocked	6	host name is blocked by dyndns for update abuse
NoAgent	7	no user agent submitted or http method not permitted
ErrorDns	8	dyndns server error dns related
ErrorMaintenance	9	dyndns server error maintenance related
ErrorMisconfigured	252	update not done due to misconfiguration
ErrorFatal	253	fatal error during update process
UpdateInProgress	254	update in process
SwitchedOff	255	switched off

2.192 CONF_DYNDNS_STATUS_MAIL_ONOFF

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b71	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read enable or disable state for sending status update emails on Dyndns status change,
Write	t_octet	service	Enable or disable sending status update emails on Dyndns status change,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

off	0	default
on	1	

2.193 CONF_DYNDNS_USER_NAME

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a57	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the user name of account at dyndns.com
Write	p_string	service	Write the dyndns host name that is to be registered at dyndns.com
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.194 CONF_EAP_ENABLE

[API: eap]

Tag Code	Num Descriptor	Message	SNMP Support
0x09eb	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read the EAP/802.1x status
Write	t_octet	service	Write the EAP/802.1x status
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

off/don't do EAP/802.1x	0
on/use EAP/802.1x	1

2.195 CONF_EAP_GET_IDENTITY_LIST

[API: eap]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c4d	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns the identities used for EAP authentication. If a EAP client certificate is assigned, the command returns up to 3 identity strings. All strings are UTF-16 coded. The order of the list is the order the EAP client uses the identities. If one identity fails to authenticate the next one from the list is used.

- The alternative subject name from the certificate (tag 0x0001)
- The common name from the certificate subject (tag 0x0002)
- The EAP identity from config (tag 0x0003)

Each of these entries is optional and can be missing. The complete identity list is surrounded by the tag 0x0000. If no identity is configured or found, the tag 0x0004 is returned to indicate the empty list.

Payload Structure

List Entry [0]
...
List Entry [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

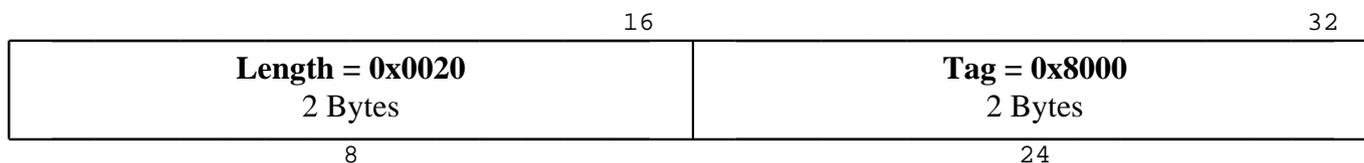
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

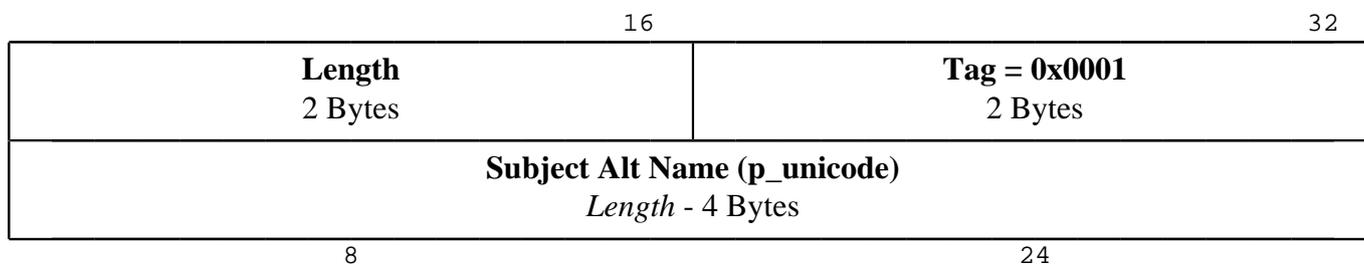
Tag 0x8000: List Entry

The payload of tag list entry contains further tagged values described below. For each identity list one list entry tag is contained in the command payload. The highest bit (bit 15) is set to indicate that this tag will contain subtags.



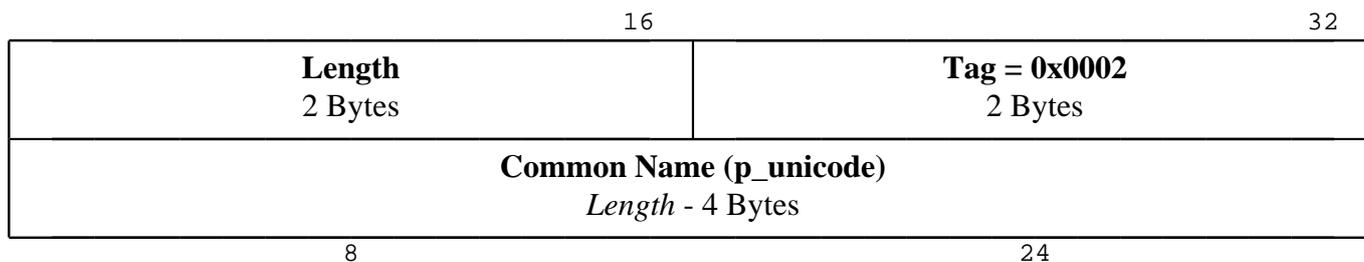
Tag 1: Subject Alt Name

Contains the Alternative Subject Name from the EAP client certificate coded as UTF-16, no zero termination.



Tag 2: Common Name

Contains the subject's Common Name from the EAP client certificate coded as UTF-16, no zero termination.



2.196 CONF_EAP_IDENTITY

[API: eap]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ea	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the EAP identity
Write	p_string	service	Write the EAP identity
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.197 CONF_EAP_PASSWORD

[API: eap]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ec	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the EAP password
Write	p_string	service	Write the EAP password
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.198 CONF_ENABLE_DEVELOPER_MODE

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cfe	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Returns the information if the S&ST developer mode is enabled
Write	f_flag	service	Enables the S&ST developer mode. To disable developer mode, perform a factory reset (To enable the developer mode a special license is needed)
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.199 CONF_ENABLE_MASTERPWD

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6d	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Shows the password reset mechanism enable status
Write	f_flag	service	Sets the password reset mechanism enable status, disable it, if you don't want Bosch support to be able to reset the passwords of your camera.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

disable	0
enable	1

2.200 CONF_ENABLE_ONVIF

[API: onvif]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bbd	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	#ValueList: 0=Onvif disabled; 1=Onvif enabled (default value)
Write	f_flag	service	#ValueList: 0=Onvif disabled; 1=Onvif enabled (default value)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.201 CONF_ENABLE_TRAFFIC_LED

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09a6	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Network activity LED (Dinion, NBC-255 camera): 0=off, 1=on
Write	t_octet	service	Enables or disables the network activity LED (Dinion, NBC-255 camera)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.202 CONF_ENABLE_UPNP

[API: upnp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ade	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	#ValueList: 0= Upnp disabled; 1= Upnp enabled
Write	f_flag	service	#ValueList: 0= Upnp disabled; 1= Upnp enabled
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.203 CONF_ENABLE_VCA

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0813	video line	no	no
Datatype	Access Level	Description	
Read f_flag	minimal	This command is used to configure the dome. Note that we write the information in the second bit of ptz_controller_available.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.204 CONF_ENC_BASE_OPERATION_MODE_TYPE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c95	video line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the type of base operation mode which is used on the device; 0: no base operation mode support, 1: base operation modes define a specific fixed resolution (except of SD mode),2: base operation modes specify an upper limit for the resolution + frame rate;	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.205 CONF_ENC_CURRENT_RESOLUTION

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b4b	None	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Get the current resolution (width + height) in pixel of an encoder (relative to line). First two bytes of payload (line+coder) need to be specified as request payload. 1st Byte: video line (needs to be set when reading); 2nd Byte: encoder (needs to be set when reading); 3.+4. Byte: width; 5.+6. Byte: height; 7.+8. Byte reserved	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.206 CONF_ENC_DYN_SCENE_CTRL

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb6	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Byte[0] 0: disable / 1: enable; Byte[1]: 1: Stream 1 leads, 2: Stream 2 leads, 3: Stream 3 leads ... ; default 255 smart stream selection Byte[2-15] reserved; support can be queried via CONF_ENC_DYN_SCENE_CTRL_OPTIONS
Write	p_octet	service	Byte[0] 0: disable / 1: enable; Byte[1]: 0: Stream 0 leads, 1: Stream 1 leads, 2: Stream 2 leads ... ; default 255 smart stream selection Byte[2-15] reserved; support can be queried via CONF_ENC_DYN_SCENE_CTRL_OPTIONS
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	no

2.207 CONF_ENC_DYN_SCENE_CTRL_OPTIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb7	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Byte[0] 1: CONF_ENC_DYN_SCENE_CTRL is supported 0 not supported; Byte[1] 0: one imagepipe per line 1: separated imagepipe per stream; stream count Byte[2-15] reserved	
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		no

2.208 CONF_ENC_PROFILE_BASIC_PARAMS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b2e	profile preset	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get basic parameters of an encoder profile preset. 1st DWORD: Resolution (parameter values see CONF_MPEG4_RESOLUTION); 2nd DWORD: Skip Ratio (values see CONF_MPEG4_FRAME_SKIP_RATIO); 3rd DWORD: Target bit rate (values see CONF_MPEG4_BANDWIDTH_KBPS); 4th DWORD: Maximum bit rate (values see CONF_MPEG4_BANDWIDTH_KBPS_SOFT_
Write	p_octet	service	Set basic parameters of an encoder profile preset and apply them instantly. 1st DWORD: Resolution (parameter values see CONF_MPEG4_RESOLUTION); 2nd DWORD: Skip Ratio (values see CONF_MPEG4_FRAME_SKIP_RATIO); 3rd DWORD: Target bit rate (values see CONF_MPEG4_BANDWIDTH_KBPS); 4th DWORD: Maximum bit rate (values see CONF_MPEG4_BANDWIDTH_KBPS_SOFT_
	CPP6/ CPP7/ CPP7.3		CPP13
Available	yes		yes

2.209 CONF_ENC_PROFILE_PARAMS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb9	profile preset	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the parameters of an encoder profile preset. Reply is in tagged format, see detailed description
Write	p_octet	service	Set one or more parameters of an encoder profile preset. Payload is in tagged format, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The format has a tagged structure. Each tagged entry consists of a length field, a tag ID and a payload. Allows to read/write all relevant parameters of an encoder profile preset like resolution, skip, bandwidth, etc... within one single command. In read direction all available tags are returned. In write direction just the parameters/tags which should be changed need to be sent. So either one tag, several tags or all available tags can be provided.

Each tag ID in this command represents the according RCP command which already exists to read/write one of the encoder profile parameters individually. I.e. this command combines several individual RCP commands within one command and provides the parameters as separate tags. The payload of the tag entries corresponds to the related RCP command. For detailed information please check the documentation of the according RCP command.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0x0602: CONF_MPRG4_NAME

16	32
Length 2 Bytes	Tag = 0x0602 2 Bytes
CONF_MPRG4_NAME (p_octet) (See Command)	
8	24

Tag 0x0604: CONF_MPEG4_INTRA_FRAME_DISTANCE

16	32
Length 2 Bytes	Tag = 0x0604 2 Bytes
CONF_MPEG4_INTRA_FRAME_DISTANCE (p_octet) (See Command)	
8	24

Tag 0x0606: CONF_MPEG4_FRAME_SKIP_RATIO

16	32
Length 2 Bytes	Tag = 0x0606 2 Bytes
CONF_MPEG4_FRAME_SKIP_RATIO (p_octet) (See Command)	
8	24

Tag 0x0607: CONF_MPEG4_BANDWIDTH_KBPS

16	32
Length 2 Bytes	Tag = 0x0607 2 Bytes
CONF_MPEG4_BANDWIDTH_KBPS (p_octet) (See Command)	
8	24

Tag 0x0608: CONF_MPEG4_RESOLUTION

16	32
Length 2 Bytes	Tag = 0x0608 2 Bytes
CONF_MPEG4_RESOLUTION (p_octet) (See Command)	
8	24

Tag 0x0612: CONF_MPEG4_BANDWIDTH_KBPS_SOFT_LIMIT

16	32
Length 2 Bytes	Tag = 0x0612 2 Bytes
CONF_MPEG4_BANDWIDTH_KBPS_SOFT_LIMIT (p_octet) (See Command)	
8	24

Tag 0x0620: CONF_MPEG4_AVC_P_FRAME_QUANT_MIN

16	32
Length 2 Bytes	Tag = 0x0620 2 Bytes
CONF_MPEG4_AVC_P_FRAME_QUANT_MIN (p_octet) (See Command)	
8	24

Tag 0x0621: CONF_MPEG4_AVC_DELTA_IPQUANT

16	32
Length 2 Bytes	Tag = 0x0621 2 Bytes
CONF_MPEG4_AVC_DELTA_IPQUANT (p_octet) (See Command)	
8	24

Tag 0x0622: CONF_VIDEO_BITRATE_AVERAGING_PERIOD

16	32
Length 2 Bytes	Tag = 0x0622 2 Bytes
CONF_VIDEO_BITRATE_AVERAGING_PERIOD (p_octet) (See Command)	
8	24

Tag 0x0624: CONF_MPEG4_AVC_QUANT_ADJ_REGION_1

16	32
Length 2 Bytes	Tag = 0x0624 2 Bytes
CONF_MPEG4_AVC_QUANT_ADJ_REGION_1 (p_octet) (See Command)	
8	24

Tag 0x0625: CONF_MPEG4_AVC_QUANT_ADJ_REGION_2

16	32
Length 2 Bytes	Tag = 0x0625 2 Bytes
CONF_MPEG4_AVC_QUANT_ADJ_REGION_2 (p_octet) (See Command)	
8	24

Tag 0x0627: CONF_VIDEO_ENC_P_REF_LIST_SIZE

16	32
Length 2 Bytes	Tag = 0x0627 2 Bytes
CONF_VIDEO_ENC_P_REF_LIST_SIZE (p_octet) (See Command)	
8	24

Tag 0x0a94: CONF_MPEG4_AVC_GOP_STRUCTURE

16	32
Length 2 Bytes	Tag = 0x0a94 2 Bytes
CONF_MPEG4_AVC_GOP_STRUCTURE (p_octet) (See Command)	
8	24

Tag 0x0c37: CONF_MPEG4_AVC_BITRATE_OPTIMIZATION

16	32
Length 2 Bytes	Tag = 0x0c37 2 Bytes
CONF_MPEG4_AVC_BITRATE_OPTIMIZATION (p_octet) (See Command)	
8	24

2.210 CONF_ENC_PROFILE_RESOLUTION_OPTIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c99	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Obtain all allowed CONF_MPEG4_RESOLUTION IDs together with their according width and height. The format has a tagged structure. Each tagged command consists of a length field a tag id + payload. Only read is supported. Allows to query information about the resolution IDs which can be used in an encoder profile, set via CONF_MPEG4_RESOLUTION.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

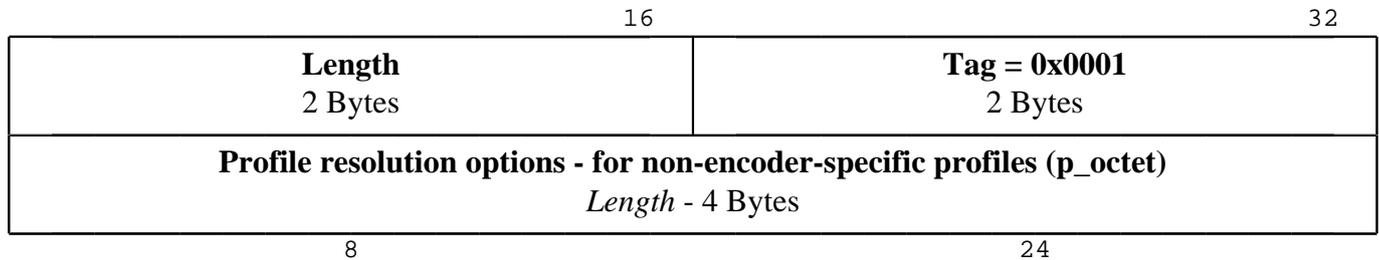
Length of tagged value including length and tag field

Tag

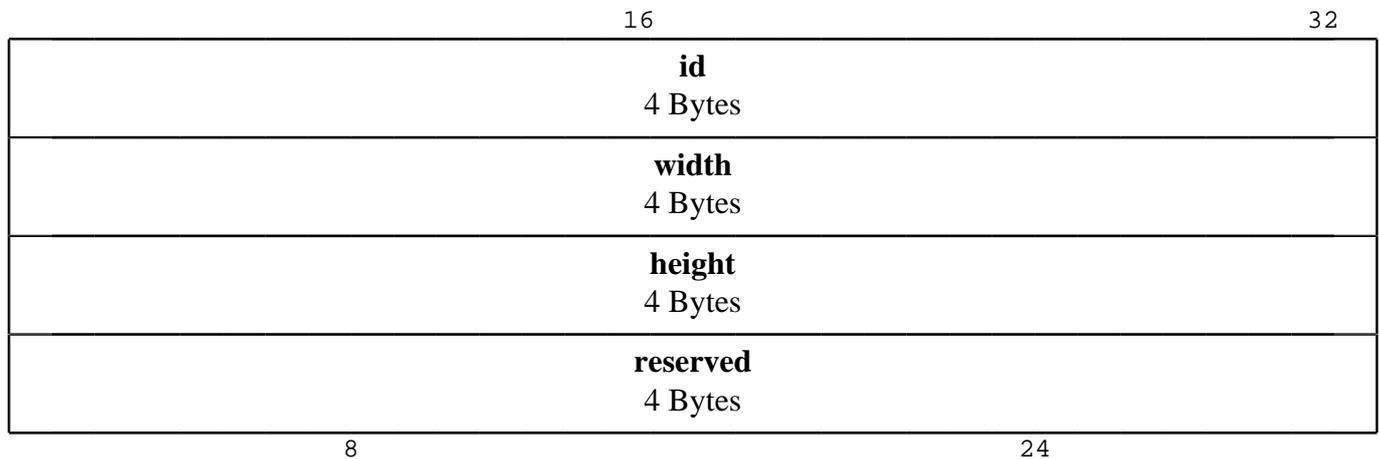
Tag specifying the encoding and meaning of the value

Tag 1: Profile resolution options - for non-encoder-specific profiles

To check if the device supports encoder-specific profiles see CONF_CODER_SPECIFIC_ENC_PROFILES; For non-encoder specific profiles the resolutions are provided per line



Profile resolution options - for non-encoder-specific profiles



id

Id supported by the CONF_MPEG4_RESOLUTION command

width

According width, 0 -> device automaticaly decides which resolution delivers the best performance in conjunction with the current encoder configuration

height

According height, 0 -> device automaticaly decides which resolution delivers the best performance in conjunction with the current encoder configuration

Tag 2: Profile resolution options - for encoder-specific profiles

To check if the device supports encoder-specific profiles see CONF_CODER_SPECIFIC_ENC_PROFILES; For encoder specific profiles the resolutions are provided per stream

Length 2 Bytes	Tag = 0x0002 2 Bytes
Profile resolution options - for encoder-specific profiles (p_octet) <i>Length - 4 Bytes</i>	
8	24

Profile resolution options - for encoder-specific profiles

stream 1 Byte	abs coder 1 Byte	reserved 2 Bytes
id 4 Bytes		
width 4 Bytes		
height 4 Bytes		
reserved 4 Bytes		
8		24

stream

Relative stream number for which the resolution is supported; starting with '1'

abs coder

The according absolute coder number for 'stream'

id

Id supported by the CONF_MPEG4_RESOLUTION command

width

According width, 0 -> device automatically decides which resolution delivers the best performance in conjunction with the current encoder configuration

height

According height, 0 -> device automatically decides which resolution delivers the best performance in conjunction with the current encoder configuration

2.211 CONF_ENC_STAMPING_PROPERTIES

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb3	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32	
UTF16CharsPerLine 2 Bytes		CamNameLines 2 Bytes	
AlarmStampingLines 1 Byte	TimeStampSupport 1 Byte	TimeStampRes 1 Byte	TranspStampSupport 1 Byte
BannerModeSupport 1 Byte	ExtendedSysconAreas 1 Byte	SpinnerStampSupport 1 Byte	BigFontSupport 1 Byte
SeperateLogoAreaSupport 1 Byte	InfoStampSupport 1 Byte	maxLogoSize 1 Byte	CustomStampingLines 1 Byte
ColorSupport 1 Byte	customFontSupport 1 Byte	reserved 2 Bytes	
8		24	

UTF16CharsPerLine

Number of UTF16 chars per line

CamNameLines

Number of stamping lines available at CONF_CAMNAME_LINES

AlarmStampingLines

Number of alarm stamping lines

TimeStampSupport

TimestampingUnsupported	0	Time stamping is not supported
TimestampingSupported	1	Time stamping is supported

TimeStampRes

Time stamp resolution, 1 also ms stamping is supported

TranspStampSupport

TransparentUnsupported	0	Transparent stamping is not supported
TransparentSupported	1	Transparent stamping is supported

BannerModeSupport

BannerModeUnsupported	0x00	Transparent stamping is not supported
BannerModeNameSupported	0x01	Name stamping supports banner mode
BannerModeAllSupported	0xFF	All stamping areas supports banner mode

ExtendedSysconAreas

Number of extended syscon areas. In CPP7.3 this is usually 3, in earlier platforms 0.

SpinnerStampSupport

SpinnerUnsupported	0	Spinner stamping is not supported
SpinnerSupported	1	Spinner stamping is supported

BigFontSupport

BigFontUnsupported	0	Big font is not supported
BigFontSupported	1	Big font is supported

SeperateLogoAreaSupport

TransparentUnsupported	0	Seperate logo area is not supported
TransparentSupported	1	Seperate logo area is supported

maxLogoSize

Maximum logo size

MaxLogo128	1	128x128 pixels
MaxLogo300	2	300x300 pixels

ColorSupport

ColorUnsupported	0	Changing the stamping color is not supported
ColorSupported	1	Changing the stamping color is supported

customFontSupport

customFontUnsupported	0	custom font is not supported
customFontSupported	1	custom font is supported

2.212 CONF_ETH_LINK

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x092d	yes; num=0 is the mode of the external state on single ethernet port units or the internal link mode on multiple ethernet port units; num>=1 is the mode of the corresponding port on multiple ethernet port units (SFP Fiber port is always the last counted port). On module based units, only the master module is capable of setting the external port modes.	no	no
Datatype		Access Level	Description
Read	t_octet	minimal	(half duplex=HD, full duplex=FD) 0=auto, 1=10MbitHD, 2=10MbitFD, 3=100MbitHD, 4=100MbitFD
Write	t_octet	service	(half duplex=HD, full duplex=FD) 0=auto, 1=10MbitHD, 2=10MbitFD, 3=100MbitHD, 4=100MbitFD, 5=1000MbitFD, 8=10GbitFD
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.213 CONF_ETH_LINK_STATUS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a24	yes; num=0 returns the status of the external state on single ethernet port units or the internal link state on multiple ethernet port units; num>=1 returns the state of the corresponding port on multiple ethernet port units (SFP Fiber port is always the last counted port). On module based units, only the master module is capable of returning the external states.	no	no
	Datatype	Access Level	Description
Read	t_octet	minimal	(half duplex=HD, full duplex =FD) 0=No link, 1=10MbitHD, 2=10MbitFD, 3=100MbitHD, 4=100MbitFD, 5=1000MbitFD, 7=Wlan; 8=10GbitFD
Write	-	-	Unavailable
	CPP6/ CPP7/ CPP7.3		CPP13
Available	yes		yes

2.214 CONF_ETH_LINK_TROUGHPUT

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a80	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Lower 16 bit: downlink KBPS, upper 16 bit: uplink KBPS	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.215 CONF_ETH_TX_PKT_BURST

[API: ethernet]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0afe	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Eth tx pkts per burst (0:=no limitation)	
Write	t_dword	service	Eth tx pkts per burst (0:=no limitation)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.216 CONF_EVENT_SCRIPT

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09f3	None	yes	no
	Datatype	Access Level	Description	
Read	p_octet	live	Get the compressed Alarm Task Script, Msg: yes 8 byte for error header; byte 1-4 for type of message: 0 - successful, 1 - error, 2 - warning	
Write	p_octet	service	Write a new Alarm Task Script; note: script must be compressed (zipped)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.217 CONF_EXPORT_SPAN

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a2e	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal Retrieve a span of the devices storage.	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

16	32
Recording Camera... (see description)	
Recording Camera ...	
Recording Camera ...	
Lun Addr... (see description)	
Lun Addr ...	
Overwrite Retention Time max. 128 bytes	
Reserved 4 Bytes	
Url... 8 Bytes	
Url ...	
8	24

Recording Camera

The address of the device the span is assigned to.

IPv4 4 Bytes		
MAC... 6 Bytes		
MAC ...	Recording Index 1 Byte	Camera 1 Byte
8	24	

IPv4

The ipv4 address of the recording device. If the device hasn't an ipv4 Adress, this field should be set to invalid (zero ip 0.0.0.0). In that case a valid url has to be provided.

MAC

The hardware address of the recording device.

Recording Index

Primary Recording 1
 Secondary Recording 2

Camera

The camera index starting from 1.

Lun Addr

The address of the lun a span is desired from.

Target ID 4 Bytes		
Target IDX 1 Byte	LUN 1 Byte	Reserved 2 Bytes
8		24

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target IDX

The index of the target.

LUN

The logical unit number.

Overwrite Retention Time

If this field is set (> 0) and no free spans are available, spans with retention times that are lower or equal to the specified retention time are accounted for export. In this case the recording with the retention time that expires next is overwritten.

Url

Url of the the device which requests the span as zero terminated ascii string. Max length is 128 bytes including zero termination. This parameter is optional but is required if the device doesn't has an ipv4 address or if the IPv4 adress of the Cam id is not used.

Response/Message Payload Structure

16	32
Recording Camera/Storage Managing Host... 12 Bytes	
Recording Camera/Storage Managing Host ...	
Recording Camera/Storage Managing Host ...	
Span Address... (see description)	
Span Address ...	
Last Recording... (see description)	
Last Recording ...	
Last Recording ...	

Last Recording	
...	
State 1 Byte	Reserved 3 Bytes
8	24

Recording Camera/Storage Managing Host

The address of the device the span is assigned to, only in message payload. In case of message payload only the MAC address will be delivered and all other field will be zero.

16		32
IPv4 4 Bytes		
MAC... 6 Bytes		
MAC ...	Recording Index 1 Byte	Camera 1 Byte
8	24	

IPv4

The ipv4 address of the recording device. If the device hasn't an ipv4 Adress, this field should be set to invalid (zero ip 0.0.0.0). In that case a valid url has to be provided.

MAC

The hardware address of the recording device.

Recording Index

Primary Recording 1
 Secondary Recording 2

Camera

The camera index starting from 1.

Span Address

The address of the span the device exports. If this field is zero, no span is exported.

16 32		
Target ID 4 Bytes		
Target IDX 1 Byte	LUN 1 Byte	Span IDX 2 Bytes
8		24

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target IDX

The index of the target.

LUN

The logical unit number.

Span IDX

The index of the span on the lun.

Last Recording

The address of the span the device exports.

16 32		
Recording Camera... 12 Bytes		
Recording Camera ...		
Recording Camera ...		
Retention Time 4 Bytes		
8		24

Recording Camera

The id of the camera of the recording that is overwritten. Field is zero, if there was no recording on this span.

16			32
IPv4 4 Bytes			
MAC... 6 Bytes			
MAC ...	Recording Index 1 Byte	Camera 1 Byte	
8	24		

IPv4

The ipv4 address of the recording device. If the device hasn't an ipv4 Adress, this field should be set to invalid (zero ip 0.0.0.0). In that case a valid url has to be provided.

MAC

The hardware address of the recording device.

Recording Index

Primary Recording 1
 Secondary Recording 2

Camera

The camera index starting from 1.

State

Values:

SUCCESS	0x00
NO SPAN AVAILABLE	0x01
STORAGE OFFLINE	0x02
INVALID SPAN MANAGER ADDRESS	0x03
ACCESS DENIED	0x04

Note: A list of span manager the recording is using can be obtained by the command CONF_REC_SPAN_MGR.

2.218 CONF_EXT_ENCODER_BITRATE_STATISTICS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c85	video coder	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The command provides enhanced encoder bitrate statistics every record describes a table of bitrates. The table has a time base in sec typically sec, min, hour, days and weeks is provided. The first entry of the list can also only be active since a part of the cell e.g. cell time base is one day may this is only active since 300 sec. This time is signaled via lastCellsActiveSinceSec

Definition of the global parameters, these parameters are valid for all record entries:

- GlobalParameters.localTimeSecoundsSince2000 local camera time which corresponds to the delivered entries
- GlobalParameters.UTCSecondsSince2000 utc time which corresponds to the delivered entries

Payload Structure

16	32
GlobalParameters.localTimeSecoundsSince2000 4 Bytes	
GlobalParameters.UTCSecondsSince2000 4 Bytes	
GlobalParameters.Reserved... 24 Bytes	
GlobalParameters.Reserved [...]	
GlobalParameters.Reserved ...	
Record [0] (see description)	

...
Record [N] (see description)
8 24

GlobalParameters.localTimeSecoundsSince2000

Local camera time which corresponds to the delivered entries

GlobalParameters.UTCSecondsSince2000

Utc time which corresponds to the delivered entries

Record

		32
	TimeBaseInSec 4 Bytes	
	LastCellsActiveSinceSec 4 Bytes	
	ElementCount 4 Bytes	
	Reserved... 20 Bytes	
	Reserved [...]	
	Reserved ...	
	Bitrate [0] 4 Bytes	
	...	
	Bitrate [ElementCount - 1] 4 Bytes	
8		24

TimeBaseInSec

Base time for bitrate[1-n] base time of bitrate[0] is signaled via lastCellsActiveSinceSec

LastCellsActiveSinceSec

Bitrate[0] is active since lastCellsActiveSinceSec

ElementCount

Number of elements

Bitrate

Example:

timeBaseInSec = 60, lastCellsActiveSinceSec = 20 sec, elementCount = 256

- bitrate[1] : average bitrate{0 s ,...- 20 s}
- bitrate[2] : average bitrate{-20 s,...- 80 s}
- bitrate[3] : average bitrate{-80 s,...- 140 s}
- [...]
- bitrate[elementCount]

2.219 CONF_EXT_RECORDER_BITRATE_STATISTICS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c94	None	no	no
Datatype	Access Level	Description	
Read	p_octet	Recording bitrates:	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

16		32	
cam 2 Bytes		rec idx 2 Bytes	
data type 1 Byte	reserved 3 Bytes		
8	24		

cam

Camera index starting with 1

rec idx

Recording index

Values:

Primary Recording	1
Secondary Recording	2

data type

Values:

Video Data	0
Other Data	1

Response Payload Structure

See reply payload of CONF_EXT_ENCODER_BITRATE_STATISTICS

2.220 CONF_EXTERNAL_CLIENT

[API: extension]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9e	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

Description

This command lists information about all running external clients or about a specific external client.

Num Descriptor Values

To get the information of a specific external client the **num** parameter is set to:

Video App	1
User App	2
All Running Clients	0xFFFF

Response Payload Structure

Client Info [0] (see description)
...
Client Info [N] (see description)

Client Info

Line	Instance	Length	Client Name...
1 Byte	1 Byte	1 Byte	Length Bytes
Client Name			
...			
8		24	

Line

Video line (1...n), in case of user app this is 0

Instance

Client instance. In case of Video app this may be 0 or 1, in case of client app this may be 1 to 16.

Length

Length of client name

Client Name

Client name

2.221 CONF_EXTERNAL_CLIENTS_LIST

[API: extension]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9d	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Gets a list of installed external clients	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.222 CONF_FACTORY_DEFAULTS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09a0	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service	Set the configuration to factory defaults and reset the board. ATTENTION: Wait till board has fully rebooted before switching of power, to ensure that defaults are applied completely. Also propagade this to the user, that he has to wait until the reboot is complete.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.223 CONF_FIRE_ALARM

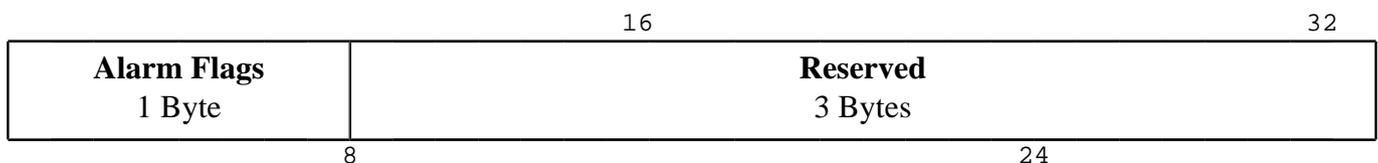
[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c58	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Read the current state of each single fire alarm.

Payload Structure



Alarm Flags

These bits can be combined by using the bitwise or-operator.

Values:

	Mask	Name	Description
Bit 3	0x08	General	Fire trouble: General issue
Bit 2	0x04	Illumination	Fire trouble: Illumination out of range
Bit 1	0x02	Smoke Alarm	Smoke detected
Bit 0	0x01	Flame Alarm	Flame detected

Reserved

Reserved bits, must be zero.

2.224 CONF_FLUSH_LUN_INFO_CACHE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b09	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Flush the lun info cache of lun: 4 bytes IP as DWORD in network byte order, 1 byte target idx, 1 byte lun, 2 bytes reserved (if ip is 0.0.0.0 or 255.255.255.255 or the payload is less than 6 bytes it is asumed as wildcard, the whole cache will be flushed)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.225 CONF_FORCE_TIME_SET

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read the time, 8 bytes payload, offset 0: year (word); offset 2: month (octet); offset 3: day (octet); offset 4: hrs (octet); offset 5: min (octet); offset 6: sec (octet); offset 7: reserved (octet)
Write	p_octet	service	Set the time, if recording is running it will be stopped and restarted, parameter 8 bytes payload, offset 0: year (word); offset 2: month (octet); offset 3: day (octet); offset 4: hrs (octet); offset 5: min (octet); offset 6: sec (octet); offset 7: reserved (octet)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.226 CONF_FORMAT_FS_SPAN

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e6	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service Format the lun into spans. (not allowed while recording on this lun)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16				32
Target ID 4 Bytes				
Target IDX 1 Byte	Lun IDX 1 Byte	Span Cnt 1 Byte	Span Size 1 Byte	
Flags 1 Byte	reserved 3 Bytes			
8	24			

Target ID

Target ID of iSCSI Server(server ipv4 address if std TargetID resolve rule is applied)

Values:

Local USB	ff.ff.ff.ff	Local connected USB disk.
iSCSIServer	Any IP address	Valid ip address

Target IDX

Index of the iSCSI server target. The index of the desired target can be obtained from the reply to an iSCSI discover.

Lun IDX

Index of the lun of the specified target.

Span Cnt

Number of spans the lun shall be formatted with

Span Size

Size of each span in megabyte. (1 MB = 1024 x 1024 Bytes)

Flags

These flags define the operations to be executed. If no flags are set (default), nothing will be done.

Format options:

REPAIR_FS	0x01	Repair file system without clearing spans
CLEAR_SPANS_ONLY	0x02	Only clear the spans

Command Specific Errors

SPAN_ERR_INTERNAL	0x01
SPAN_ERR_NOT_MNTD	0x05
SPAN_ERR_INV_FS	0x06
SPAN_ERR_INV_LUN_NFO	0x07
SPAN_ERR_RD_ONLY	0x0a
SPAN_ERROR_OLD_LUN_NFO	0x20
ISCSI_ERROR_CONNECT	0x31
ISCSI_ERROR_INV_LUN	0x33
ISCSI_ERROR_LOGIN	0x34
ISCSI_ERROR_INV_TRG_IDX	0x35

Note: The reply packet will contain the values of the actually formatted spans and size. If the product of the span count and the span size in the request packet exceeds the size of the current lun, only as many as possible spans are formatted. If the product is less than the available lun space, the back part of the lun will be unused. Size of the write payload is at least 12 bytes, if the optional flags are used the payload has to be at least 16 bytes.

Note: Note: A list of all defined error types can be found in the Appendix.

2.227 CONF_FORMAT_FS_SPANS_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09f5	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message reports the status and progress of a running format. The formatting includes the creation of the FAT32 file system (step: HD_STEP_FORMAT_FS) and clearing of the span header files(step: HD_STEP_CLEAR_SPAN_HEADER). The progress is reported about the whole formatting. A successful format should always end with a message with 100 percent progress at step HD_STEP_CLEAR_SPAN_HEADER and status should be HD_FORMAT_STATUS_FINISHED. A failed format should finish with a status HD_FORMAT_STATUS_FAILED at any progress and any step. After these final messages no further messages will follow. The whole formatting takes two steps HD_STEP_FORMAT_FS and HD_STEP_CLEAR_SPAN_HEADER. First step HD_STEP_FORMAT_FS will run up to 90 percent and will end with a 90 percent progress message and status HD_FORMAT_STATUS_FINISHED if successful. Then the last step HD_STEP_CLEAR_SPAN_HEADER will follow from 90 to 100 percent and will also end with a HD_FORMAT_STATUS_FINISHED status if successful, which is also as mentioned earlier the final success message. If the formatting runs with the option of disk erasing, The first step will be the HD_STEP_ERASE_DISK step and will run upto 70 percent if successful.

Payload Structure

16		32
Step 1 Byte	Status 1 Byte	Progress 2 Bytes
Ip 4 Bytes		
Target_idx 1 Byte	Lun 1 Byte	Reserved 2 Bytes
8	8	24

Step

Which step of the formatting (FAT32 Formatting including creating spans and clearing span headers)

Values:

HD_STEP_FORMAT_FS	0x00
HD_STEP_CLEAR_SPAN_HEADER	0x02

Status

Reports the state of formatting. The format can be in state of running, failed or successfully finished. success means the creation of the fat32 file system and the empty spans or clearing the span headers was successfully.

Values:

HD_FORMAT_STATUS_FAILED	0xff
HD_FORMAT_STATUS_RUNNING	0x00
HD_FORMAT_STATUS_FINISHED	0x02
HD_FORMAT_ERASE_DISK	0x03

Progress

Value from 0 to 100 represent the progress of the format including the creation of the empty recording spans and clearing the header files.

Values:

Progress in percent	0 - 100
---------------------	---------

Ip

Ip of the storage device or lun, that is formatting

Target_idx

Target Index of the storage device from 0 to 255.

Lun

Lun of the storage device from 0 to max. 255.

Reserved

2 Bytes reserved

2.228 CONF_FORMAT_FS_STATUS

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d1	file system nr, 1 - recording storage device, 2 - RAMDISK	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

the message reports the status and progress of a running format. The formatting takes two steps that is first formating FAT32 including creating the recording files and second copy the replay tools. The progress is reported about the whole formatting. The status reports the state of each formatting step. A successful format should always end with a message with 100 percent progress, step should be copy toolkit and status should be HD_FORMAT_STATUS_FINISHED or HD_FORMAT_STATUS_SKIPPED if the storage device is too small for recording (e.g. RAMDISK). A failed format should finish with a status HD_FORMAT_STATUS_FAILED at any progress and step. After this final messages no futher message will follow.

Payload Structure

Step 1 Byte	Status 1 Byte	Progress 2 Bytes
8	16	24
32		

Step

Which step of the formating (FAT32 Formatting including creating recording files or copy replay tools)

Values:

HD_STEP_FORMAT_FS 0x00
 HD_STEP_COPY_TOOLKIT 0x01

Status

Reports the state of formatting. The format can be in state of running, failed or successfully finished. The last one is divided in the two states of HD_FORMAT_STATUS_FINISHED which means FAT32 including recording files and replay tools were created and HD_FORMAT_STATUS_SKIPPED which means that only the FAT32 was created because the storage device was not the needed size for recording.

Values:

HD_FORMAT_STATUS_FAILED	0xff
HD_FORMAT_STATUS_RUNNING	0x00
HD_FORMAT_STATUS_SKIPPED	0x01
HD_FORMAT_STATUS_FINISHED	0x02

Progress

Value from 0 to 100 represent the progress of the format including copy replay tools in percent.

Values:

Progress in percent	0 - 100
---------------------	---------

2.229 CONF_FTP_CDUP

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1f	SessionId: optional parameter to identify a already existing ftp client session	no	no
Datatype	Access Level	Description	
Read	p_string	service	Changes to parent directory
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.230 CONF_FTP_CWD

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1e	SessionId: optional parameter to identify a already existing ftp client session	no	no
Datatype	Access Level	Description	
Read	p_string	service	Changes the working directory
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.231 CONF_FTP_FILE_NAME

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b35	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	service	User defined ftp file name for the first recording or live instance: request: 1st OCTET inst, 2nd OCTET mode(0->rec, 1->live), 64 OCTETs reserved response : 1st OCTET inst, 2nd OCTET mode(0->rec, 1->live), 64 OCTETs filename in arbitrary order of : b begin date / time, %e end date / time, %c camera name, %i export job id, %f file nbr, %a alarm description, %dSubDirectory sub directory to write, %nName name %l line; optionally seperated by "\\" or "\"-\"")
Write	p_octet	service	See read
CPP6/ CPP7/ CPP7.3			CPP13
Available	yes		yes

2.232 CONF_FTP_PWD

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1b	SessionId: optional parameter to identify a already existing ftp client session	no	no
	Datatype	Access Level	Description
Read	p_string	minimal	Gets the working directory of the configured ftp server
Write	-	-	Unavailable
	CPP6/ CPP7/ CPP7.3		CPP13
Available	yes		yes

2.233 CONF_FTP_SERVER_PORT

[API: account]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b9f	None	no	no
	Datatype	Access Level	Description	
Read	t_word	minimal	Get the Port of the camera internal FTP server for loading files to the camera; Value 0 turns server off	
Write	t_word	service	Set the Port of the camera internal FTP server for loading files to the camera; Value 0 turns server off	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.234 CONF_FW_MIN_VERSION

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bab	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Read the required minimum firmware version. Format: (hexadecimal) 0xrVMM, where 'r' is reserved, 'VV' is the major version and 'MM' the minor version number. (E.g. 0x00000590 for version 5.90)	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.235 CONF_GATEWAY_IP_STR

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x007f	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the gateway IP using string notation (xxx.xxx.xxx.xxx)
Write	p_string	service	Set the gateway IP using string notation (xxx.xxx.xxx.xxx)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.236 CONF_GATEWAY_IP_V6_STRING

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b11	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	IPv6 Gateway IP string or domain name
Write	p_string	service	IPv6 Gateway IP string or domain name
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.237 CONF_GB28181

[API: GB28181]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba2	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32
Enable 1 Byte	H264 Stream Cfg 1 Byte	Reserved 2 Bytes
Heart beat time out 4 Bytes		
Registration time out 4 Bytes		
Server port 2 Bytes	Device Port 2 Bytes	
Server URL... 64 Bytes		
Server URL [...]		
Server URL ...		
Server ID... 21 Bytes		
Server ID [...]		
Server ID ...		
Server ID ...	Device ID... 21 Bytes	
Device ID [...]		

Device ID ...	
Device ID ...	Alarm Device ID... 21 Bytes
Alarm Device ID [...]	
Alarm Device ID ...	
Alarm Device ID ...	Password... 128 Bytes
Password [...]	
Password ...	
Password ...	Reserved... 753 Bytes
Reserved [...]	
Reserved ...	
Reserved ...	

8

24

Enable

1: Enable GB28181 client 0: Disable

H264 Stream Cfg

If 1, use h264 elementary stream (including startcodes) directly packed into RTP packets (non-RFC conform, but needed for GB28181 test tool)

Heart beat time out

Define heart beat time out in seconds max. one day min. 5 seconds

Registration time out

Define registration time out in seconds max. one day min. 5 seconds

Server port

Currently 5060 or 5511 can be used (server and device port must be equivalent server port is also used for device port)

Device Port

Currently 5060 or 5511 can be used (server and device port must be equivalent server port is also used for device port)

Server URL

URL of GB28181 server

2.238 CONF_GET_ENC_DYN_SCENE_CTRL_INFO

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb8	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal See detailed description	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Image pipe offset per line info

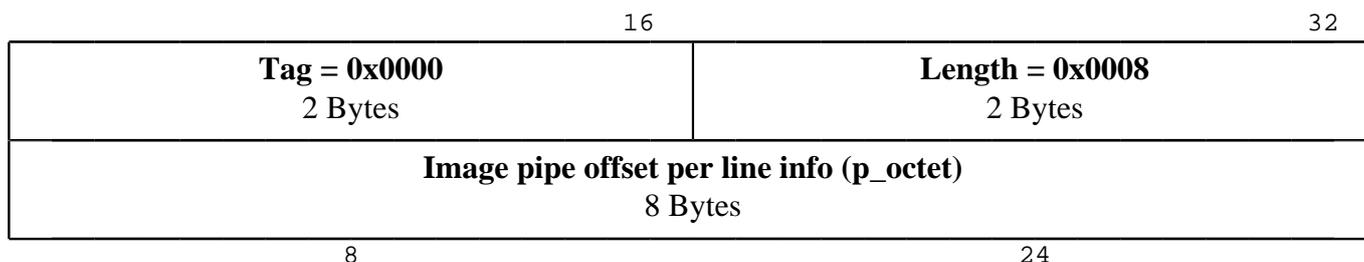


Image pipe offset per line info

16		32	
Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Sharpness offset 1 Byte
Temporal noise filter offset 1 Byte	Spatial noise filter offset 1 Byte	Reserved 2 Bytes	
8		24	

Tag 1: Image pipe bitrate modifier info

16		32	
Tag = 0x0001 2 Bytes	Length = 0x0008 2 Bytes		
Image pipe bitrate modifier info (p_octet) 8 Bytes			
8		24	

Image pipe bitrate modifier info

16		32	
Stream Id 2 Bytes	Reserved 2 Bytes		
Bit rate modifier 4 Bytes			
8		24	

Stream Id

1...n associated stream

Bit rate modifier

Base unit 1/1000 e.g. 900 -> 0.9 bitrate after interaction of encoder with image pipe is reduced by up to 10 %

2.239 CONF_GET_RTSP_SESSION_ID

[API: rtsp settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ae8	random value from (Rtsp Session setup)	no	no
	Datatype	Access Level	Description
Read	t_dword	live	Gets the rcv session id of the rtsp session (identified by the random value)
Write	-	-	Unavailable
	CPP6/ CPP7/ CPP7.3		CPP13
Available	yes		yes

2.240

CONF_GET_VIDEO_ENC_P_REF_LIST_SIZE_LIMIT

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0628	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Get the largest value supported by VIDEO_ENC_P_REF_LIST_SIZE; 0 indicates that the value is not user-adjustible	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.241

CONF_GETPROFILE_ALGO_PRESET_NAME_LIST

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6c	video line	no	no
Datatype	Access Level	Description	
Read p_octet	user		
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns a list of VCA profile specific information. These information contains the VCA algorithm type, the associated dome preset (if existent otherwise zero) and the profile name.

Payload Structure

	16	32
Num Profiles 1 Byte	Reserved 1 Byte	Profile [0] (see description)
...		Profile [Num Profiles - 1] (see description)
8		24

Num Profiles

Reserved

Profile

16	32
Algorithm Type 2 Bytes	Preset 2 Bytes
Profile Name (p_unicode)... 32 Bytes	

Profile Name [...]
Profile Name ...

8 24

Algorithm Type

	Mask	Name	Description
Bit 2	0x0004	Block Based	Block Based VCA (Motion)
Bit 1	0x0002	Flow Based	
Bit 0	0x0001	Object Based	Object Based VCA (IVA, EVA)

2.242 CONF_GOP_STRUCTURE_OPTIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bef	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get a list of options, which can be selected by CONF_MPEG4_AVC_GOP_STRUCTURE options are defined by MPEG4_AVC_GOP_STRUCTURE (Format: Byte 0 (len); Byte (1-len) supported options)	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.243

CONF_H264_ENC_BASE_OP_MODE_CAPS_VERBOSE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c7c	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

encBaseModeId: id used in CONF_VIDEO_H264_ENC_BASE_OPERATION_MODE height: video format height of base mode with encBaseModeId 0 -> height is not fixed width: video format width of base mode with encBaseModeId 0 -> width is not fixed copy: base mode is copy of an other stream sd: base mode is sd, base mode resolution is determined by encoder profile sdFramerateDependent: base mode resolution depends on frame rate crop: base mode is a cropped view skip: base mode is frame rate reduced (applies a skip on the full frame rate) roi: base mode is a region of interest stream typically ptz is supported ptz: base mode allows ptz dualStream: base mode supports "dual stream" two encoders are used for the stream (e.g. 2 different ptz views are possible) exclusive: only used in combination with 'dualStream' property. Indicates if the additional stream of the 'dual stream' is for exclusive access (only one client at a time) or not.

Payload Structure

16	32
stream count 4 Bytes	
Descriptor 0 description (see description)	
...	
Descriptor N description (see description)	
8	24

stream count

Array index in text

Descriptor description

Description for stream [0] (see description)
...
Description for stream [stream count - 1] (see description)

Description for stream

16 32			
encBaseModeId 4 Bytes			
height 4 Bytes			
width 4 Bytes			
copy 1 Byte	sd 1 Byte	sdFramerateDependent 1 Byte	crop 1 Byte
skip 1 Byte	roi 1 Byte	ptz 1 Byte	dualStream 1 Byte
exclusive 1 Byte	reserved ... 15 Bytes		
reserved ...			
reserved ...			
reserved ...			
8	24		

encBaseModeId

Id used in CONF_VIDEO_H264_ENC_BASE_OPERATION_MODE

height

Video format height of base mode with encBaseModeId 0 -> height is not fixed

width

video format width of base mode with encBaseModeId 0 -> width is not fixed

copy

Base mode is copy of another stream

No	0
Yes	1

sd

Base mode is sd, base mode resolution is determined by encoder profile

No	0
Yes	1

sdFramerateDependent

Base mode resolution depends on frame rate

No	0
Yes	1

crop

Base mode is a cropped view

No	0
Yes	1

skip

Base mode is frame rate reduced (applies a skip on the full frame rate)

No	0
Yes	1

roi

Base mode is a region of interest stream typically ptz is supported

No	0
Yes	1

ptz

Base mode allows ptz

No	0
Yes	1

dualStream

Base mode supports 'dual stream' two encoders are used for the stream (e.g. 2 different ptz views are possible)

No	0
Yes	1

exclusive

only used in combination with 'dualStream' property. Indicates if the additional stream of the 'dual stream' is for exclusive access (only one client at a time) or not.

No	0
Yes	1

2.244 CONF_HARDWARE_VERSION

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x002e	None	no	no
Datatype	Access Level	Description	
Read p_string t_dword	always	Read the hardware version	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available yes		yes	

2.245 CONF_HD_FILE_INFO

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x091d	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message is used for updating actual recording files, it will be send periodically about every second by the recording device, that is running the recording on that file. The message informs about the start and end time changes of an file. For unique idetification, the message includes the span address and a file id. it also has the information about the recording cam (attention: in older firmware the file info msg only has the first 4 payload fields(from start time to file id))

Payload Structure

16		32
start time 4 Bytes		
end time 4 Bytes		
flags 4 Bytes		
file id 4 Bytes		
target id 4 Bytes		
target idx 1 Byte	lun 1 Byte	span idx 2 Bytes
cam 1 Byte	recording idx 1 Byte	reserverd 2 Bytes
8		24

start time

Start time in seconds since 2000 of the recording file

end time

End time in seconds since 2000 of the recording file

flags

File info flags, see CONF_HD_PARTITION_FILE_INFO

file id

File ID on the file unique per span

target id

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

target idx

Target index of the span

lun

Lun of the span

span idx

Span index

cam

Camera from 1 to ...

recording idx

Recording index (primary or secondary)

Values:

primary	1
secondary	2

reserverd

2.246 CONF_HD_FILE_INFO_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a64	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message is used for updating actual recording files, it will be send periodically about every second by the recording device, that is running the recording on that file. The message informs about the start and end time changes of an file. For unique idetification, the message includes the span address and a file id. it also has the information about the recording cam (attention: in older firmware the file info msg only has the first 4 payload fields(from start time to file id))

Payload Structure

16		32
start time 4 Bytes		
end time 4 Bytes		
flags 4 Bytes		
file id 4 Bytes		
target id 4 Bytes		
target idx 1 Byte	lun 1 Byte	span idx 2 Bytes
cam 1 Byte	recording idx 1 Byte	reserverd 2 Bytes
8		24

start time

Start time in seconds since 2000 of the recording file

end time

End time in seconds since 2000 of the recording file

flags

File info flags, see CONF_HD_PARTITION_FILE_INFO

file id

File ID on the file unique per span

target id

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

target idx

Target index of the span

lun

Lun of the span

span idx

Span index

cam

Camera from 1 to ...

recording idx

Recording index (primary or secondary)

Values:

primary	1
secondary	2

reserverd

2.247

CONF_HD_FORMAT_STORAGE_ERROR_LOG_CNT

[API: storage]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c65	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Returns the number of failed local storage formats	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.248 CONF_HD_MGR_REC_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aae	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command shows the state for a recording. It can be read and it will be send at state changes. State changes are the change of rec state or rec preset only. Within the Msg there is no distiction between the state OFF and NO RECORDING. That means no msg will be send on the state change between this two states. The msg will never contain the state OFF but the read response maybe. OFF state means the recording is configured to off by set it to stop. NO RECORDING can be caused by many things e.g. no recording on the schedule, no storage present and so on. STAND BY means there is recording on the schedule but not at the moment. The recording scheduler waits for the time to start the recording. All the other states indicating a running recording. In case of alarm recording in prealarm state, the message state will be PRE ALARM RECORDING even if the pre alarm recording takes place in the ram only, if at least the storage is connected. If there is no storahge connected and recording is configured for running, the state will always be NO RECORDING.

Payload Structure

16	32
rec state 1 Byte	rec preset 1 Byte
8	24
enc preset 1 Byte	flags 1 Byte

rec state

State of the recording, state OFF not in payload of msg

Values:

OFF	0
NO RECORDING	1
STAND BY	2
PRE ALARM RECORDING	3
ALARM RECORDING	4
POST ALARM RECORDING	5

rec preset

Actual used recording preset from 1 to 10 or 0 if no preset is used

enc preset

Actual used encoder preset from 1 to 8 or 0 if no preset is used

flags

These flags show the alarm states and the recording mode

	Mask	Name
Bit 7	0x80	reserved for extension
Bit 4	0x10	virtual alarm
Bit 3	0x08	video loss
Bit 2	0x04	motion alarm
Bit 1	0x02	input alarm
Bit 0	0x01	alarm recording mode

2.249 CONF_HD_MGR_REC_STATUS_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aaf	video line	yes	no
Datatype	Access Level	Description	
Read p_octet	minimal	Same as CONF_HD_MGR_REC_STATUS but for secondary recording (see cmd CONF_HD_MGR_REC_STATUS)	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.250 CONF_HD_MGR_SIGNAL_ALARM

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0915	yes (cam or all cams for 0)	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service Signal alarm: only one alarm per second is allowed,	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.251 CONF_HD_MGR_START

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0913	video line	yes	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Return TRUE when manager is on or when primary span recording is on
Write	f_flag	service	Start/stop the recording manager and set config to recording on:1/off:0. Can cause recording if time/ alarm recording selected.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.252 CONF_HD_MGR_START_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a46	video line	yes	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Return TRUE when secondary span recording is on
Write	f_flag	service	Start/stop the recording manager and set config to recording on:1/off:0. Can cause recording if time/ alarm recording selected.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.253 CONF_HD_MGR_STOP

[API: recording settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0914	video line	no	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	Return TRUE when manager is off or when primary span recording is off	
Write	f_flag	service	Stop/start the recording manager and set config to primary recording off:1/on:0.	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.254 CONF_HD_MGR_STOP_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a47	video line	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Return TRUE when secondary span recording is off
Write	f_flag	service	Stop/start the recording manager and set config to secondary recording off:1/on:0.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.255 CONF_HD_PARTITION_FILE_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0901	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Returns a list of files of a replay session (session id needed). This command works for local replay only. See detailed description	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

Description

This command initiates a search to get the times where data is available within a recording.

The Session ID paramter must be set (a connect primitive must have been preceded). Recording mode can be time recording (1) or alarm recording (2 and 3), only for command CONF_SPAN_PARTITION_FILE_INFO there are seperagte files for pre (2) and post (3) alarm recording. Search is performed from a start point on the timeline towards an end point. If the end point is prior to the start point search is performed backwards. To get all available results of an recording a search from 0 to 0xFFFFFFFF needs to be done.

The number of results is limited to 256 per response. The result are always in ascending order independent if the search is performed forward or backward. The File ID always increases on span recording regions if new files will be created. To get all results the command has to be called multiple times.

In that case the start or stop times needs to be updated with every call: If a forward search is executed the start time of the next request must be the stop time of the last retrieved result. If a backward search is executed the start time of the next request must be the start time of the first retrieved result.

A search is completed if the number of returned results is smaller than 256 or if the endpoint of the search is greater or equal than than the endpoint of the last result. In case of forward search a virtual start point (equal to the start point of the search) will be inserted if the search start point is range with recording.

Request Payload Structure

16	32
Search Start Time 4 Bytes	
Search Stop Time 4 Bytes	

Max Entries 4 Bytes	8	24
Flags 4 Bytes		

Search Start Time

Seconds since 2000

Search Stop Time

Seconds since 2000

Max Entries

Max Number of entries, limited to 256

Entries 1 - 256

Flags

	Mask	Name	Description
Bit 1	0x00000002	UTC_FLAG	Start and stop time are utc times (request)
Bit 0	0x00000001	YOUNGER_OR_EQUAL_FLAG	Must be set in case of forward search

Response Payload Structure

Start Time 4 Bytes	16	32
Stop Time 4 Bytes		
Flags 4 Bytes		
File ID 4 Bytes		

Start Time

Seconds since 2000

Stop Time

Seconds since 2000

Flags

	Mask	Name	Description
Bit 29	0x20000000	Time Zone Sign	
Bit 28	0x10000000	Time Zone	
Bit 27	0x08000000	Time Zone	
Bit 26	0x04000000	Time Zone	
Bit 25	0x02000000	Time Zone	
Bit 24	0x01000000	Time Zone	
Bit 23	0x00800000	Time Zone	
Bit 22	0x00400000	Protected	(VRM only)
Bit 21	0x00200000	Offline	(VRM only)
Bit 18	0x00040000	reserved	
Bit 17	0x00020000	reserved	
Bit 16	0x00010000	Alarm Remote	(there are virtual/remote alarms in this file, see CONF_HD_MGR_SIGNAL_ALARM)
Bit 15	0x00008000	Track Fill Level	
Bit 14	0x00004000	Track Fill Level	
Bit 13	0x00002000	Track Fill Level	
Bit 12	0x00001000	Track Fill Level	
Bit 11	0x00000800	Track Fill Level	
Bit 10	0x00000400	Track Fill Level	
Bit 9	0x00000200	Track Fill Level	
Bit 8	0x00000100	Track Fill Level	
Bit 7	0x00000080	Recording mode	
Bit 6	0x00000040	Recording mode	
Bit 5	0x00000020	Video Loss	(there are video loss in this file)
Bit 4	0x00000010	New Alarm	(obsolete)
Bit 3	0x00000008	Alarm Motion	(there are motion alarms in this file)
Bit 2	0x00000004	Alarm Input	(there are input alarms in this file)
Bit 1	0x00000002	Recording Overwriting	(recording takes place in a ring and old recording data will be overwritten)
Bit 0	0x00000001	Recording Running	(actual recording is running on this file or recording not closed regularly)

Combined Values

Mask	Name	Description
0x1F800000	Time Zone	Quarter hours
0x0000FF00	Track Fill Level	Fill level in percent, always 100 % on filled ring recording
0x0000C000	Recording Mode	Time Recording 1 Alarm recording2 (pre alarm) Alarm recording3 (post alarm)

Values 2 and 3 only in CONF_SPAN_PARTITION_FILE_INFO distinguishable, for CONF_PARTITION_FILE_INFO these two values have the meaning of a full alarm rec file

Example

Forward search (data is available from time A to time B):

- A search is executed from time 0 to time B. In that case the response is: secStart=A, secStop=B
- A search is executed from time 0 to time 0xFFFFFFFF. In that case the response is: secStart=A, secStop=B
- A search is executed from time C (C > A and C < B) to time B. In that case the response is: secStart=C, secStop=B
- A search is executed from time A to time C (C > A and C < B). In that case the response is: secStart=A, secStop=C

Backward search (data is available from time A to time B):

- A search is executed from time 0xFFFFFFFF to time A. In that case the response is: secStart=A, secStop=B
- A search is executed from time 0xFFFFFFFF to time 0. In that case the response is: secStart=A, secStop=B
- A search is executed from time C (C < B and C > A) to time A. In that case the response is: secStart=A, secStop=C
- A search is executed from time B to time C (C < B and C > A). In that case the response is: secStart=C, secStop=B

2.256 CONF_HD_PARTITION_RECORDING

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a03	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Recording status of cam for primary recording (1 = running, 0 = not running)
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.257

CONF_HD_PARTITION_RECORDING_SECONDARY

[API: recording settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a4d	video line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Recording status of cam for secondary recording (1 = running, 0 = not running)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.258 CONF_HD_PARTITIONS_RECORDING

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x091a	yes (1 - primary recording, 2 - secondary recording)	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	List of cams with running recording
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.259 CONF_HD_REC_BUFFER

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b8f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command gets information about the recording buffer size, it includes the full amount of buffer for all recordings, the allocated, and the minimum amount of buffer of the recording specified by the in payload. The "full buffer bytes" is usually preallocated memory at startup and won't change it's size as long as the device is running and is the same for all recordings (except streaming gateway). The "min buffer bytes" is the amount of buffer the device will at least allocate if running. The "allocated buffer bytes" is the amount of buffer the recording has actually allocated. This value can be higher than "min buffer bytes", if nt all possible recrdings are running. The unused buffer of non running recordings will be used by the running ones. If the recording is deactivated, the value will be 0. When running, the value wil be usually at least "min buffer bytes", but it can be temporary less than that value, if e.g. the recording was started shortly before and another already running recording has allocated the whole buffer. In that case it could take some time free the buffer by the running recording, so the allocated buffer will increase over the time. The "filled buffer bytes" is the amount of buffer memory of the the "allocated buffer bytes", which contains data for recording or in case of alarm recording, the amout to be recorded, if an alarm would occur in this moment. The "filled_buffer bytes" can therefor be used to calculate the fill level of the recording buffer.

Request Payload Structure

Cam 2 Bytes	16	Rec idx 2 Bytes	32
8		24	

Cam

Camera starting with 1 (in payload)

Rec idx

Recording index (in payload)

Primary Recording	1	
Secondary Recording	2	(active low)

Response Payload Structure

Cam 2 Bytes	16	Rec idx 2 Bytes	32
Full buffer bytes 4 Bytes			
Allocated buffer bytes 4 Bytes			
Min buffer bytes 4 Bytes			
Filled buffer bytes 4 Bytes			
8		24	

Cam

Camera starting with 1 (in payload)

Rec idx

Recording index (in payload)

Primary Recording	1	
Secondary Recording	2	(active low)

Full buffer bytes

Full amount of buffer in bytes for recording on this device

Allocated buffer bytes

Actual allocated buffer for this recording

Min buffer bytes

The minimum amount of buffer the recording would allocate

Filled buffer bytes

The amount of buffer that contains data for recording (not the data which are recorded but still in buffer)

2.260 CONF_HD_RECORD_HOLIDAYS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0c	None	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read holiday schedule list for primary recording, see detailed description
	p_octet	service	Write holiday schedule list (effect takes place imidately), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command reads/writes the Holiday table for the primary recording. On holidays the recording uses the special schedule instead of the standard schedule. The table contains N entries (max. 25) each entry specifies one or more holidays in a row followed by a recording schedule. the payload sends only valid holiday entries, so the size of N depends on the number of valid entries in the table.

Payload Structure

holiday schedule entry [0] (see description)
...
holiday schedule entry [N] (see description)

holiday schedule entry

Schedule entry specifying a holiday and it's recording schedule. max. 25 entries.

day 1 Byte	month 1 Byte	year 1 Byte	number of days 1 Byte
reco [0] 4 Bits	...		reco [95] 4 Bits
8			24

day

Day of the month, which is a holiday

Values:

invalid	0
day of the month	1 - 31

month

Month of the year

Values:

invalid	0
january	1
february	2
march	3
april	4
may	5
june	6
july	7
august	8
september	9
october	10
november	11
december	12

year

Year since 2000

Values:

year 2000 to 2255	0 - 255
-------------------	---------

number of days

Number of days that follow the specified holiday, which are also scheduled as holidays. If only the specified date is the holiday, this field should be set to 1.

Values:

invalid	0
number of days	1 - 255

reco

This is the recocording schedule containing 96 entries of recording profile numbers for the holiday, each represents the recording profile for a 15 min time period. First entry is from 00:00 to 00:15. The following entries are for the following 15 min time periods until 24:00.

Values:

recording off	0
recording profile numbers	1 - 10

2.261 CONF_HD_RECORD_PROFILES

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0d	video line	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read recording profiles, see detailed description
	p_octet	service	Set recording profiles (effect takes place imidiatly), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Read/Write up to ten recording profiles (at least one) for a camera, payload upto 560 bytes total. The profiles will be written to the device config. These profiles are used as default profiles for each span that is mounted by this cam for span recording. If less than 10 profiles will be written, the remaining profiles stay unchanged.

Payload Structure

Recording Profile [0] (see description)
...
Recording Profile [9] (see description)

Recording Profile

16	32		
Flags 1 Byte	video preset nr 1 Byte	post alarm video preset nr 1 Byte	encoder index 1 Byte
reserved 12 Bits	See *0 1 Bit	See *1 2 Bits	See *2 1 Bit
profile name (p_string)... 32 Bytes			
profile name [...]			
profile name ...			

profile name (p_string) ...	max pre alarm time 2 Bytes
pre alarm time 2 Bytes	post alarm time 2 Bytes
motion alarm 4 Bytes	
alarm input and virtual alarm 4 Bytes	
video loss alarm 4 Bytes	
8	24

Flags

	Mask	Name
Bit 6	0x40	MANAGED_BY_ONVIF
Bit 5	0x20	IMMEDIATE_ALARM_BACKUP
Bit 4	0x10	ALARM_RECORDING_PRE_ALARM_BUFFER
Bit 3	0x08	ALARM_FILE_BACKUP
Bit 2	0x04	META_RECORDING_DISABLE
Bit 1	0x02	AUDIO_RECORDING_DISABLE
Bit 0	0x01	ALARM_RECORDING_PRE_ALARM_RING
	Combined Values	
	Mask	Name
	0x11	ALARM_RECORDING_PRE_ALARM_AUTO

video preset nr

Video preset number used for recording

Values:

no recording on this profile
 video preset nr 1 - 8

post alarm video preset nr

Video preset number used for recording after occurrence of an alarm

Values:

Not set 0 uses video preset nr if set
 video preset nr for post alarm 1 - 8

encoder index

Index of the encoder stream starting with 0, index 255 is for the backup output

cont rec backup

Only for continuous buffered recording, if set the records will be backed up to the recording, its an alternativ way of configuration to using a backup account of typ record, that way no account is wasted in the configuration

Back Up Account

Backup account Number from 0 (first account) to 3(fourth account), for choosing the back up account in case activated ALARM_FILE_BACKUP flag

profile name

Profile name is a zero terminated string

max pre alarm time

Only relevant for backup recording, it needs to know the max pre alarm time, in other cases it should be set to zero

pre alarm time

Only relevant for alarm recording, if set, this time in seconds is the time the recording will be stored up to the alarm event

post alarm time

If set, this time in seconds is the time after an alarm event for that the post alarm video preset is used if set. After this time elapses, the recording will return to the standard video preset nr, if alarm recording, the recording will also stop the recording on the actual track and start a new one

motion alarm

The bits represent the activation

	Mask	Name
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

alarm input and virtual alarm

The bits represent the activation.

	Mask	Name
Bit 31	0x80000000	Virtual Nbr. 0
...		

Bit 17	0x00020000	Virtual Nbr. 14
Bit 16	0x00010000	Virtual Nbr. 15
Bit 15	0x8000	Alarm Nbr. 16
...		
Bit 1	0x0002	Alarm Nbr. 2
Bit 0	0x0001	Alarm Nbr. 1

video loss alarm

The bits represent the activation

	Mask	Name
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

2.262 CONF_HD_RECORD_PROFILES_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a91	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read recording profiles for secondary recording, payload is the same as in CONF_HD_RECORD_PROFILES
Write	p_octet	service	Set recording profiles for secondary recording (effect takes place imidiatly), payload is the same as in CONF_HD_RECORD_PROFILES
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

This payload equals the payload of the command 'CONF_HD_RECORD_PROFILES'

2.263 CONF_HD_RECORD_PROFILES_V2

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad0	video line	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read recording profiles
	p_octet	service	Write recording profiles
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Description

Read/Write the ten recording profiles for a camera, payload upto 560 bytes total. The profiles will be written to the device configuration. These profiles are used as default profiles for each span that is mounted by this cam for span recording. If less than 10 profiles will be written, the remaining profiles stay unchanged.

Payload Structure

Recording Profile [0] (see description)
...
Recording Profile [9] (see description)

Recording Profile

16	32					
Flags 1 Byte	stream config nr 1 Byte	post alarm stream config nr 1 Byte	encoder index 1 Byte			
post alarm profile 1 Byte	reserved 4 Bits	<table border="1"> <tr> <td style="text-align: center;">See *0 1 Bit</td> <td style="text-align: center;">See *1 2 Bits</td> <td style="text-align: center;">See *2 1 Bit</td> </tr> </table>	See *0 1 Bit	See *1 2 Bits	See *2 1 Bit	profile name... 32 Bytes
See *0 1 Bit	See *1 2 Bits	See *2 1 Bit				
profile name [...]						
profile name ...						
profile name ...	max pre alarm time 2 Bytes					

pre alarm time 2 Bytes	post alarm time 2 Bytes
motion alarm 4 Bytes	
alarm input and virtual alarm 4 Bytes	
video loss alarm 4 Bytes	
8	24

Flags

	Mask	Name
Bit 6	0x40	MANAGED_BY_ONVIF
Bit 5	0x20	IMMEDIATE_ALARM_BACKUP
Bit 4	0x10	ALARM_RECORDING_PRE_ALARM_BUFFER
Bit 3	0x08	ALARM_FILE_BACKUP
Bit 2	0x04	META_RECORDING_DISABLE
Bit 1	0x02	AUDIO_RECORDING_DISABLE
Bit 0	0x01	ALARM_RECORDING_PRE_ALARM_RING
	Combined Values	
	Mask	Name
	0x11	ALARM_RECORDING_PRE_ALARM_AUTO

stream config nr

Video preset number used for recording

Values:

no recording on this 0
 profile
 stream configuration 1 - 2
 nr for pre alarm
 I-frames only from 3
 stream 1 for pre
 alarm

post alarm stream config nr

Video preset number used for recording after occurrence of an alarm

Values:

not set 0 uses stream config nr if set
 stream configuraton 1 - 2
 nr for post alarm

I-frames only from 3
stream 1 for post
alarm

encoder index

Index of the encoder stream starting with 0, index 255 is for the backup output

post alarm profile

Values:

not set	0	no modification of the actual enc profile
encoder profile	1 - 8	
nr for post alarm		
configuration		

cont rec backup

Only for continuous buffered recording, if set the records will be backed up to the recording, its an alternativ way of configuration to using a backup account of typ record, that way no account is wasted in the configuration

Back Up Account

Backup account Number from 0 (first account) to 3(fourth account), for choosing the back up account in case activated ALARM_FILE_BACKUP flag

profile name

Profile name is a zero terminated string

max pre alarm time

Only relevant for backup recording, it needs to know the max pre alarm time, in other cases it should be set to zero

pre alarm time

Only relevant for alarm recording, if set, this time in seconds is the time the recording will be stored up to the alarm event

post alarm time

If set, this time in seconds is the time after an alarm event for that the post alarm video preset is used if set. After this time elapses, the recording will return to the standard video preset nr, if alarm recording, the recording will also stop the recording on the actual track and start a new one

motion alarm

The bits represent the activation

	Mask	Name
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

alarm input and virtual alarm

The bits represent the activation.

	Mask	Name
Bit 31	0x80000000	Virtual Nbr. 0
...		
Bit 17	0x00020000	Virtual Nbr. 14
Bit 16	0x00010000	Virtual Nbr. 15
Bit 15	0x8000	Alarm Nbr. 16
...		
Bit 1	0x0002	Alarm Nbr. 2
Bit 0	0x0001	Alarm Nbr. 1

video loss alarm

The bits represent the activation

	Mask	Name
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

2.264

CONF_HD_RECORD_PROFILES_V2_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad1	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get recording profiles for secondary recording, payload is the same as in CONF_HD_RECORD_PROFILES_V2
Write	p_octet	service	Set recording profiles for secondary recording, payload is the same as in CONF_HD_RECORD_PROFILES_V2
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.265 CONF_HD_RECORD_SCHEDULE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0b	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read primary recording schedule, see detailed description
Write	p_octet	service	Set primary recording schedule(effect takes place imidiately), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command reads/writes the recording schedule for all cameras (primary and secondary recording). The entries are 4 bit each and represent a recording profile for a 15 min time period(payload 336 bytes total). The recording profiles with same profile number can be different for each camera. See command HD_RECORD_PROFILES. The schedule will be written to the storage medium. In case of span recording mode (see CONF_RECORD_MODE_SPANS) the schedule will be only read from or stored in the config. This schedule is used as default schedule for each span that is mounted by this device for recording.

Payload Structure

Saturday [0] 4 Bits	...	Saturday [95] 4 Bits
Sunday [0] 4 Bits	...	Sunday [95] 4 Bits
Monday [0] 4 Bits	...	Monday [95] 4 Bits
Tuesday [0] 4 Bits	...	Tuesday [95] 4 Bits
Wednesday [0]	...	Wednesday [95]

4 Bits		4 Bits
Thursday [0] 4 Bits	...	Thursday [95] 4 Bits
Friday [0] 4 Bits	...	Friday [95] 4 Bits

Saturday

96 entries of recording profile numbers, each represents the recording profile for a 15 min time period. First entry is from 00:00 to 00:15. The following entries are for the following 15 min time periods until 24:00.

recording off 0
 recording profile 1 - 10
 number

Sunday

See 'Saturday' for details.

Monday

See 'Saturday' for details.

Tuesday

See 'Saturday' for details.

Wednesday

See 'Saturday' for details.

Thursday

See 'Saturday' for details.

Friday

See 'Saturday' for details.

2.266 CONF_HD_RECORD_SCHEDULE_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a49	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read secondary recording schedule, see detailed description
Write	p_octet	service	Set secondary recording schedule(effect takes place imidiately), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command reads/writes the secondary recording schedule for the camera specified by the num parameter. This command only works for span recording. The entries are 4 bit each and represent a recording profile for a 15 min time period(payload 336 bytes total). The recording profiles with same profile number can be different for each camera. See command HD_RECORD_PROFILES. The schedule will be only read from or stored in the config. This schedule is used as default schedule for each span that is mounted by this cam for secondary span recording.

Payload Structure

Saturday [0] 4 Bits	...	Saturday [95] 4 Bits
Sunday [0] 4 Bits	...	Sunday [95] 4 Bits
Monday [0] 4 Bits	...	Monday [95] 4 Bits
Tuesday [0] 4 Bits	...	Tuesday [95] 4 Bits
Wednesday [0]	...	Wednesday [95]

4 Bits		4 Bits
Thursday [0] 4 Bits	...	Thursday [95] 4 Bits
Friday [0] 4 Bits	...	Friday [95] 4 Bits

Saturday

96 entries of recording profile numbers, each represents the recording profile for a 15 min time period. First entry is from 00:00 to 00:15. The following entries are for the following 15 min time periods until 24:00.

recording off 0
 recording profile 1 - 10
 number

Sunday

See 'Saturday' for details.

Monday

See 'Saturday' for details.

Tuesday

See 'Saturday' for details.

Wednesday

See 'Saturday' for details.

Thursday

See 'Saturday' for details.

Friday

See 'Saturday' for details.

2.267 CONF_HD_RECORDING_ACTIVE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0908	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.268 CONF_HD_RECORDING_REPORT

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a1c	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get recording report from actual primary recording on a cam,
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This comand reads the recording report of an actual running recording of a cam. The recording report contains information about RTP and VDP packets as well as VDP allocation of a running recording. The cam is specified by the num parameter.

Payload Structure

16	32
Version 1 Byte	Reserved 3 Bytes
Start Seconds 4 Bytes	
Start Milliseconds 4 Bytes	
VDP Allocation No Wait 4 Bytes	
VDP Allocation Wait 4 Bytes	
VDP Allocation Fail 4 Bytes	
Encoder Data... (see description)	
Encoder Data [...]	
Encoder Data ...	
Storage Data... (see description)	

Storage Data [...]	8	24
Storage Data ...		
Network Data... (see description)		
Network Data [...]		
Network Data ...		

Version

Version information.

Start Seconds

Timestamp in seconds since 2000 when the counting of recording data started.

Start Milliseconds

Milliseconds of the timestamp when the counting of recording data started.

VDP Allocation No Wait

Number of VDP allocation operation performed without waiting.

VDP Allocation Wait

Number of VDP allocation operation performed with waiting.

VDP Allocation Fail

Number of VDP allocation operation failed.

Encoder Data

Video RTP Packet Count 4 Bytes	16	32
Video Byte Count 4 Bytes		
Reserved 4 Bytes		

Audio RTP Packet Count 4 Bytes
Audio Byte Count 4 Bytes
Reserved 4 Bytes
Meta RTP Packet Count 4 Bytes
Meta Byte Count 4 Bytes
Reserved... 16 Bytes
Reserved ...
Reserved ...
Reserved ...

8 24

Video RTP Packet Count

Number of video RTP packets that are delivered to the recording.

Video Byte Count

Number of video bytes that are delivered to the recording.

Audio RTP Packet Count

Number of audio RTP packets that are delivered to the recording.

Audio Byte Count

Number of audio bytes that are delivered to the recording.

Meta RTP Packet Count

Number of meta RTP packets that are delivered to the recording.

Meta Byte Count

Number of meta bytes that are delivered to the recording.

Storage Data

16	32
Video VDP Packet Count 4 Bytes	
Video Byte Count 4 Bytes	
Reserved 4 Bytes	
Audio VDP Packet Count 4 Bytes	
Audio Byte Count 4 Bytes	
Reserved 4 Bytes	
Meta Packet Count 4 Bytes	
Meta Byte Count 4 Bytes	
Reserved... 16 Bytes	
Reserved ...	
Reserved ...	
Reserved ...	
8	24

Video VDP Packet Count

Number of video + audio VDP packets that are written to storage (since fw 4.0 there are vdp packets containing video and audio data mixed, these packets will be counted here and not in the 'Audio VDP Packet Count' field).

Video Byte Count

Number of video + audio bytes that are written to storage (since fw 4.0 there are vdp packets containing video and audio data mixed, these packet bytes will be counted here and not in the 'Audio Byte Count' field).

Audio VDP Packet Count

Number of audio VDP packets that are written to storage.

Audio Byte Count

Number of audio bytes that are written to storage.

Meta Packet Count

Number of meta VDP packets that are written to storage.

Meta Byte Count

Number of meta bytes that are written to storage.

Network Data

	16	32
	Bytes Read 4 Bytes	
	Bytes Write 4 Bytes	
	Reserved... 40 Bytes	
	Reserved [...]	
	Reserved ...	
8		24

Bytes Read

Number of Bytes that are read from storage.

Bytes Write

Number of Bytes that are written to storage.

2.269

CONF_HD_RECORDING_REPORT_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a4f	video line	yes	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get recording report from actual secondary recording on a cam, payload same as in command CONF_HD_RECORDING_REPORT	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

This payload equals the payload of the command 'CONF_HD_RECORDING_REPORT'

2.270 CONF_HD_RELOAD_PARTITION_FILE_INFO

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x091e	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.271 CONF_HD_REPLAY_AUTHENTICITY_OUT

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9f	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This message will be send from a replay session, if authenticity ckeck is enabled for that session

Payload Structure

16		32	
hash type 1 Byte	hash status 1 Byte	signature status 1 Byte	certificate status 1 Byte
start time sec 4 Bytes			
start time ms 4 Bytes			
start tz qh 1 Byte	reserved 1 Byte	start rtp sq nr 2 Bytes	
start rtp clock 4 Bytes			
last time sec 4 Bytes			
last time ms 4 Bytes			
last tz qh 1 Byte	reserved 1 Byte	last rtp sq nr 2 Bytes	
last rtp clock 4 Bytes			
8		24	

hash type

Hash type for authenticity check

none	0
md5	1
sha1	2
sha265	3

hash status

Hash status for authenticity check

missing	0
not checked	1
invalid	2
valid	3

signature status

Signature status

missing	0
not checked	1
missing certificate	2
invalid	3
valid	4

certificate status

Signing certificate status

not checked	0
unknown	1
invalid	2
trusted	3
owned	4

start time sec

Start time in seconds since 2000 utc of the sequence

start time ms

Start time milli seconds offset

start tz qh

Start time time zone offset in quarter hours (7 lowest bits), and sign (highest bit)

reserved

start rtp sq nr

Rtp sequence number of the first packet in the sequence

start rtp clock

Rtp clock of the first packet in the sequence

last time sec

Slast time in seconds since 2000 utc of the sequence

last time ms

Last time milli seconds offset

last tz qh

Last time time zone offset in quarter hours (7 lowest bits), and sign (highest bit)

reserved

last rtp sq nr

Rtp sequence number of the last packet in the sequence

last rtp clock

Rtp clock of the last packet in the sequence

2.272 CONF_HD_REPLAY_CERTIFICATES_LIST

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c12	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get certificates list of records, Replay Session ID is needed, see detailed description	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to query the certificates from the records of a camera via replay session (session ID required), in order to verify the signed video record data within that records. The response will deliver all certificates of the records and time intervall addressed by the specified replay session. The maximum size of the response can be limited by the caller but it will not exceed 16 kb for the certificates list. If the response payload size isn't enough to hold all valid certificates, a flag in the response will signal the existence of further certificates, which didn't fit in the response payload. A second query in that case with a smaller time interval may help to get the remaining certificates. The response will have a certificates list with several entries of different size, there are no gaps between the entries.

Request Payload Structure

16		32
Start Time 4 Bytes		
End Time 4 Bytes		
TZ QH 1 Byte	Reserved 3 Bytes	
Max List Len 4 Bytes		
8	24	

Start Time

Start time of the intervall in seconds since 2000 local time based on the Timezone offset in TZ QH

End Time

End time of the intervall in seconds since 2000 local time based on the Timezone offset in TZ QH

TZ QH

Timezone offset (from utc) in quarter hours as signed char value

Max List Len

Maximum size of the certificates list in response payload in bytes

Response Payload Structure

16			32
Start Time 4 Bytes			
End Time 4 Bytes			
TZ QH 1 Byte	Flags 1 Byte	Reserved 2 Bytes	
List Len 4 Bytes			
Certificate [0] (see description)			
...			
Certificate [N] (see description)			
8		24	

Start Time

Start time of the intervall in seconds since 2000 local time based on the Timezone offset in TZ QH

End Time

End time of the intervall in seconds since 2000 local time based on the Timezone offset in TZ QH

TZ QH

Timezone offset (from utc) in quarter hours as signed char value

Flags

	Mask	Name	Description
Bit 0	0x01	Max Length Exceeded	More certificates available, but the max length of the certificates list was exceeded

List Len

Size of the certificates list in response payload in bytes

Certificate

16			32
Timestamp 4 Bytes			
TZ QH 1 Byte	Reserved 1 Byte	Length 2 Bytes	
Certificate... <i>Length</i> Bytes			
Certificate ...			
8		24	

Timestamp

Local time in seconds since 2000

TZ QH

Timezone offset (from utc) in quarter hours as signed char value

Length

Length of the Certificates List Entry (certificate including these 8 bytes header infos)

Certificate

One certificate

2.273 CONF_HD_REPLAY_CUSTOM_SETTINGS

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b56	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read replay custom settings, see detailed,
Write	p_octet	user	Set replay custom settings, see detailed,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command is used to configure the behaviour of an existing replay session. A valid replay session id has to be provided.

Payload Structure

16	32
flags 4 Bytes	
flags mask 4 Bytes	
kbps max 4 Bytes	
time shift 4 Bytes	
8	24

flags

Flag field for configuring custom behavior of an replay session

	Mask	Name
Bit 13	0x00002000	aac 16 khz rtp clock
Bit 12	0x00001000	ignore start and end of files
Bit 11	0x00000800	transcode
Bit 10	0x00000400	set time shift
Bit 9	0x00000200	patch pic id
Bit 8	0x00000100	add rtp hdr extension
Bit 7	0x00000080	use UTC
Bit 6	0x00000040	L16 to G711
Bit 5	0x00000020	set kbps max

Bit 4	0x00000010	no rcp message
Bit 3	0x00000008	auto start
Bit 2	0x00000004	h264 only
Bit 1	0x00000002	dont send dummy pkt
Bit 0	0x00000001	patch rtp hdr

flags mask

Mask for the flag field, it is used to set only chosen values without changing the other values. To set a chosen value in the flag field, the corresponding flag in the flags mask has to be set also. All other setting will be left unchanged

kbps max

Set the max send data rate in kbit per seconds, 'set kbps max' flag has to be set in order to change that value.

time shift

Set time shift in seconds, 'set time shift' flag has to be set in order to change that value.

2.274 CONF_HD_REPLAY_ENCRYPTED_DATA

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c89	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.275 CONF_HD_REPLAY_EVENT_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x091f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command returns a list of recorded alarm events in backward order, since fw 4.0 events are only alarm state changes. Max size of the list is 128 entries. The command needs a valid replay session. The events start from the given end time (first 4 bytes of payload) in seconds since 2000. If the payload consists of at least 8 bytes and the bytes 5-8 are filled with the value 0xeeeeeeee the extended event structure is used in the response payload. Payload size with all optional parameters is 12 bytes (see "In Payload"). The response contains a flag field, containing the alarm flags, which give information about the alarm, which are activated at this event or if all alarms went to off state, if no one of the alarm flags were set. the flags also contains the time zone information with sign and number of quarter hours.

Request Payload Structure

16	32
search begin time 4 Bytes	
special field 4 Bytes	
earliest time 4 Bytes	
8	24

search begin time

Start time of the search in seconds since 2000. The search will proceed into the past.

special field

Optional parameter, if set to 0xeeeeeeee, the reply will contain data in extended event structure format. Any other value has no meaning yet.

earliest time

Optional parameter, Earliest time in seconds since 2000. The search won't search in record files, which lie before that time. The search will be performed on file which lie completely or partially within the search interval of earliest time and search begin time. If not set, the default will be 0.

Response Payload Structure

Event [0] (see description)
...
Event [N] (see description)

Event

'Event' payload for '??' = 'Simple Event' (??)

16	32
Event Time 4 Bytes	
Flags 4 Bytes	
8	24

Event Time

Seconds since 2000.

Flags

	Mask	Name	Description
Bit 31	0x80000000	time zone quarter hours sign	1 - negativ
Bit 30	0x40000000	time zone quarter hours	
Bit 29	0x20000000	time zone quarter hours	
Bit 28	0x10000000	time zone quarter hours	
Bit 27	0x08000000	time zone quarter hours	
Bit 26	0x04000000	time zone quarter hours	
Bit 25	0x02000000	time zone quarter hours	
Bit 24	0x01000000	time zone quarter hours	
Bit 3	0x00000008	Virtual alarm	(see CONF_VIRTUAL_ALARM_STATE)
Bit 2	0x00000004	Video Loss	
Bit 1	0x00000002	Input Alarm	
Bit 0	0x00000001	Motion Alarm	

Combined Values

Mask	Name	Description
0x7f000000	time zone quarter hours	

'Event' payload for '??' = 'Extended Event' (??)

Upper X 1 Byte	Upper Y 1 Byte	Lower X 1 Byte	Lower Y 1 Byte
Event Time 4 Bytes			
Residual milliseconds 4 Bytes			
Reserved 4 Bytes			
Flags 4 Bytes			
8		24	

Upper X

Specifies a bounding box (upper left corner and lower right corner). If an object can be associated with the alarm then the bounding box will be around this object otherwise the whole image is the bounding box. The values are normalized to the image size and are between 0 and 255. The origin of the coordinate system is the upper left corner of the image.

Upper Y

See 'Upper X' for details.

Lower X

See 'Upper X' for details.

Lower Y

See 'Upper X' for details.

Event Time

Seconds since 2000.

Flags

	Mask	Name	Description
Bit 31	0x80000000	time zone quarter hours sign	1 - negativ
Bit 30	0x40000000	time zone quarter hours	
Bit 29	0x20000000	time zone quarter hours	
Bit 28	0x10000000	time zone quarter hours	
Bit 27	0x08000000	time zone quarter hours	
Bit 26	0x04000000	time zone quarter hours	
Bit 25	0x02000000	time zone quarter hours	
Bit 24	0x01000000	time zone quarter hours	
Bit 3	0x00000008	Virtual alarm	(see CONF_VIRTUAL_ALARM_STATE)
Bit 2	0x00000004	Video Loss	
Bit 1	0x00000002	Input Alarm	
Bit 0	0x00000001	Motion Alarm	
Combined Values			
	Mask	Name	Description
	0x7f000000	time zone quarter hours	

2.276 CONF_HD_REPLAY_FAST_INTRA_DELAY

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x095e	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the delay (in 10ms) between the frames in intra only replay mode
Write	t_dword	user	Set the delay (in 10ms) between the frames in intra only replay mode
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.277 CONF_HD_REPLAY_FAST_INTRA_FPS

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ac2	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get max frames per second for intra only replay mode
Write	t_dword	user	Set max frames per second for intra only replay mode (0 = default)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.278

CONF_HD_REPLAY_FORENSIC_SEARCH_CANCEL

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b50	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	Cancel a forensic search, t_dword is the search id (result of search setup), session id is required	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.279

CONF_HD_REPLAY_FORENSIC_SEARCH_RESULT

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b0b	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is a messages command. It successively delivers the results of a forensic search request.

Payload Structure

16		32	
Forensic Search ID 4 Bytes			
Sequence Number 2 Bytes	Number of Events 1 Byte	Last Message 1 Byte	
Progress Time 4 Bytes			
Timezone 1 Byte	Event type 1 Byte	Reserved 2 Bytes	
Event [0] (see description)			
...			
Event [N] (see description)			
8		24	

Forensic Search ID

With the forensic search ID this event message can be assigned to the corresponding search request.

Sequence Number

The sequence number is increasing and missing packets can be detected.

Last Message

The last message byte is signalling that the search has been accomplished with this message.

Progress Time

This time informs about the progress of the search. The time is given in seconds since 1-1-2000 (local time). This time is updated every second (search time) and forces to throw this message. Hence, it can be expected that at least every second a message will be thrown.

Timezone

Timezone in quarter hours (signed byte in two's complement representation).

Event type

Object Event 0
Error Event 1

Event

'Event' payload for 'Event type' = 'Object Event' (0)

Begin 4 Bytes		
Duration 2 Bytes	Rule ID 1 Byte	Reserved 1 Byte
Event duration in ms 4 Bytes		
Object ID 4 Bytes		
Bounding Box 4 Bytes		

Begin

The beginning of the event is provided in local time in seconds since 2000 and milliseconds.

Duration

Duration of the event in ms.

Rule ID

The Rule ID informs which rule is related to this event.

Object ID

Object ID which has caused the alarm.

Bounding Box

Bounding box of object in normalized coordinates from 0 to 255. First, the upper left point is encoded then the lower right point of the bounding box. The coordinate (0,0) is the upper left corner of the image and the point (255,255) is the lower right corner of the image. The bounding box is from the begin time.

'Event' payload for 'Event type' = 'Error Event' (1)

Error type 1 Byte	Error text... 64 Bytes
	Error text ...
	Error text ...
	Error text ...

Error type

Values:

e_ForensicSearchErrorNone	0x00
e_ForensicSearchErrorInternal	0x02
e_ForensicSearchErrorNoMetaData	0x07
e_ForensicSearchErrorDataDoesNotMatch	0x08

Error text

The error text is a detailed description of the error. E.g. for syntax errors the line of the script and error type are mentioned.

2.280

CONF_HD_REPLAY_FORENSIC_SEARCH_SETUP

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b0a	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	user Setup a forensic search, see detailed description	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is related to a replay session. The replay session will start a forensic search with the provided ruleengine script.

In the successful mode the return payload consists of an unique 4 byte ForensicSearch ID which can be refound in the corresponding message (HD_REPLAY_FORENSIC_SEARCH_RESULT). In the case of an error the RCP_ERROR_COMMAND_SPECIFIC error is returned with an error code (see HD_REPLAY_FORENSIC_SEARCH_RESULT).

Request Payload Structure

16		32	
Start Time 4 Bytes			
End Time 4 Bytes			
Reserved 4 Bytes			
Script Length 2 Bytes		Script Mode 1 Byte	VCA Profile ID 1 Byte
Layer Mode 1 Byte	Flags 1 Byte	Layer Mask 2 Bytes	
Script Data... (see description)			
Script Data ...			
8		24	

Start Time

Start time of forensic search in seconds since 2000 (local time).

End Time

End time of forensic search in seconds since 2000 (local time).

Script Length

Length of the script. If the length of the script is zero a default search is performed, i.e. 'Detect any object or Detect any Flow or Detect any Motion'.

Script Mode

The mode defines how the configuration data has to interpreted. See detailed description of configuration data for each case below.

Rule Engine Configuration	0x00
Rule Engine Script Only	0x01
In Field Search	0x02
Crossing Line Search	0x03

VCA Profile ID

VCA profile id search is supported. The recommended profile id is zero resulting in an exhausting search over the given interval. With a non zero profile id the search speed can be increased because meta data recorded with different a profile are skipped.

Layer Mode

Flags

	Mask	Name	Description
Bit 3	0x08	Flag Clear Cache	Collected VCD packets will be deleted, next search will start new replay
Bit 2	0x04	Flag Cache Data	Collects compressed VCD data, next search will use collected VCD packets
Bit 1	0x02	Flag Verbose	Additional printouts
Bit 0	0x01	Flag Send	Send layer data

Layer Mask

The layer mask is only used if layer mode is set to 1.

Script Data

'Script Data' payload for 'Script Mode' = 'Rule Engine Configuration' (0x00)

In this mode the configuration data contains the whole rule engine configuration (eg including camera calibration). For more detailed information see the rcp command: CONF_VCD_OPERATOR_PARAMS.

'Script Data' payload for 'Script Mode' = 'Rule Engine Script Only' (0x01)

If the script mode is selected to "rule engine script only" the configuration data contains the rule engine script. The script is encoded in plain text. One of these examples can be used as a valid script.

Example: Any motion / flow / object in Field

```
Field #1 := { Point(50, 50) Point(100, 50) Point(100, 100) Point(50,
  100) };
FlowDetector #1 := { Field #1 };
MotionDetector #1 := { Field #1 };
external SimpleState #1 := DetectedFlow #1;
external SimpleState #2 := DetectedMotion #1;
external ObjectState #3 := InsideField #1;
```

Example: Object in Field

```
Field #1 := { Point(50, 50) Point(100, 50) Point(100, 100) Point(50,
  100) };
external ObjectState #1 := InsideField #1;
external Event #2 := OnSet ObjectState #1;
```

Example: Crossing Line

```
Resolution := { Min(-1,-1) Max(1,1) };
Line #1 := { Point(-0.5, -0.5) Point(0.5, 0.5) DebounceTime(0.50)
  Direction(1) };
external Event#2 := { CrossedLine #1 };
```

Example: Following Route

```
Route #2 := { Point(41, 117) Distance(5) Point(51, 87) Distance(9)
  Point(79, 74) Distance(5) Direction(1) MinPercentage(80)
  MaxGap(10) };
external Event #3 := { FollowedRoute #2 };
```

For more details, read the Bosch Query Language Specification.

'Script Data' payload for 'Script Mode' = 'In Field Search' (0x02)

Upper left x-coordinate 2 Bytes	Upper left y-coordinate 2 Bytes
Lower right x-coordinate 2 Bytes	Lower right y-coordinate 2 Bytes
Debounce time 2 Bytes	Field flags 2 Bytes
8	24

A field search is define by two normalized points. Each point is normalized between 0 and 65535. The upper left corner of the image has the coordinates (0,0) and the lower right corner (65535,65535). Additionally, debounce time and intersection mode can be addressed.

Debounce time

The debounce time is given in units of 10 ms.

Field flags

	Mask	Name	Description
Bit 1	0x0002	Field mode	BaryCenter (0, default) or Boundingbox (1)
Bit 0	0x0001	Object mode	Intersection (0, default) or Covering (1)

'Script Data' payload for 'Script Mode' = 'Crossing Line Search' (0x03)

Upper left x-coordinate 2 Bytes	Upper left y-coordinate 2 Bytes	
Lower right x-coordinate 2 Bytes	Lower right y-coordinate 2 Bytes	
Debounce time 2 Bytes	Direction 1 Byte	Reserved 1 Byte
8	24	

A line crossing search is define by two normalized points. Each point is normalized between 0 and 65535. The upper left corner of the image has the coordinates (0,0) and the lower right corner (65535,65535).

Debounce time

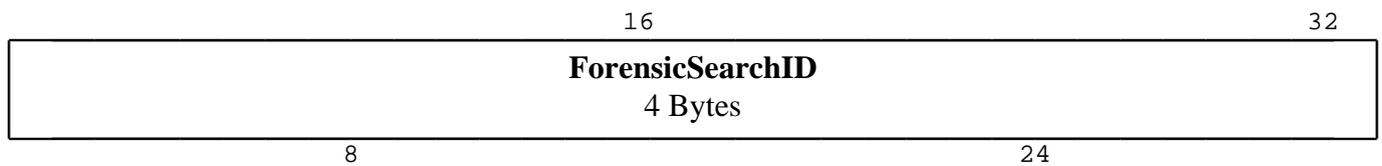
The debounce time is given in units of 10 ms.

Direction

One can choose whether any object which passes the line triggers an event or whether only objects which pass from left to right respectively right to left are relevant:

Any Direction	0	Any object which passes the line triggers an event
Left To Right	1	Only objects which pass from left to right triggers an event
Right To Left	2	Only objects which pass from right to left triggers an event

Response Payload Structure



Command Specific Errors

e_ForensicSearchErrorNone	0x00
e_ForensicSearchErrorScriptTooLong	0x01
e_ForensicSearchErrorInternal	0x02
e_ForensicSearchErrorNoRuleSelected	0x03
e_ForensicSearchErrorREConfiguration	0x04
e_ForensicSearchErrorSyntax	0x05
e_ForensicSearchErrorMemory	0x06

2.281 CONF_HD_REPLAY_LIVE

[API: replay control]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0963	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get replay connection live mode	
Write	t_dword	user	Set a replay connection to live mode (only supported with transcoder) 1:=on, 0:= off replay commands like start or seek terminate the live mode	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.282 CONF_HD_REPLAY_MOTION_SAMPLES

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x095d	None	no	no
Datatype	Access Level	Description	
Read	p_octet	Obsolete	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.283 CONF_HD_REPLAY_PREFETCH_JPEGS

[API: replay control]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b55	None	no	no
	Datatype	Access Level	Description	
Read	-	-	Unavailable	
Write	p_octet	user	SessionID required, 16bytes header (1byte jpeg quality 0-100, 1byte reserved, 2bytes jpeg height in pixel, 12bytes reserved), N times seconds_since_2000 (each 4bytes)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.284 CONF_HD_REPLAY_SEEK_IFRAME

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0907	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_int	user Set the replay pointer to the beginning of the next frame/last I-Frame(s); parameter t_int -1 back to last iframe, 1 to next frame; Session ID is needed	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.285 CONF_HD_REPLAY_SEEK_TIME

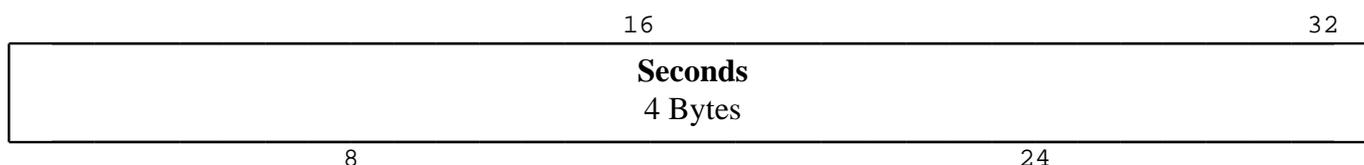
[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0905	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command will return a write error if the timeposition is outside a recording set. The Session ID is needed.

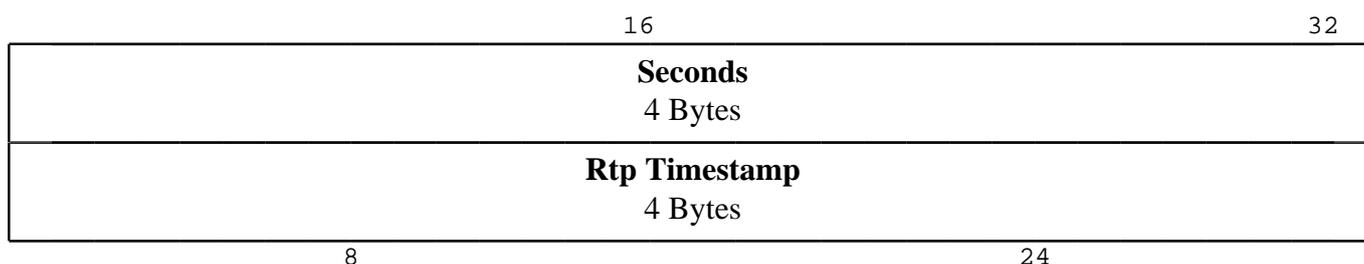
Payload Structure



Seconds

Absolute time in seconds since 1.1.2000 00:00h.

Message Payload Structure



Seconds

Absolute time in seconds since 1.1.2000 00:00h.

Rtp Timestamp

Rtp timestamp of the first replayed RTP packet of this second.

Write Payload Structure

Optional, instead of above payload structure

Seconds 4 Bytes		
Miliseconds 2 Bytes	Flags 1 Byte	Payload 1 Byte
Conf_roi... (see description)		
Conf_roi ...		
Reserved... 16 Bytes		
Reserved ...		
Reserved ...		
Reserved ...		

Seconds

Absolute time in seconds since 1.1.2000 00:00h.

Flags

	Mask	Name	Description
Bit 2	0x04	Sec Accuracy	seek time accuracy to seconds (transcoder case only)
Bit 1	0x02	Iframe Preview	sends the Iframe on the seek position (transcoder case only)
Bit 0	0x01	Time Zone	payload contains the timezone as quarter hours offset (signed char)

Payload

One payload byte, content depends on the flags field

Conf_roi

Select region of interest hPos,vPos,hSize,vSize (each entry 2 bytes): starting left upper edge, each 2bytes 0..32768, vSize==0 means keep aspect ratio

16		32	
hPos 2 Bytes		vPos 2 Bytes	
hSize 2 Bytes		vSize 2 Bytes	
8		24	

2.286 CONF_HD_REPLAY_SEQUENCE_VERIFY

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c23	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Verifies authenticity of the replayed video records if enabled, sets the enabled verification flags: 0x1 - hash verify, 0x2 - signature verify, 0x4 - certificate verify
Write	t_dword	user	Verifies authenticity of the replayed video records if enabled, sets the enabled verification flags: 0x1 - hash verify, 0x2 - signature verify, 0x4 - certificate verify
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.287 CONF_HD_REPLAY_SIZE_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0906	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3	CPP13		
Available	yes	yes	

Description

Replay session id required. Start time and stop time has to be within one file.

Request Payload Structure

16	32
Starttime 4 Bytes	
Stoptime 4 Bytes	
8	24

Starttime

In seconds since 2000.

Stoptime

In seconds since 2000.

Response Payload Structure

16	32
Max Size... 8 Bytes	
Max Size ...	
Min. Number Of Rtp Packets 4 Bytes	
8	24

Max Size

Max size in bytes on storage, including recording overhead, replay stream size will be less.

Min. Number Of Rtp Packets

Minimum number of rtp packets Will tend to be more

2.288 CONF_HD_REPLAY_START

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0902	None	yes	no
Datatype	Access Level	Description	
Read t_int	minimal	Returns t_int parameter in percent of realtime replay (default +100%); 0 if suspended or stopped; Session ID is needed	
Write t_int	user	Start a HD replay at the current position; t_int parameter in percent of realtime replay (default +100%); negative values will result in a reverse replay; Session ID is needed	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.289 CONF_HD_REPLAY_START_EX

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c74	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	user Start a HD replay at the current position; 32 bytes: 4Bytes int parameter in percent of realtime replay (default +100%); negative values will result in a reverse replay; 1byte flags, 1 byte cseq, remaining reserved, Session ID is needed	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.290 CONF_HD_REPLAY_STOP

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0903	None	yes	no
Datatype	Access Level	Description	
Read	f_flag	minimal	1=replay is stopped; 0=replay is in progress
Write	f_flag	user	Stop a current HD replay; replay pointer will not be affected; Session ID is needed
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.291 CONF_HD_REPLAY_STOP_TIME

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0904	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command will return a write error if the timeposition is outside a recording set. The Session ID is needed. A value of zero clears the stop marker.

Payload Structure

	16		32
Seconds			
4 Bytes			
Milliseconds			
4 Bytes			
8		24	

Seconds

Absolute time in seconds since 1.1.2000 00:00h.

2.292 CONF_HD_REPLAY_VCD_CONFIG_ID

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5f	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Requested vcd config 0=all data, 1=config1 data, 2=config2 data, ..; replay session id required
Write	t_dword	user	Requested vcd config 0=all data, 1=config1 data, 2=config2 data, ..; replay session id required
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.293 CONF_HD_REPLAY_VCD_LAYER

[API: replay control]

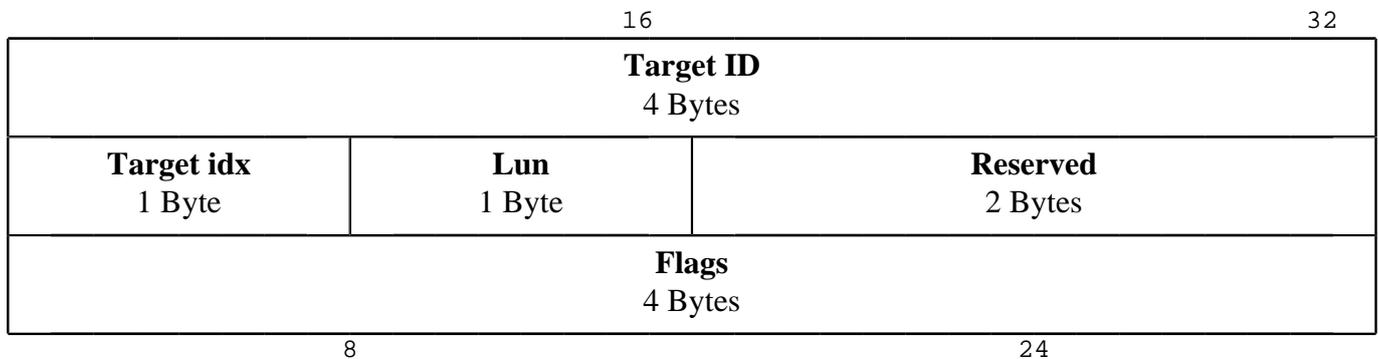
Tag Code	Num Descriptor	Message	SNMP Support
0x09c8	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Requested vcd layer 0=no vcd data, 1=layer1, 2=layer2, ...; replay session id required
Write	t_dword	user	Requested vcd layer 0=no vcd data, 1=layer1, 2=layer2, ...; replay session id required
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.294 CONF_HD_SET_VRM_LOCK

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5d	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Write or clear the vrm lock.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure



Target ID

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

Target idx

Target index of the storage device

Lun

Lun of the storage device

Flags

	Mask	Name
Bit 0	0x00000001	SET_VRM_LOCK

2.295 CONF_HD_SIZE_MB

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x090c	yes	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Read the total size of a local storage in megabytes	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Num Descriptor Values

usb	5
iof	8
cf	9
sd	11
span files	12
sd2	18

2.296

CONF_HDD_RECORD_ALARM_RING_INIT_SIZE

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cdf	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Initial alarm ring size on storage in MB (min 1 MB, max 128 MB, default 16 MB)	
Write t_dword	service	Initial alarm ring size on storage in MB (min 1 MB, max 128 MB, default 16 MB)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.297 CONF_HDD_RECORD_ENCRYPTION

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c80	record index 1 (primary) or 2 (secondary)	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Hdd record encryption (span encryption only) : bit 0 -> line 1; bit 1 -> line 2; bit n - 1 -> line n
Write	t_dword	service	Enable the hdd encryption (span encryption only) : bit 0 -> line 1; bit 1 -> line 2; bit n - 1 -> line n (0 - disabled (default streaming gateway), 1 - enabled (standard default)), additional a valid certificate for usage record encryption required in order to have a working record encryption
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.298 CONF_HDD_VCD_CACHE_SIZE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b79	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to configure the size of the vcd cache on a span for recording. The size parameters are relative to 1 GB span size. If recording is running on spans with different sizes than 1 GB, the values will be internally scaled to the proper size, so it will also work for different span sizes. The usage of a vcd cache on spans will cause space overhead on a storage, so it is possible to switch it off by setting both values to 0. If enabled, the recording will use these values to adjust the size of the vcd cache on spans. The used adjusted sizes will be then limited by these two values, upper limit and lower limit. The adjustment starting value will be between these two values. While recording, the space used for cached vcd data will be measured and after each span switch, the size will be adjusted by using the measurement values for new mounted spans in order to avoid overhead. It is also possible to set a fixed size for the vcd cache by this command by setting the upper and lower limit to equal values. The default value for the command is 1 for lower limit and 128 for upper limit. For read direction an input payload is needed same as the described payload but only line and rec idx are required, the remaining part of the payload can be clipped away.

Payload Structure

16	32
line 2 Bytes	rec idx 2 Bytes
lower size limit 2 Bytes	upper size limit 2 Bytes
8	24

line

Line from 1 to n.

rec idx

Rec index: 1 - primary recording, 2 - secondary recording.

lower size limit

Lower size limit of used vcd cache buffer on recording spans in 64 kb units per 1 GB span. Allowed values from 1 to 4096, 0 to disable cache.

upper size limit

Upper size limit of used vcd cache buffer on recording spans in 64 kb units per 1 GB span. Allowed values from 1 to 4096, 0 to disable cache.

2.299 CONF_HEATER_MODE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b0c	None	no	no
Datatype	Access Level	Description	
Read	t_octet	user	Read the heater mode
Write	t_octet	user	Write the heater mode
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

off	0
on	1
auto	2

2.300 CONF_HOST_NAME

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cda	None	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Read the host name
Write	p_unicode	service	Set host name (max 128 unicode character)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.301 CONF_HSTS_ENABLED

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c07	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the HSTS state (0=OFF, 1=ON 2=on + Http port redirect to HTTPS when HTTP port is also set to 0
Write	t_dword	service	Set the HSTS state (0=OFF, 1=ON 2=on + Http port redirect to HTTPS when HTTP port is also set to 0
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.302 CONF_HTTP_LIVE_AUDIO

[API: http live streaming]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b46	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Audio enabled for HTTP Live Streaming yes or no
Write	f_flag	service	Audio enabled for HTTP Live Streaming yes or no
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.303 CONF_HTTP_LIVE_BITRATE

[API: http live streaming]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b45	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the bitrate in kBit the HTTP Live Streaming has allocated buffers for	
Write	t_dword	service	Set the bitrate in kBit the HTTP Live Streaming should allocate buffers for (max bitrate given in init gen)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.304 CONF_HTTP_SESSION_COOKIE_NAME

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0xD07c	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read session cookie name
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.305 CONF_HUMIDITY_VALUE

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c61	humidity sensor (1...x)	no	no
	Datatype	Access Level	Description	
Read	t_dword	user	Value of the humidity sensor specified by numdes (humidity 0 ... 100.00 % maps onto values 0 ... 10000)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.306 CONF_IGMP_VERSION

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e5	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read the igmp(internet group management protocol) version,
Write	t_octet	service	Set the igmp version,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Values:

Automatic from network	0
Version1	1
Version2	2
Version3	3

2.307 CONF_ILLUMINATION_INTENSITY

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c22	illuminator nbr	no	no
	Datatype	Access Level	Description	
Read	t_word	minimal	Get the white-light illumination intensity; range is from 1-100; 1->darkest; 100->brightest	
Write	t_word	user	Set the white-light illumination intensity; range is from 1-100; 1->darkest; 100->brightest; (notice: to switch the illuminator on/off, use command CONF_ILLUMINATOR_STATE)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.308 CONF_ILLUMINATOR_OPTIONS

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c1c	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Returns the number of installed white-light illuminators and their capabilities; 1st WORD: number of illuminators; 2nd WORD: capabilities of first illuminator, 3rd WORD: capabilities of second illuminator..., etc.; Available capabilities: bit0=dimnable (by CONF_ILLUMINATION_INTENSITY)	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.309 CONF_ILLUMINATOR_STATE

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c1d	illuminator nbr	yes	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get state of white-light illumination; 0=illuminator off; 1=illuminator on	
Write	t_dword	user	Switch white-light illumination; 0=illuminator off; 1=illuminator on; (notice: to change the illumination intensity, see command CONF_ILLUMINATION_INTENSITY)	
CPP6/ CPP7/ CPP7.3			CPP13	
Available	yes		no	

2.310 CONF_INFO_STAMP_VAL

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc0	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	t_octet	user	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.311 CONF_INPUT_PIN_NAME

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0108	alarm input	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Read the description for an input alarm
Write	p_unicode	service	Set the description for an input alarm (max 32 unicode characters)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.312 CONF_INPUT_PIN_STATE

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01c0	alarm input	yes	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	0=alarm input off; 1= alarm input on	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.313 CONF_INPUT_SOURCE_VAL

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0086	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	1: camera; 2: vcr; 3: color_plane; 4: auto
Write	t_octet	service	1: camera; 2: vcr; 3: color_plane; 4: auto
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.314 CONF_INSTALLER_SEQUENCE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b0f	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	
Write	t_dword	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Values:

installer sequence deactivated 0
installer sequence allowed 1

2.315 CONF_INTERNAL_STORAGE_ENCRYPTION

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c43	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Enable : 1 or disable : 0 the xts encryption (no influence on device with permanent encryption)
Write	t_octet	service	Enable : 1 or disable : 0 the xts encryption (no influence on device with permanent encryption)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.316 CONF_IP

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0001	0, 1 primary ip, 2 auto ip (read direction)	no	no
Datatype	Access Level	Description	
Read	t_dword	always_legacy	Read the unit's IP address
Write	t_dword	service	Set the unit's IP address
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.317 CONF_IP_STR

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x007c	0, 1 primary ip, 2 auto ip (read direction)	no	no
Datatype	Access Level	Description	
Read	p_string	always_legacy	Read the unit's IP address using string notation (xxx.xxx.xxx.xxx)
Write	p_string	service	Set the unit's IP address using string notation (xxx.xxx.xxx.xxx)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.318 CONF_IP_V6_PREFIX_LEN

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b05	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Get unit's IPv6 address prefix length (Manually assigned IP)
Write	t_octet	service	Set unit's IPv6 address prefix length (Manually assigned IP)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.319 CONF_IP_V6_STR

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b06	None	no	no
Datatype	Access Level	Description	
Read	p_string	always_legacy	Manually assigned IPv6 String or domain name
Write	p_string	service	Manually assigned IPv6 String or domain name
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.320 CONF_IPV4_ENABLE

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf0	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Enable or disable IPv4 support,
Write	t_dword	service	Enable or disable IPv4 support,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

Values:

IPv4 enabled	1
IPv4 disabled	0

2.321 CONF_IPV4_FILTER

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b3c	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read the list of 2 allowed pairs of one IPv4 address and a corresponding IPv4 mask (addresses and masks in network byte order; filled completely with 0.0.0.0 entries, if disabled; in case only first entry is used, the second is filled with 0.0.0.0 / 0.0.0.0, order is address1, mask1, address2, mask2)
Write	p_octet	service	Write the list of 2 allowed pairs of one IPv4 address and a corresponding IPv4 mask (addresses and masks in network byte order; filled completely with 0.0.0.0 entries, if disabled; in case only first entry is used, the second is filled with 0.0.0.0 / 0.0.0.0, order is address1, mask1, address2, mask2)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.322 CONF_ISCSI_AUTH

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ab0	None	no	no
Datatype	Access Level	Description	
Read	p_octet	user	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Authentication Descriptor (see description)

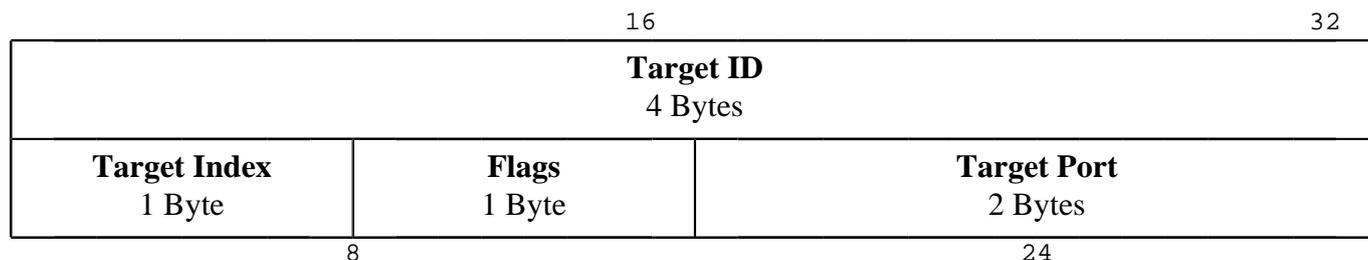
Authentication Descriptor

This Authentication Descriptor can, but must not, repeat up to 2 times on camera and encoder devies an up to 16 times on Windows Generic variants.

16	32
Target Address... (see description)	
Target Address ...	
Type 4 Bytes	
Params... (see description)	
Params [...]	
Params ...	
8	24

Target Address

The address of the iscsi target. If this field is set to zero, it is used as the default entry for authenticaion.



Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES). If this field is set to -1 (0xFFFFFFFF), this descriptor is used for all remaining targets, for that no explicit descriptor is provided (default).

Target Index

The target index of the iscsi target. If this field is set to -1 (0xFF), this descriptor is used for all remaining iscsi targets with the same ip, for that no explicit descriptor is provided (default).

Flags

	Mask	Name
Bit 1	0x02	Not For Target
Bit 0	0x01	HTTP Tunnel

Target Port

The port of the iscsi target. If this value is set to zero, the port configured in CONF_ISCSI_PORT is used.

Note: For an iscsi session, all authentication descriptors are searched for the target address. If this address is found, the authentication information is used. If that descriptor is not found, but the array contains a descriptor with the same ip and the target index set to default (0xFF), the information in this record is used instead. If that descriptor is not found, but the array contains an descriptor with the ip address set to default (0xFFFFFFFF), the information in this record is used instead. If that descriptor is not found, no authentication will be performed for that iscsi session.

Type

None	0
CHAP	1
SMB (not supported)	2

Params

This field with the the two entries for user and password only need to be in place when "Type" is set to "CHAP" (1).

Username and password is presented as ASCII string with fixed length of 64 characters. Not used trailing characters must be filled with null character.

'Params' payload for 'Type' = 'CHAP'

16	32
User... 64 Bytes	
User [...]	
User ...	
Password... 64 Bytes	
Password [...]	
Password ...	
8	24

User

The user name that is used for authentication.

Password

The password that is used for authentication (CHAP: N = 64 Bytes, SMB: N = 32 Bytes).

Note: On a read command, the characters of the password are replaced by the '*'. On a write command, the password is only stored, if not all characters equal the '*' sign. Otherwise the old stored value is retained.

2.323 CONF_ISCSI_DATARATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b00	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	KBit/s the ISCSI should transmit as maximum (0:=no limit send all data at once)
Write	t_dword	service	KBit/s the ISCSI should transmit as maximum (0:=no limit send all data at once)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.324 CONF_ISCSI_DISCOVERY

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09cc	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Performs a discovery and returns the result in an XML-like string; parameter ip (DWORD) and reserved (64 char) structure in p_octet	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.325 CONF_ISCSI_DISV_CACHE

[API: iscsi]

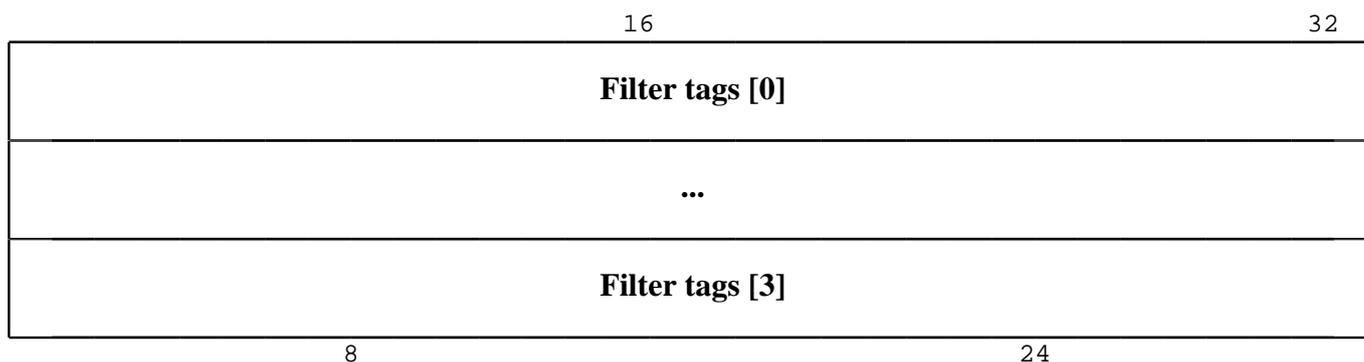
Tag Code	Num Descriptor	Message	SNMP Support
0x0c30	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read out discovery cache entry.
Write	p_octet	service	Write one discovery cache entry.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to read and write individual entries of the discovery cache.

The command supports reading and writing cache entries.

Read Payload Structure



On input you can provide one, two or all three of the following tags. With these tags you can define filters for the cache entries returned. The payload of the response is sequence of Cache Entry structure as described below.

If provide no parameters (no tag) the command returns all known IP of all target indexes and LUNs in the discovery cache. Be aware, that the output could get too long for the output buffer and there might be missing entries.

If you provide only the IP address tag, the command will return all targets and all known LUNs and the paths for the given IP address in the discovery cache.

If you provide both IP address and a target index tag, the command will return all known LUNs and all the paths for this target in the discovery cache.

If you only provide a LUN number, the paths for this LUN in all discovery cache entries will be returned. There is a reserved LUN number 0xFFFFFFFF which will always return only the first LUN of an entry in the discovery cache. If you provide this reserved LUN number without an IP address, you will get all entries in the discovery cache with only the paths for the first LUN. This is a good way to get the IP and target index of all known targets in the discovery cache without overflowing the output buffer.

If you provide an IP address, a target index and a LUN number the command will return only the paths for this target and the given LUN.

If there is no cache entry available which matches the given filter, the command returns the 'Tag 0x0003: No entry available' tag. In case of this command the tag always return 0x00000000 as error code (no error).

Filter tags

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

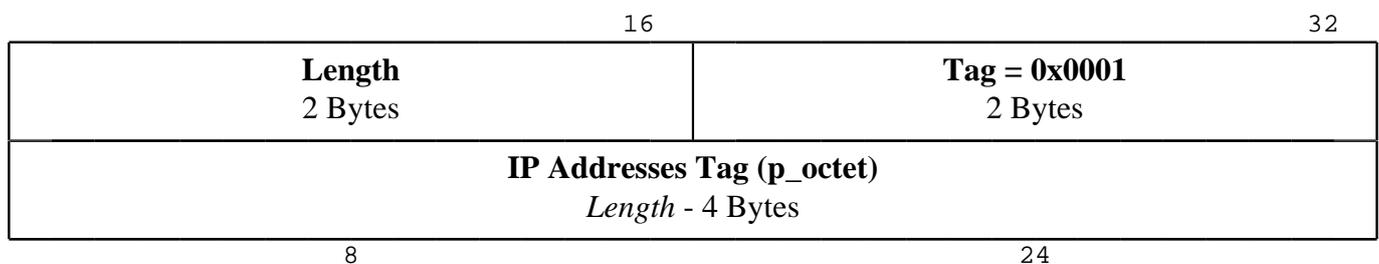
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

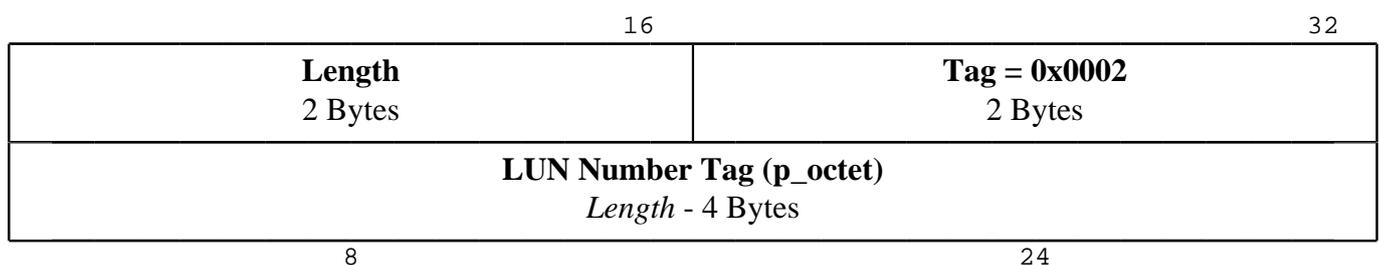
Tag 0x0001: IP Addresses Tag

Can have the length 0x0008 (IPv4) or 0x0014 (IPv6).



Tag 0x0002: LUN Number Tag

must have the length 0x0008 and must contain a 32bit LUN number in network order.



ISCSI_ERR_TARGET_NOT_FOUND	0x43
ISCSI_ERR_SOCK	0x5f
ISCSI_ERR_TARG_PM	0x6f
ISCSI_SOCK_CLOSED	0x7f
ISCSI_ERR_TCP_CONN_RST	0x8f
ISCSI_ERR_INTR_NOT_SUPP	0x9f
ISCSI_ERR_IP_ZERO	0xa0
ISCSI_ERR_OUT_OF_RES	0xa1

Response/Write Payload Structure

CacheEntry

In write direction the command expects the Cache Entry encoding described below. This encoded cache entry is written to the discovery cache. Cache entries which are written with this command are stored in persistent cache and are persistent over a device reset.

In write direction this command must carry a valid external instance bitmask which has to be unequal 0. If it is 0 the command is returned with an error.

To delete such an entry you must provide the Cache Entry encoding with only the target IP, target index and external instance tag. The entry is cleared, when all external instance bits are cleared.

Every cache entry is started with a surrounding start tag (0x8009) followed by the IP for which this entry was generated (tag 0x000a). After this IP entry the target index is indicated to resolve a unique target on this IP (tag 0x000b). A surrounding tag (0x8008) marks one LUN entry which has several path entries, each surrounded by a 0x8004 tag.

If there is no entry the 'Tag 0x0003: No entry available' tag is returned."

CacheEntry

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

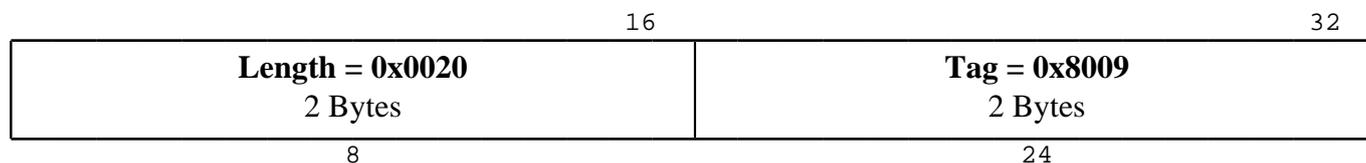
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

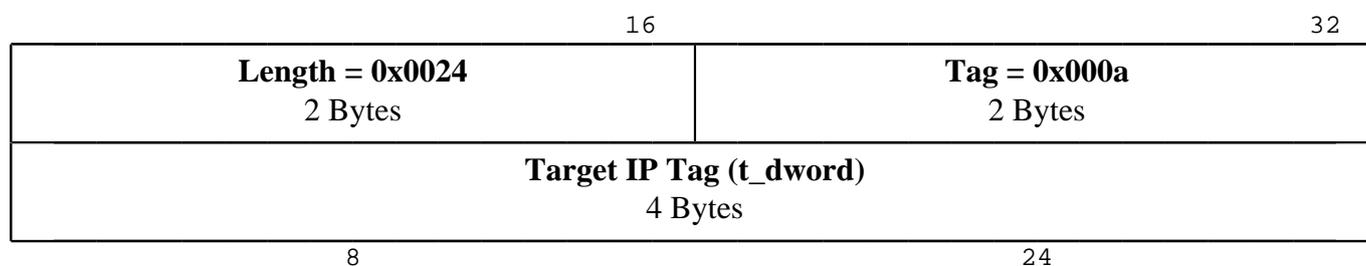
Tag 0x8009: Cache Entry Tag

Each cache entry start with this tag and is followed by an target IP tag. If there is no multipathing information, there will be no following 'LUN entry tags'.



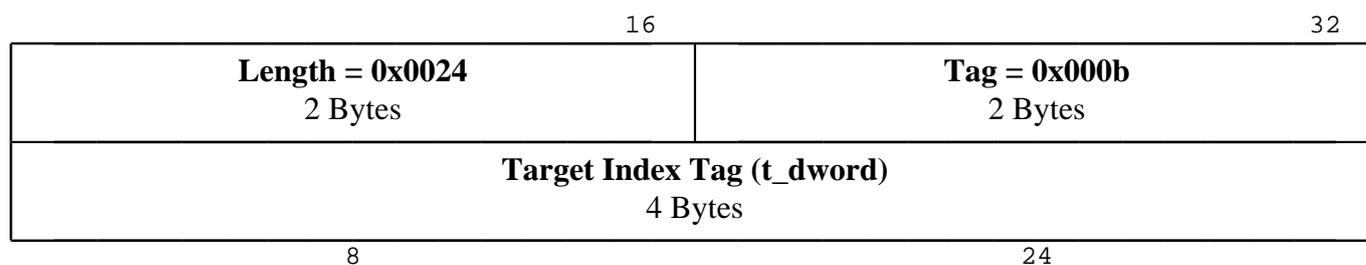
Tag 0x000a: Target IP Tag

Original or main IP address of the iSCSI target. Through this IP the session was initially created. If the length field is 8 the payload is a IPv4 address (network byte order). If the length field is 20 the payload contains IPv6.

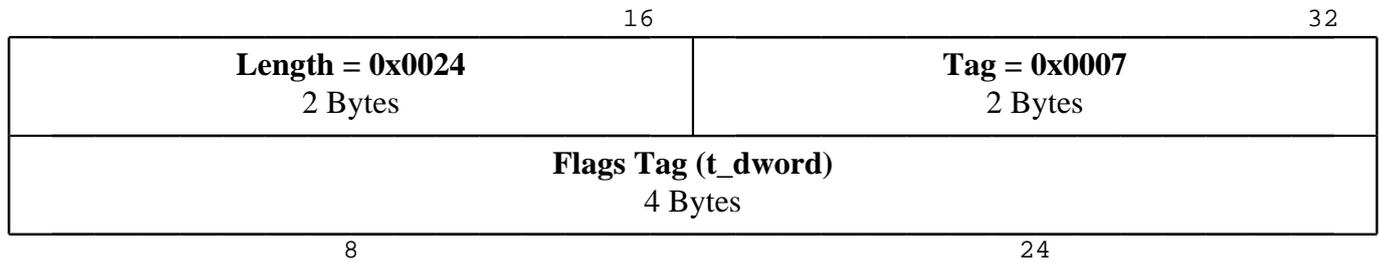


Tag 0x000b: Target Index Tag

Target index on the main IP. This is the index of the target if there are multiple targets available on one IP.



Tag 0x0007: Flags Tag



Enclosed by tag: Path Entry Group Tag

	Mask	Name	Description
Bit 3	0x00000008	Fallback Path	This path is not optimal and should only be used as backup path in case of all preferred paths fail.
Bit 2	0x00000004	Active Path	This path is an active path (but maybe not preferred if bit 1 is cleared).
Bit 1	0x00000002	Preferred Path	This path is a preferred path
Bit 0	0x00000001	TPGS Supported	Target supports TPGS (Target Portal Group Support) on this path. Necessary for proper multipathing support.

2.326 CONF_ISCSI_FLUSH_DISVCACHE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c19	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service Flush the iSCSI discovery cache. See detailed description	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command flushes one entry in iSCSI discovery cache. Providing an IP and target index is mandatory.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

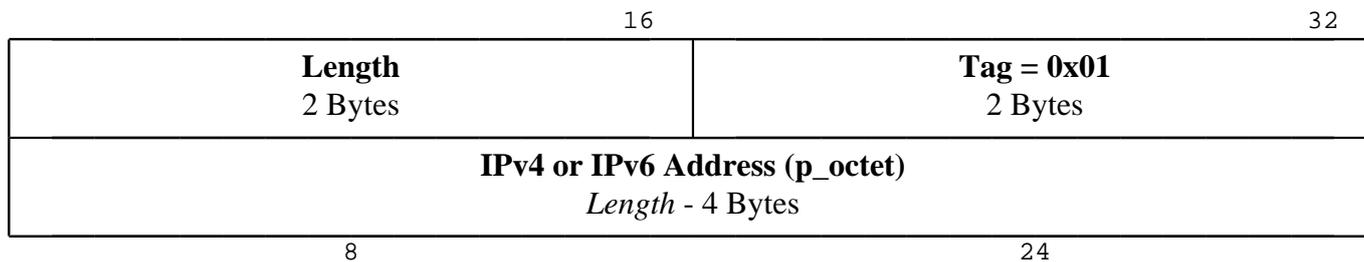
Length

Length of tagged value including length and tag field

Tag

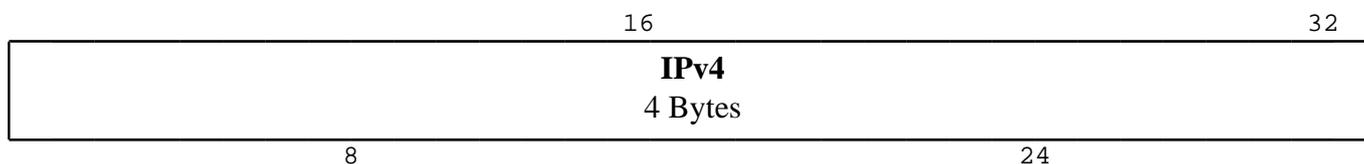
Tag specifying the encoding and meaning of the value

Tag 0x01: IPv4 or IPv6 Address

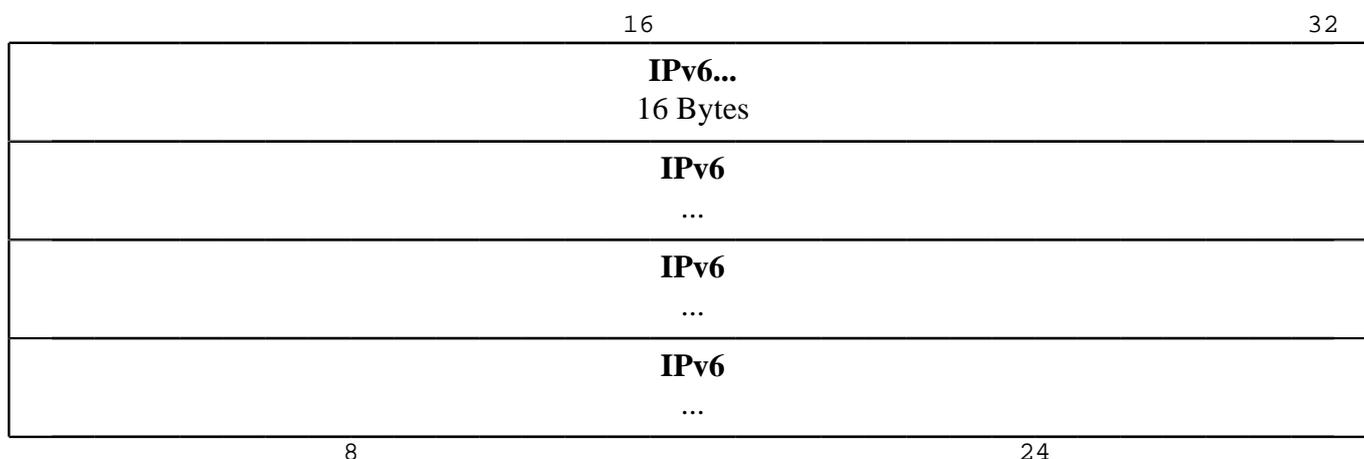


IPv4 or IPv6 Address

Payload for 'Length' = '8'

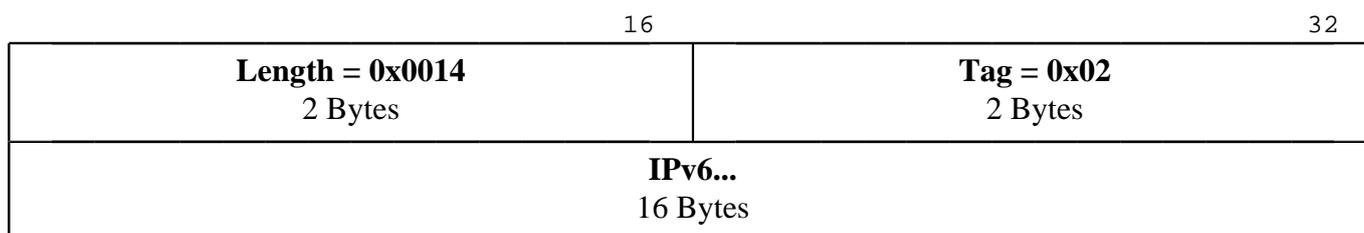


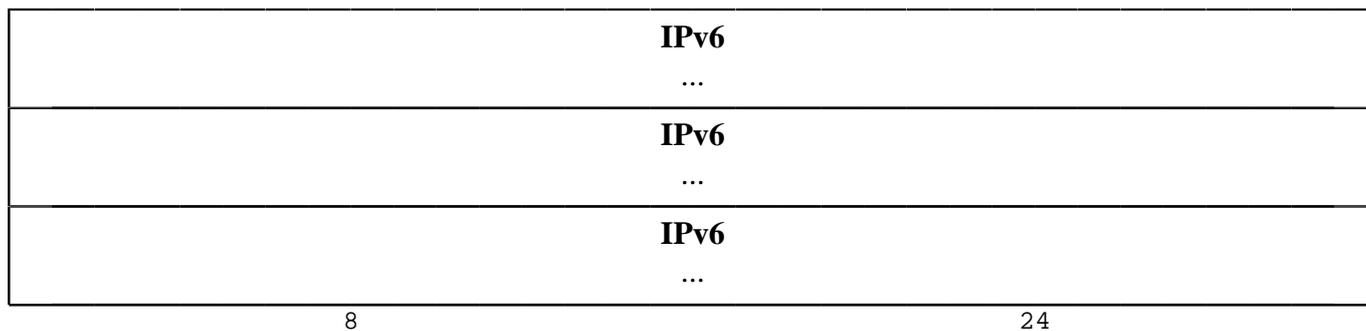
Payload for 'Length' = '20'



Tag 0x02: IPv6 Address

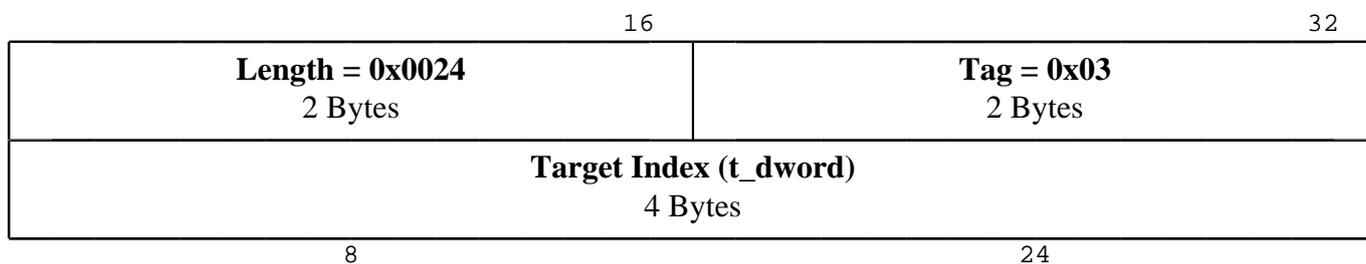
The payload contains an IPv6 address in network byte order which is to be flushed in the discovery cache.





Tag 0x03: Target Index

The payload of this tag contains a target index. If there are multiple targets on one IP you can flush the cache for individual target entries by passing the target index in network byte order.



2.327 CONF_ISCSI_INITIATOR_NAME

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d8	None	no	no
Datatype	Access Level	Description	
Read p_string	always_legacy	Returns the used initiator name; only applicable when iSCSI is connected	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.328 CONF_ISCSI_INITIATOR_NAME_EXTENTION

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d9	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Returns the used initiator name extention; used for identification only
Write	p_string	service	Set the used initiator name extention; used for identification only
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.329 CONF_ISCSI_IP

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09aa	None	no	no
Datatype	Access Level	Description	
Read	t_dword	Deprecated in fw > 4.00	
Write	t_dword	Deprecated in fw > 4.00	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.330 CONF_ISCSI_LOCK_OVERRIDE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d2	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	
Write	p_string	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Target N Bytes

Format of Payload String

Target_Id:Target_Idx:Lun

	Max. Length	Limits	Description
Target_Id			IPv4 address of the target as string like x.x.x.x
Target_Idx		>= 1	Target index of the target at the given IP
Lun		>= 1	Number of the LUN the lock should be overwritten

Note: The datatype of this command was FLAG and changed to STRING with fw 2.50. The target_id needs to be resolved by rules configured by CONF_TARGET_ID_RESOLVE_RULES. In older version the target id was the ipv4 address, which is now the default rule for target id resolving. The string format of the target id is the same as of the ipv4.

2.331 CONF_ISCSI_LOCK_RELEASE_ON_LEAVE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e4	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Returns wheather the next iSCSI logout should use the release action
Write	f_flag	service	Advices the iSCSI initiator to release a lock at the target lun when the storage medium transitions away from iSCSI; this option clears its value after a successful release
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.332 CONF_ISCSI_LOWERDATARATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b47	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	KBit/s the ISCSI lower Limit for the Iscsi Data rate Throttling
Write	t_dword	service	KBit/s the ISCSI lower Limit for the Iscsi Data rate Throttling
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.333 CONF_ISCSI_LUN

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ac	None	no	no
Datatype	Access Level	Description	
Read	t_dword	Deprecated in fw > 4.00	
Write	t_dword	Deprecated in fw > 4.00	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.334 CONF_ISCSI_MNI

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aa0	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Monitor iscsi targets.
Write	p_octet	service	Monitor iscsi targets.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Use this command to monitor iscsi targets.

If you write this command, all the targets of the request packets are added/delete to the current monitoring list.

If you read this command, you will get the description of all currently monitored iscsi targets in the response packet.

Every time the status of a monitored target changes, a message is sent out with the current status of this target.

Request Payload Structure

Target Descriptor [0] (see description)
...
Target Descriptor [N] (see description)

Target Descriptor

16	32
Target Address... 8 Bytes	
Target Address ...	
Action 1 Byte	Reserved... 19 Bytes
Reserved ...	

Reserved ...
Reserved ...
Reserved ...
8 24

Action

Delete	0x00
Add	0x01

Response Payload Structure

Target Descriptor [0] (see description)
...
Target Descriptor [N] (see description)

Target Descriptor

16 32				
Target Address... 8 Bytes				
Target Address ...				
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; padding: 5px;">Action 1 Byte</td> <td style="text-align: center; padding: 5px;">Status 1 Byte</td> <td style="text-align: center; padding: 5px;">Error 1 Byte</td> <td style="text-align: center; padding: 5px;">Reserved 1 Byte</td> </tr> </table>	Action 1 Byte	Status 1 Byte	Error 1 Byte	Reserved 1 Byte
Action 1 Byte	Status 1 Byte	Error 1 Byte	Reserved 1 Byte	
Starttime 4 Bytes				
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; padding: 5px;">Session Status 1 Byte</td> <td style="text-align: center; padding: 5px;">Session Error 1 Byte</td> <td style="text-align: center; padding: 5px;">Reconnects 2 Bytes</td> </tr> </table>	Session Status 1 Byte	Session Error 1 Byte	Reconnects 2 Bytes	
Session Status 1 Byte	Session Error 1 Byte	Reconnects 2 Bytes		

	Reserved 4 Bytes
	Uptime 4 Bytes
8	24

Target Address

Action

The value of the request packet. Zero in messages.

Delete	0x00
Add	0x01

Status

Fail	0x00
Success	0x01

Error

ISCSI_NO_ERROR	0x00	
ISCSI_MNI_ERR_INV_TARG	0x01	if the assigned target address is invalid (e.g. zero).
ISCSI_MNI_ERR_FULL	0x02	if the maximum of 64 iscsi targets is reached and a request packet with the ADD action was sent.
ISCSI_MNI_ERR_TARG_PRESENT	0x03	if a request packet if the ADD action was sent and the target address is already monitored.
ISCSI_MNI_ERR_NOT_FOUND	0x04	if a request packet if the DELETE action was sent and the target address is not currently monitored.
ISCSI_MNI_ERR_INTERN	0x05	

Starttime

The time when the monitoring process was started (in seconds since 2000).

Session Status

OFFLINE	0x00
ONLINE	0x01
ERROR	0x02

Session Error

ISCSI_ERR_CONNECT	0x31
ISCSI_ERR_LOGIN	0x34
ISCSI_ERR_INV_TARG_IDX	0x35

ISCSI_ERR_PWD	0x36
ISCSI_ERR_PROTO	0x37
ISCSI_ERR_TARG_NOT_REACH	0x38
ISCSI_ERR_NO_MEM	0x3a
ISCSI_ERR_SESS_CREATE	0x3b
ISCSI_ERR_INV_PARAMS	0x3c
ISCSI_ERR_SESS_NOT_FOUND	0x3d
ISCSI_ERR_DISCONN	0x3e
ISCSI_ERR_TIMEOUT	0x3f
ISCSI_ERR SOCK	0x5f
ISCSI SOCK_CLOSED	0x7f
ISCSI_ERR_TCP_CONN_RST	0x8f
ISCSI_ERR_IP_ZERO	0xa0

Reconnects

The number of times the session was reconnected since the begin of the monitoring process.

Uptime

The number of seconds the session is online.

2.335 CONF_ISCSI_MP_DISCOVER

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c32	None	no	no
Datatype	Access Level	Description	
Read	p_octet	Multipath discover	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

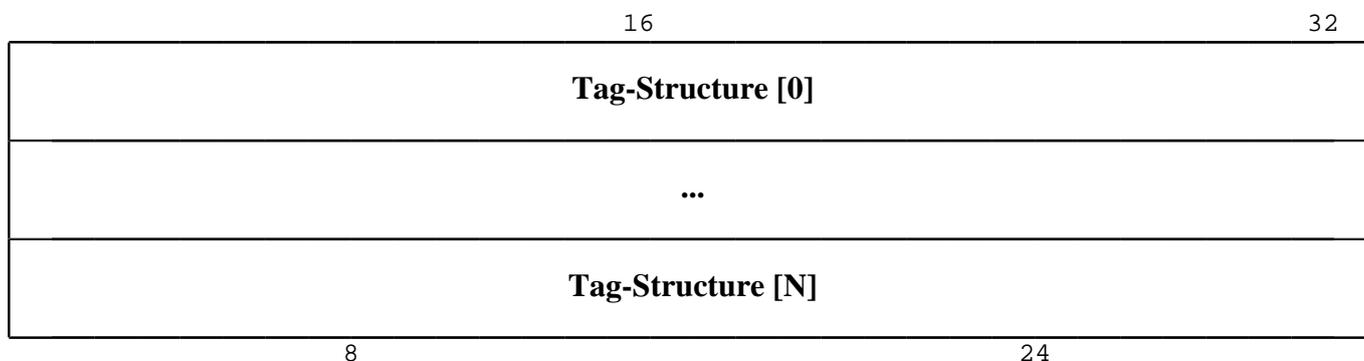
Description

This command initiates a multipath discovery of a target. This means iSCSI stack tries to detect all known alternative pathes for all LUNs for the given main path.

The user can select alternative pathes to be scanned with the 0x0003 tag. If no 0x0003 tag is given all pathes found at discovery are scanned.

ATTENTION: The command can take up to the amount of scanned pathes multiplied with 10 seconds to complete! This scan does not create any persistent discovery cache entries. All cached data is cleared after the scan.

Request Payload Structure



The payload must contain the tag 0x0001 and the tag 0x0002. Optionally you can pass one or more tag 0x0003 to tell the command to only scan the given pathes. The payload of the tag 0x0001 and tag 0x0003 can either be IPv4 or IPv6. Which IP is contained is indicated by the tag length. 0x0008 is IPv4 0x0014 is IPv6. The tag 0x0002 indicates a target index.

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

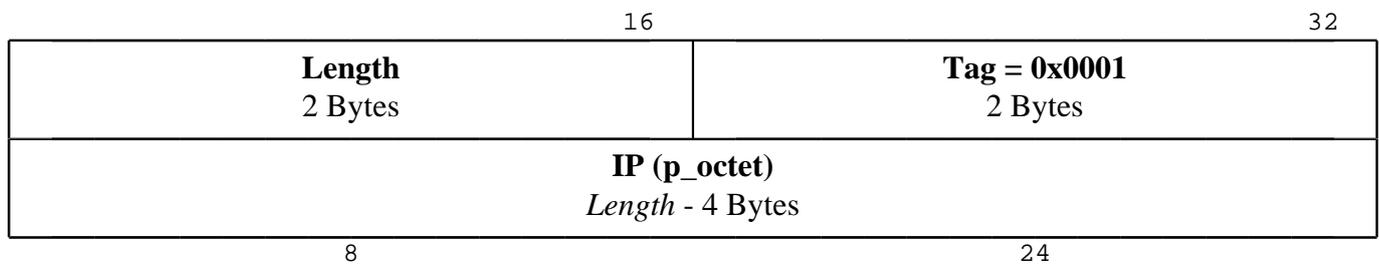
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

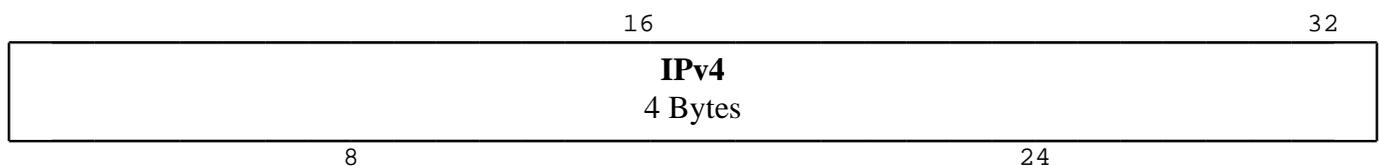
Tag 0x0001: IP

Indicates the main path to the target to scan

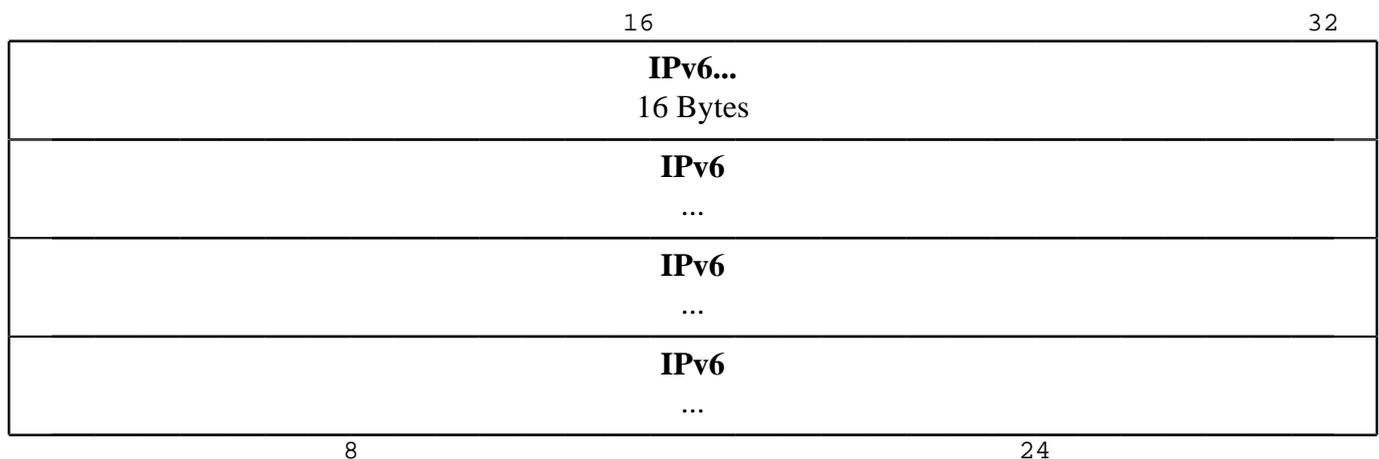


IP

Payload for 'Length' = '8'

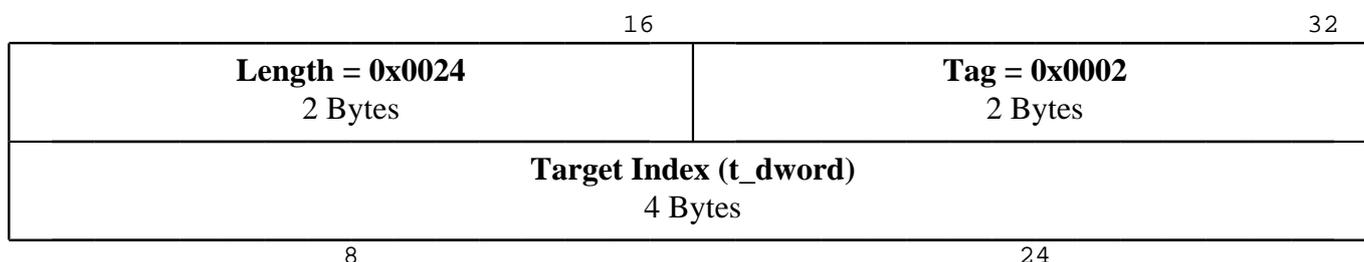


Payload for 'Length' = '20'



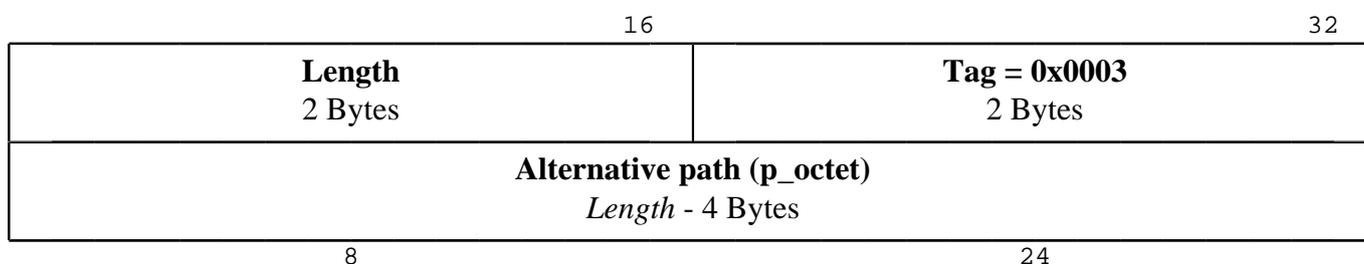
Tag 0x0002: Target Index

The target index (4 byte number) on network byte order



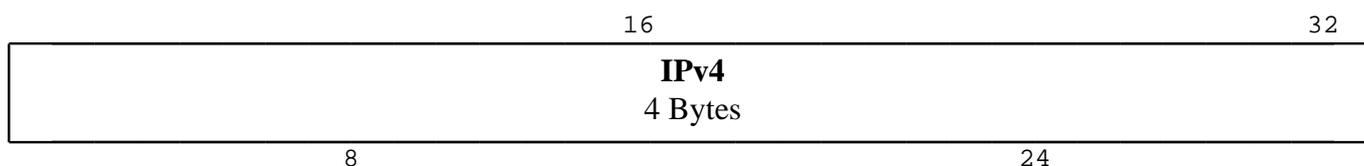
Tag 0x0003: Alternative path

Gives the IP of an alternative path to scan. If not given all found pathes are scanned

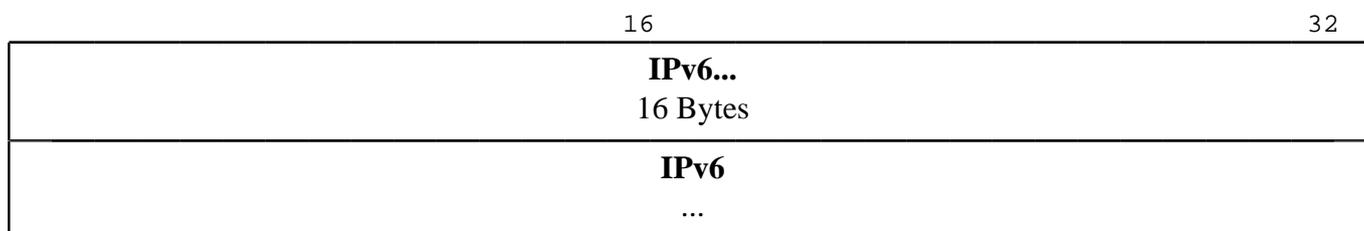


Alternative path

Payload for 'Length' = '8'



Payload for 'Length' = '20'



IPv6 ...	8	24
IPv6 ...		

Response Payload Structure

This payload equals the payload of the command 'CONF_ISCSI_DISV_CACHE'

Command Specific Errors

The following specific errors might be returned on RCP level. If such an error occurs the command was not executed.

iSCSI specific errors

ISCSI_ERR_INV_PARAMS	0x3c	Error parsing the command (error in tag structure)
ISCSI_ERR_TARGET_SESSION_LIMIT	0x41	Too many scan active (only one to the same IP is allowed). Retry later.
ISCSI_ERR_NO_MEM	0x3a	No free job to do the scan. Retry later.
No cache entry	0x0003	The command can also return the 'No cache entry' tag followed by an error code. With this the command returns errors which occur while discovering the target. All known iSCSI error codes can occur there (see CONF_DISV_CACHE for a list of error codes).

2.336 CONF_ISCSI_MULTIPATH

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bee	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the behaviour of iSCSI multipathing (0=off, 1=only use preferred pathes, 2=use all pathes, 3=use NetApp specific path selection)	
Write t_dword	service	Get the behaviour of iSCSI multipathing (0=off, 1=only use preferred pathes, 2=use all pathes, 3=use NetApp specific path selection)	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.337 CONF_ISCSI_MULTIPATH_STATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c14	None	yes	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read the multipathing state of all active iSCSI connections	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The message normally contains one or more 0x00 tags or one 0x04 tag if there is no active iSCSI connection. Inside the 0x00 tag there should appear one 0x01, 0x05, 0x02, 0x03 and 0x06 tag.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

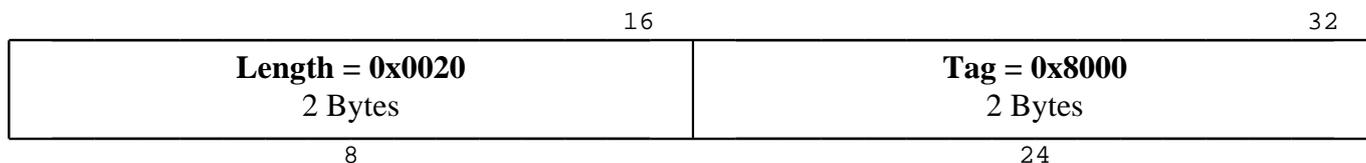
Tag specifying the encoding and meaning of the value

Tag 0x8000: Group tag

(Surrounds information for one connection)

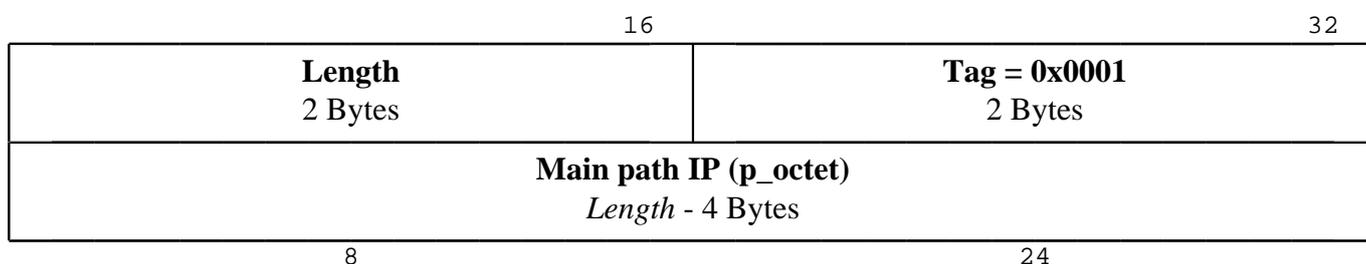
One group is marked by the 0x8000 starting tag. Each group gives information about one active iSCSI connection. It normally contains one 0x0001, one 0x0005, one 0x0002 and one 0x0003 tag to describe the multipath state of the connection.

The length field contains the length of all included subtags plus the group header itself.
 The group tag is present to simplify parsing and to join subtags to a unique connection description.



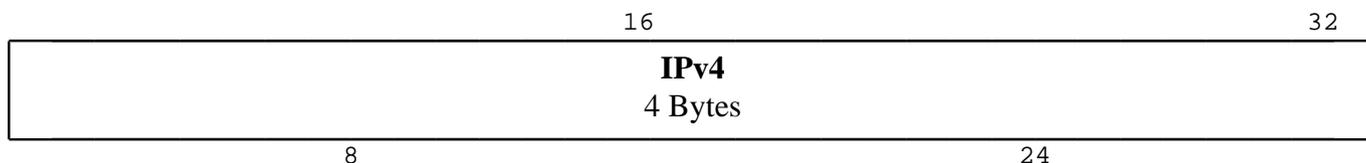
Tag 0x0001: Main path IP

Original or main IP address of the iSCSI target. Through this IP the session was initially created. If the length field is 8 the payload is a IPv4 address (network byte order). If the length field is 20 the payload contains IPv6.

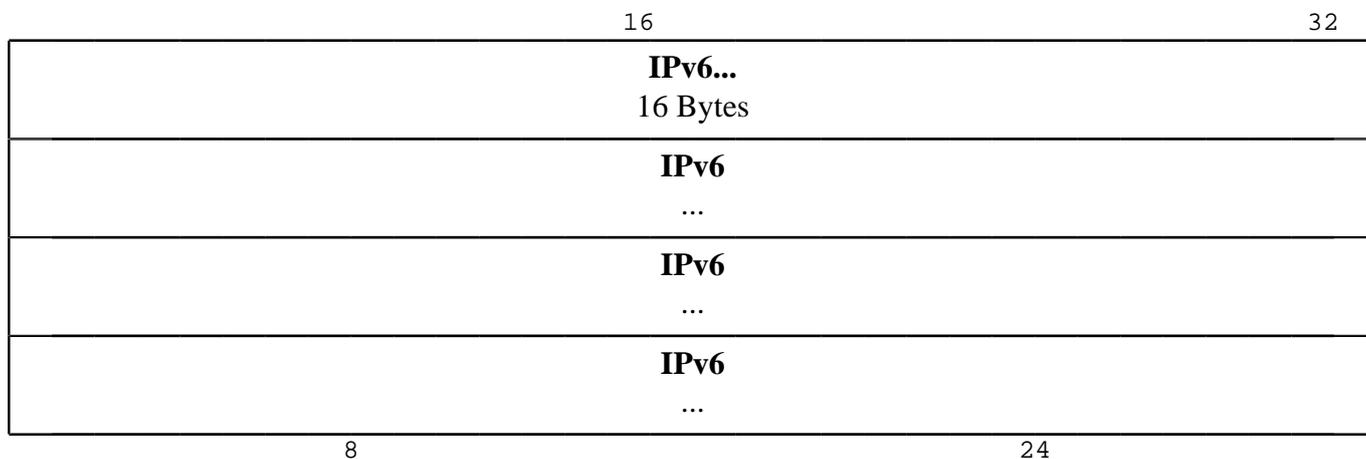


Main path IP

Payload for 'Length' = '8'

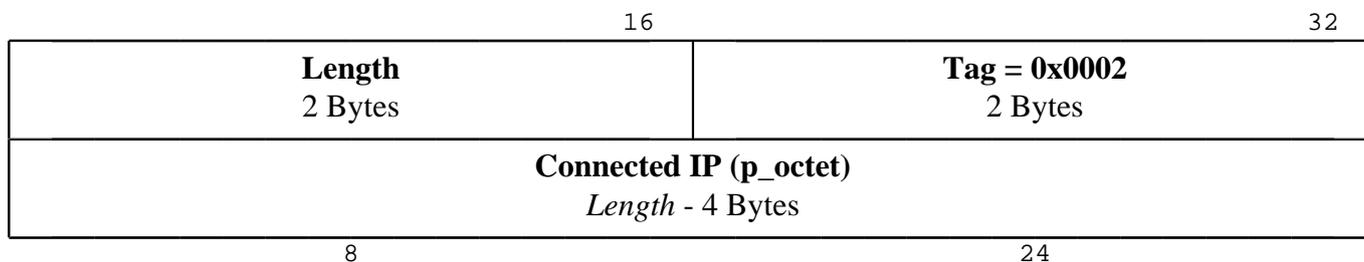


Payload for 'Length' = '20'



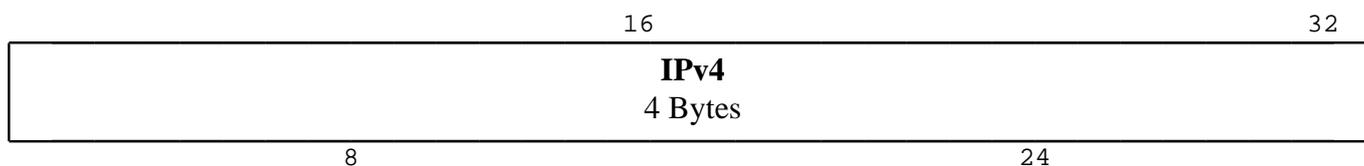
Tag 0x0002: Connected IP

The IP address the connection uses at the moment. This may be the IP of an alternative path. If the length field is 8 the payload is a IPv4 address (network byte order). If the length field is 20 the payload contains IPv6.

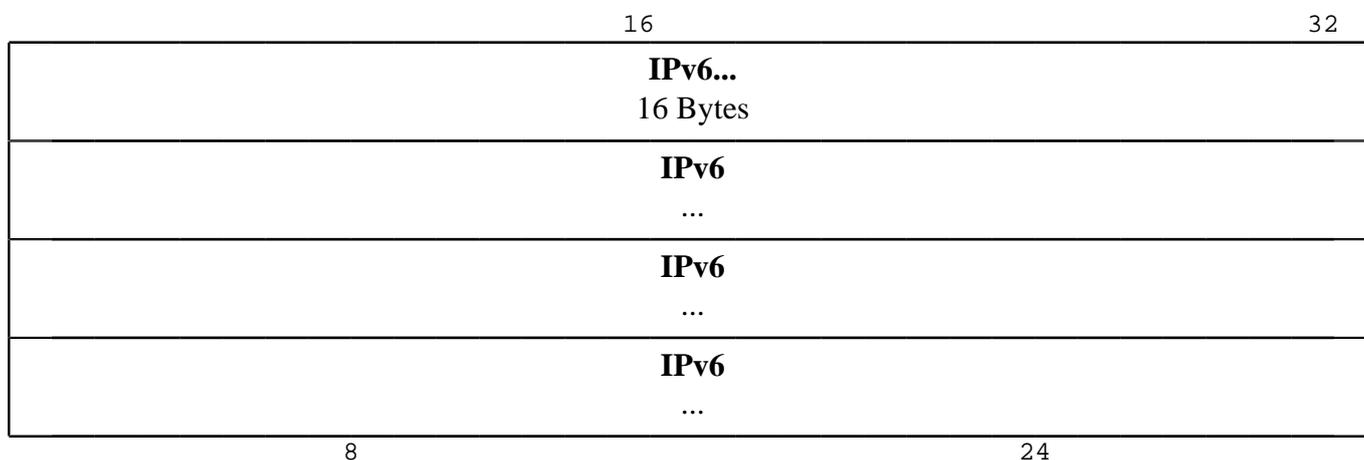


Connected IP

Payload for 'Length' = '8'

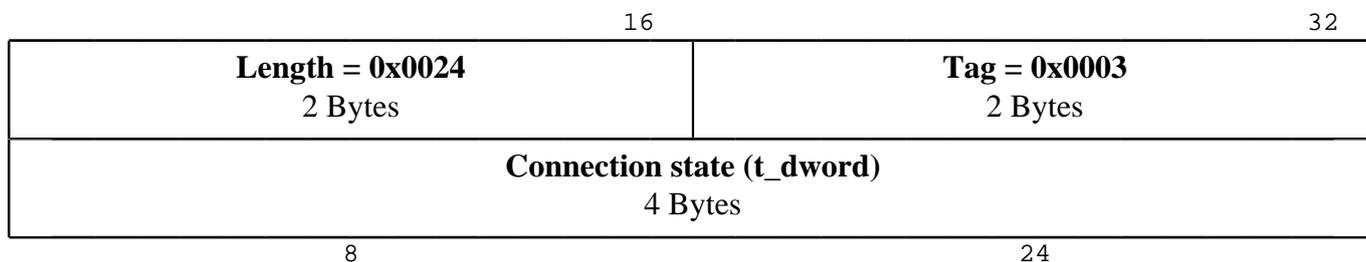


Payload for 'Length' = '20'



Tag 0x0003: Connection state

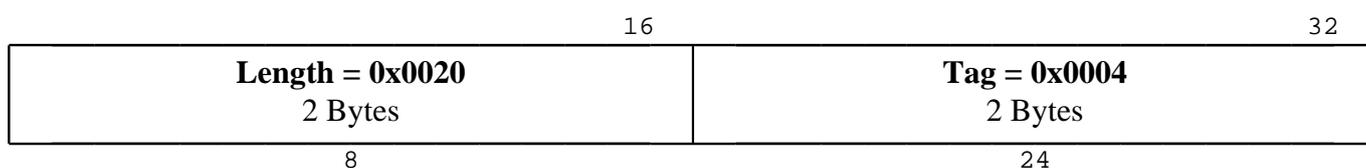
The payload is 4 byte containing a 32 bit value (DWORD) in network byte order. The value must be interpreted as a bit field with the following meaning:



	Mask	Name	Description
Bit 6	0x00000040	Check Failed	The connection is connected via the main IP, but the regularly check of the availability of the alternative paths failed. So at least one alternative path might not be reachable.
Bit 5	0x00000020	Closing	The session is about to be closed gracefully. There are no more users on this session and it will be closed.
Bit 4	0x00000010	NonOptimized	Connection runs on a non optimized path (lower performance) and will try to go back to an main path as soon as possible.
Bit 3	0x00000008	Alternate Path Unoptimized	The connection runs through an alternative path which is not declared as being optimized or not optimized. Connection will go back to the main path when possible.
Bit 2	0x00000004	Alternate Path Optimized	The connection is connected via an alternative path. So The connection runs optimized but not through the main path.
Bit 1	0x00000002	MainIP	The connection is connected via the main IP (main path or preferred path) and working optimized.
Bit 0	0x00000001	Offline	The connection is offline and not in a working state.

Tag 0x0004: No active connection

If this tag is present as first tag, no other tags will be present in the message. It tells the receiver, that no active connection exists at the moment. So the iSCSI stack is idle.



Tag 0x0005: Target index

The target index of the target which is addressed over the Target IP if multiple targets are available through this IP.

Length = 0x0024 2 Bytes	Tag = 0x0005 2 Bytes
Target index (t_dword) 4 Bytes	

Tag 0x0006: Multipath support

Length = 0x0024 2 Bytes	Tag = 0x0006 2 Bytes
Multipath support (t_dword) 4 Bytes	

- | | | |
|--------------|---|---|
| No Multipath | 0 | The target has no multipath support and only one of the states Bit 0 (offline) and Bit 1 (connected optimized) is reported, as the target can only be on- or offline. It has no alternative pathes. |
| Multipath | 1 | The target supports multipathing and there are alternative pathes available. All states from above can be reported for the target. |

Example

This is the payload when a target supports multipathing. The IP of the origin connection is 10.1.1.10. The target with index 2 on this IP is used. The connection runs over the IP 10.1.1.12 at the moment. This is a path which is marked as non optimized.

Length 0x001c	Group Tag 0x8000
Length 0x0008	Subtag 0x0001
IPv4 0x0a 0x01 0x01 0x0a	
Length 0x001c	Subtag 0x0005

Target Index 0x00 0x00 0x00 0x02	
Length 0x001c	Subtag 0x0002
IPv4 0x0a 0x01 0x01 0x0c	
Length 0x001c	Subtag 0x0003
Flags 0x00 0x00 0x1 0x00 (uint32 0x00000010)	
Length 0x001c	Subtag 0x0006
Multipath support 0x00 0x00 0x00 0x01 (uint32 0x00000001)	
8	24

When no iSCSI connection is requested/active at the moment (e.g. no recording running), the following payload is returned

Length 0x001c	No active connection Tag 0x0004
8	24

2.338 CONF_ISCSI_PORT

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ab	0: connect port, 1: tunnel port, 2: server port	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Iscsi port
Write	t_word	service	Iscsi port
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

2.339 CONF_ISCSI_READDATARATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b3a	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	KBit/s the ISCSI should read as maximum (0:=no limit send all data at once)
Write	t_dword	service	KBit/s the ISCSI should read as maximum (0:=no limit send all data at once)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.340 CONF_ISCSI_SEG_SIZE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aff	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Maximum segment size for ISCSI transfers (should be a 2 ⁿ value like 8192, 16384 or 65536)
Write	t_dword	service	Maximum segment size for ISCSI transfers (should be a 2 ⁿ value like 8192, 16384 or 65536)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.341 CONF_ISCSI_SERVER_STATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a2b	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Returns the state of the iscsi server (0: server down, 1: server running)
Write	t_dword	service	Set the iscsi server state (0: shutdown server, 1: start server)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Note: The iscsi server is also started or stopped when you write the command CONF_STORAGE_LIST. If the storage list is empty or only contains entries with the 'iSCSI export' field set to 'For local use only' (0x00), the server is stopped if it is running cause no targets and luns would be provided. If the list contains at least one entry with the 'iSCSI export' field set to 'Make storage available through iSCSI' (0x01), the server is started, if not already running, to provide the iscsi service.

2.342 CONF_ISCSI_TARGET

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ad	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Gets the iscsi target name string
Write	p_string	service	Deprecated in fw > 4.00
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.343 CONF_ISCSI_TARGET_IDX

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09f9	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Deprecated in fw > 4.00
Write	t_dword	service	Deprecated in fw > 4.00
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.344 CONF_ISCSI_TARGET_PWD

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ce	None	no	no
Datatype	Access Level	Description	
Read	p_string	user	Get the password to authenticate at the iSCSI server. FW version >= 4.00: This command returns the password of the first entry of the CONF_ISCSI_AUTH list.
Write	p_string	service	Set the password to authenticate at the iSCSI server. FW version >= 4.00: This command sets the password of the first entry of the CONF_ISCSI_AUTH list. If all characters of the string are the '*', the old stored value is not replaced.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.345 CONF_ISCSI_TCP_CONNECTIONS

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09ae	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Ger the number of concurrent tcp connections to iscsi target
Write	t_dword	service	Set the number of concurrent tcp connections to iscsi target
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.346 CONF_IVA_COUNTER_VALUES

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b4a	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	iva	Reset all counters
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command, which is at the same time a message, is used to retrieve the list of configured counters with their current values. The output has the following structure: Initially the number of configured counters is set. Afterwards for each counter the data consisting of counter id, counter type, counter name in unicode and counter value is provided.

Payload Structure

Number of Counters 1 Byte	Counter Data [0] ... (see description)
Counter Data [0] (see description)	...

Number of Counters

This value gives the number of counters available in the payload. In the subsequent the data of each counter are sequentially provided.

Counter Data

Id 1 Byte	Type 1 Byte	Name... 64 Bytes
Name [...]		
Name ...		

Name ...	Value... 4 Bytes
Value ...	
8	24

Id

Each counter has a unique id.

Type

Not supported yet.

Name

A unique name can be assigned to a counter, which is stored in unicode (maximum: 32 characters).

Value

The current counter value (DWORD).

2.347 CONF_JPEG

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x099e	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Reads a jpeg that can be configured by the optional input payload.

Request Payload Structure

16		32	
Jpeg resolution 1 Byte	Jpeg quality 1 Byte	reserved... 14 Bytes	
reserved ...			
reserved ...			
reserved ...			
borderY 1 Byte	borderU 1 Byte	borderV 1 Byte	borderWidth 1 Byte
8		24	

Jpeg resolution

QCIF	0
CIF	1
CIF	2
4CIF	3

Jpeg quality

Quality 0 - 100 0 is best.

Response Payload Structure

<p>JPEG picture N Bytes</p>
--

2.348 CONF_JPEG_BANDWIDTH_KBPS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x061d	profile preset	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the jpeg bandwidth (in KBPS) of selected preset
Write	t_dword	service	Sets the jpeg bandwidth (in KBPS) of selected preset
CPP6/CPP7/CPP7.3		CPP13	
Available	no		yes

2.349 CONF_JPEG_STREAM_FRAME_RATES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c81	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	yes	no	

Description

Only read is supported.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 1: Global frame rates, independent from the resolution

A proposed list of max. frame rates to be used as selection for the max. frame rate of the JPEG stream.

Length 2 Bytes	16	Tag = 0x0001 2 Bytes	32
Global frame rates, independent from the resolution (p_octet) <i>Length - 4 Bytes</i>			
8		24	

Global frame rates, independent from the resolution

Frame Rate [0] 4 Bytes
...
Frame Rate [N] 4 Bytes

Frame Rate

Frame rate in mHz

2.350 CONF_JPEG_STREAM_SETUP

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad5	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns the configuration of the JPEG encoder; resolution defined by the id may vary please use CONF_JPEG_STREAM_SETUP_OPTIONS_V to query which ids are supported and there properties DWORD 1:Id, DWORD 2: fps in mHz, DWORD 3: quality (0=auto, 1(worst)..100(best))
Write	p_octet	service	Write the configuration of the JPEG encoder; resolution defined by the id may vary please use CONF_JPEG_STREAM_SETUP_OPTIONS_V to query which ids are supported DWORD 1: Id, DWORD 2: fps in mHz, DWORD 3: quality (0=auto, 1(worst)..100(best))
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.351

CONF_JPEG_STREAM_SETUP_OPTIONS_VERBOSE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c00	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

Allows to query information about the ids and the allowed ids configurable via CONF_JPEG_STREAM_SETUP. Only read is supported.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Setup id with width and height

Map CONF_JPEG_STREAM_SETUP ids to jpeg width and height.

16	32
Length = 0x0014 2 Bytes	Tag = 0x0000 2 Bytes
Setup id with width and height (p_octet) 16 Bytes	
8	24

Setup id with width and height

16	32
Id 4 Bytes	
Width 4 Bytes	
Height 4 Bytes	
Reserved 4 Bytes	
8	24

Id

Id supported in CONF_JPEG_STREAM_SETUP command

Width

Jpeg width, 0 -> device automatically decides which resolution delivers the best performance in conjunction with the current encoder configuration

Height

Jpeg height, 0 -> device automatically decides which resolution delivers the best performance in conjunction with the current encoder configuration

2.352 CONF_KBD_CONFIG_CAMERA

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a31	camera number on keyboard	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read configuration of camera numbers on keyboard
Write	p_octet	service	Configure camera numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16				32
IP 4 Bytes				
Line 1 Byte	Coder 1 Byte	Preset 1 Byte	Reserved 1 Byte	
8		24		

IP

Encoder/Camera IP

Line

Video input line

Coder

Relative coder number (relative to line)

Preset

(Dome-) Preset Position (optional). (Every Preset of a Dome can be treated as a separate camera). Set to '0' for don't care.

2.353 CONF_KBD_CONFIG_CAMERA_STR

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba3	camera number on keyboard	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read configuration of camera numbers on keyboard
Write	p_octet	service	Configure camera numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16	32		
Line 1 Byte	Coder 1 Byte	Preset 1 Byte	URL Length 1 Byte
URL <i>URL Length Bytes</i>			
8	24		

Line

Video input line

Coder

Relative coder number (relative to line)

Preset

(Dome-) Preset Position (optional). (Every Preset of a Dome can be treated as a separate camera). Set to '0' for don't care.

URL Length

Length of the following url (actual limit is 80).

URL

Encoder/Camera URL

2.354 CONF_KBD_CONFIG_MONITOR

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a32	monitor number on keyboard	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read configuration of monitor numbers on keyboard
Write	p_octet	service	Configure monitor numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16			32
IP 4 Bytes			
Line 1 Byte	Coder 1 Byte	Reserved 2 Bytes	
8		24	

IP

Decoder/Monitor IP

Line

Video output line

Coder

Relative coder number (relative to line)

2.355 CONF_KBD_CONFIG_MONITOR_STR

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba4	monitor number on keyboard	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read configuration of monitor numbers on keyboard
Write	p_octet	service	Configure monitor numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16	32		
Line 1 Byte	Coder 1 Byte	URL Length 1 Byte	Reserved 1 Byte
URL <i>URL Length Bytes</i>			
8	24		

Line

Video output line

Coder

Relative coder number (relative to line)

URL Length

Length of the following url (actual limit is 80).

URL

Decoder/Monitor URL

2.356 CONF_KBD_CONFIG_SALVO

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3e	salvo number	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read configuration of salvos for keyboard
	p_octet	service	Configure salvos used for keyboard; assign parameters to a salvo number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16		32
Duration 2 Bytes		Reserved 2 Bytes
Camera [0] 1 Byte	...	Camera [N] 1 Byte
8		24

Duration

Duration of one salvo position in seconds

Camera

Camera number for salvo

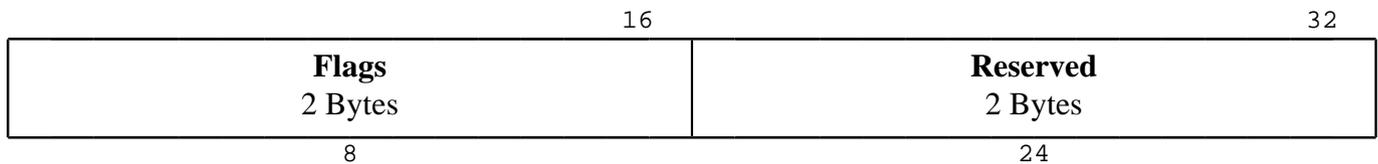
Note: Camera number has to be specified using CONF_KBD_CONFIG_CAMERA

2.357 CONF_KBD_CONNECT_PARAMS

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a33	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read parameters for connections established via keyboard
Write	p_octet	service	Set parameters for connections established via keyboard
CPP6/CPP7/CPP7.3			CPP13
Available	yes		no

Payload Structure



Flags

	Mask	Name	Description
Bit 1	0x0002	Request Audio RX	Speak at decoder side
Bit 0	0x0001	Request Audio TX	Listen at decoder side

2.358 CONF_KBD_KEY_LABEL

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a44	key number	no	no
Datatype	Access Level	Description	
Read p_string	minimal	Read a label of a key used for the alarm task editor. The label is shown on the keyboard display.	
Write p_string	service	Deposit a label for a key used for the alarm task editor. The label is shown on the keyboard display.	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.359 CONF_KBD_PASSWORD

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a69	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Get the password (scrambled) of the keyboard
Write	p_string	service	Deposit a password for the keyboard
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.360 CONF_KBD_PASSWORD_CAMERA

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a34	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Get the password (scrambled) for all cameras used on keyboard
Write	p_string	service	Deposit a password for all cameras used on keyboard
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.361 CONF_KBD_SET_ALARM

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a68	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	minimal	Send alarm to keyboard
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.362 CONF_LED_BLINKING

[API: debug]

Tag Code	Num Descriptor	Message	SNMP Support
0x013d	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Always 1
Write	f_flag	minimal	1=power LED will flash for 7 sec
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.363 CONF_LED_CAPS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf8	None	no	no
Datatype	Access Level	Description	
Read t_dword	always_legacy	Read power/traffic LED capabilities: 0=no capabilities, 1=disengageable	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.364 CONF_LIST_APPS

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf6	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	no	yes	

Description

Command CONF_LIST_APPS returns all installed Apps on a SAST system.

Payload Structure



Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

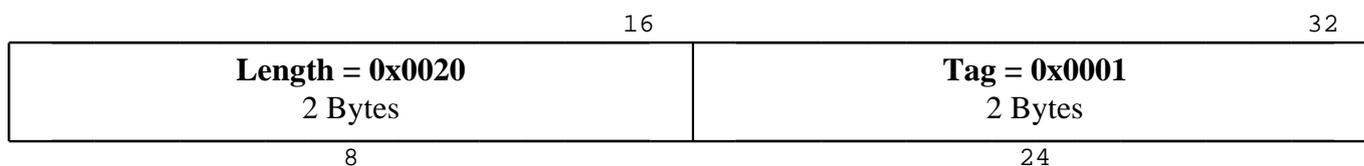
Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

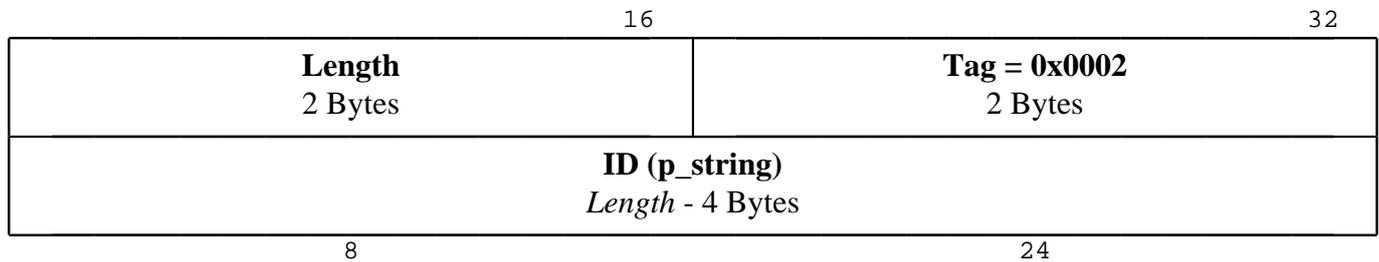
Tag 1: App Entry

The payload of this tag entry contains further tagged values described below.



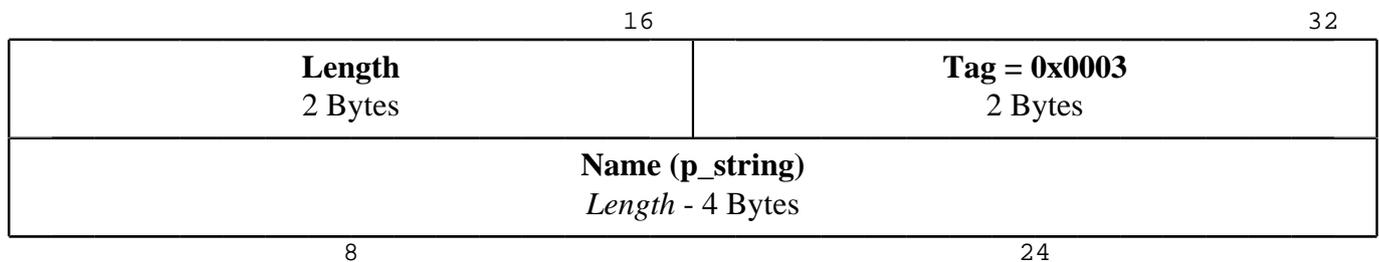
Tag 2: ID (Required)

app id



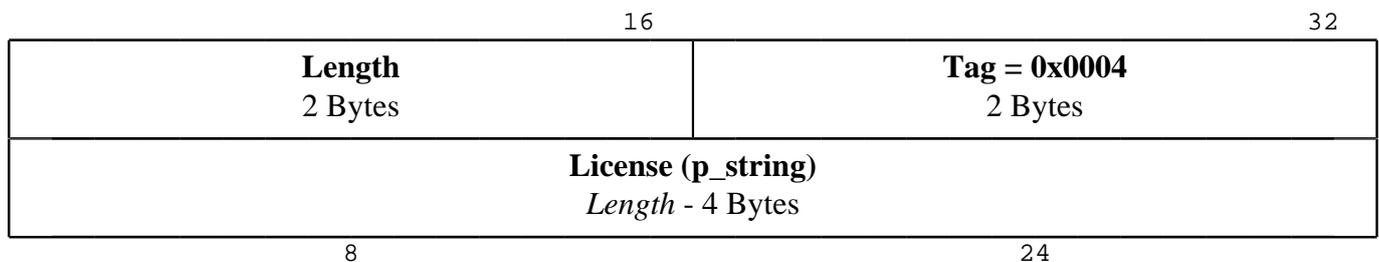
Tag 3: Name

app name



Tag 4: License

app license



2.365 CONF_LIST_OF_VIPROC_SCENES

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a41	video line	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	This command works only for Gen4 autodomes. It returns the list of defined scenes together with their names. Thereby the first byte specifies the scene number, followed by the length L of the scene name. The next L bytes belong to the scene name in unicode without 0 termination. This structure repeats until either the payload ends or the scene number is zero.	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.366 CONF_LLDP_ALLOCATED_POWER_TOTAL

[API: lldp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c90	None	no	no
Datatype	Access Level	Description	
Read t_word	minimal	Read the poe power allocated for the device in total (adder+device itself) in tenths of Watts	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available yes			no

2.367 CONF_LLDP_POWER_ADDER

[API: lldp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c92	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the power volume that the camera should request via LLDP in addition to its own requirements; value is in tenths of watts; e.g. 9.9 watts results in a value of 99;
Write	t_word	service	Set the power volume that the camera should request via LLDP in addition to its own requirements; value is in tenths of watts; e.g. 9.9 watts results in a value of 99; when the adder value is different from 0, the device identifies as type 2 PD of class 4; when adder value is 0 and the device specific requirement is below 13 W, the device signals type 1 PD of the respective class; currently, the total power requested by a camera can not exceed the 25.5W specified as maximum in IEEE802.3at-2009
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.368 CONF_LLDP_REQUESTED_POWER_CAM

[API: lldp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c8f	None	no	no
Datatype	Access Level	Description	
Read t_word	minimal	Read the poe power requested by device (for the device alone) in tenths of Watts	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.369 CONF_LLDP_REQUESTED_POWER_TOTAL

[API: lldp]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c8e	None	no	no
	Datatype	Access Level	Description	
Read	t_word	minimal	Read the poe power requested by device in total (adder+device itself) in tenths of Watts	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.370 CONF_LOADED_VIPROC_CONFIG

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3d	video line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the currently loaded config id.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.371 CONF_LOCAL_HTTP_PORT

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0954	yes	no	no
Datatype	Access Level	Description	
Read	t_word	always_legacy	Get the local HTTP port for browser access
Write	t_word	service	Set the local HTTP port for browser access (NOTE: it is not allowed to turn off both, HTTP and HTTPS, at the same time)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Num Descriptor Values

apply with 0x8000
APPLY_NETWORK_SETTINGS

2.372 CONF_LOCAL_HTTPS_PORT

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0e	yes	no	no
Datatype	Access Level	Description	
Read	t_word	always_legacy	Get the local HTTPS port for browser access
Write	t_word	service	Set the local HTTPS port for browser access (NOTE: it is not allowed to turn off both, HTTP and HTTPS, at the same time)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Num Descriptor Values

apply with 0x8000
APPLY_NETWORK_SETTINGS

2.373 CONF_LOGIN_LIMITER_MESSAGE

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb3	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16	32
Number Of Entries 2 Bytes	Total Length 2 Bytes
Entry [0]	
...	
Entry [- 1]	
8	24

Number Of Entries

Number of Entries following

Total Length

Total Length in Bytes, including all entries and this header

Entry

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 1: LOGIN_LIMITER_MSG_STATUS

Length = 0x0021 2 Bytes	Tag = 0x0001 2 Bytes
LOGIN_LIMITER_MSG_STATUS (t_octet) 1 Byte	
8	24

Values:

Fail Msg 0
Success Msg 1

Tag 2: LOGIN_LIMITER_SERVER_NAME

Length 2 Bytes	Tag = 0x0002 2 Bytes
LOGIN_LIMITER_SERVER_NAME (p_string) <i>Length - 4 Bytes</i>	
8	24

Tag 3: LOGIN_LIMITER_REMOTE_ADDRESS

Length 2 Bytes	Tag = 0x0003 2 Bytes
LOGIN_LIMITER_REMOTE_ADDRESS (p_string) <i>Length - 4 Bytes</i>	
8	24

Tag 4: LOGIN_LIMITER_USER_NAME

16	32
Length 2 Bytes	Tag = 0x0004 2 Bytes
LOGIN_LIMITER_USER_NAME (p_string) <i>Length - 4 Bytes</i>	
8	24

2.374 CONF_LOGO

[API: decoder/videoout]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0939	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	0 := show \logo.h263\" from toolkit 1:= no logo 2:= screen saver	
Write	t_octet	service	0 := show \logo.h263\" from toolkit 1:= no logo 2:= screen saver	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		no	

2.375 CONF_LOGO_STAMP_VAL

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c10	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	t_octet	user	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.376 CONF_LOW_AMBIENT_LIGHT_THRESHOLD

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c46	None	no	no
Datatype	Access Level	Description	
Read	t_dword	user	Get the normalized low ambient light level threshold (value range: 0-1000; typical 50); Only available on certain devices; To obtain the current level, see CONF_AMBIENT_LIGHT_LEVEL
Write	t_dword	service	Set the normalized low ambient light threshold (value range: 0-1000; typical 50); Only available on certain devices; To obtain the current level, see CONF_AMBIENT_LIGHT_LEVEL
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.377 CONF_MAC_ADDRESS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00bc	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	Read out the systems MAC address.
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

Num Descriptor Values

Ethernet	1
WLAN	2
Bluetooth	3

2.378 CONF_MANAGE_APPS

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf7	action: 1: activate, 2: deactivate, 3: uninstall	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	AppID
CPP6/ CPP7/ CPP7.3			CPP13
Available	no	yes	

2.379 CONF_MANAGING_VRM

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aeb	1 - primary recording, 2 - secondary recording	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to set or read the IP address, port and user and to set the password of the managing VRM and the backup VRM. The command cannot be used for reading the VRM password, it will return the string "*****" instead.

Payload Structure

16	32
IP 4 Bytes	
Port 2 Bytes	Flags 1 Byte
Reserved 1 Byte	
User... 32 Bytes	
User [...]	
User ...	
Password... 32 Bytes	
Password [...]	
Password ...	

Backup IP 4 Bytes	
Backup Port 2 Bytes	Reserved 2 Bytes
8	24

IP

IP address of the managing VRM

Port

Port of the managing VRM

Flags

	Mask	Name
Bit 0	0x01	USE_SSL

User

VRM user: Max 31 ASCII character string with zero termination. If the user is shorter than 31 characters, the remaining bytes need to be filled up with 0x00 values.

Password

VRM password: Max 31 ASCII character string with zero termination. If the password is shorter than 31 characters, the remaining bytes need to be filled up with 0x00 values.

Backup IP

IP address of the backup VRM

Backup Port

Port of the backup VRM

2.380 CONF_MANIPULATION_ALARM_STATE

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af0	manipulation alarm nbr	yes	no
Datatype	Access Level	Description	
Read f_flag	minimal	0=manipulation alarm off; 1=manipulation alarm on (notice: for supervised alarm inputs the according CONF_INPUT_PIN_STATE also indicates an alarm in this case)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.381 CONF_MASTERPWD_CHALLENGE

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x013f	None	no	no
Datatype	Access Level	Description	
Read	p_string	always	Generates an password challenge which has to be passed to the operator for password reset
Write	p_string	always	Provide the generated unlock key from operator to reset passwords. The key has to be in hex string representation without 0x in front.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.382 CONF_MASTERPWD_CHALLENGE_STATE

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c21	None	no	no
Datatype	Access Level	Description	
Read p_octet	always	Retrieves status information about the masterpwd challenge (4 bytes validity in seconds, 4 bytes lock state)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.383 CONF_MAX_GOP_LENGTH_VALUE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b9d	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the max gop length for recording
Write	t_dword	service	Set the max gop length for recording, 0 means back to default
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.384 CONF_MAX_NBR_OF_ENC_STREAMS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x029e	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Number of encoder streams
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.385 CONF_MAX_RECORDING_RETENTION_TIME

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5b	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the max recording retention time for a camera (in seconds), see detailed description
Write	p_octet	service	Set the max recording retention time for a camera (in seconds), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command sets the max retention time for recording identified by the rec idx and the camera in the num parameter starting from 1. For read direction a inpayload is required with same format as described above, except the max retention time field can be ignored. The max retention time will be stored as absolute local time in seconds since 2000 in each span unit header. It will be used to clear a recording span when this time expires. If a max retention time is configured unequal 0 and less than maximum, the recording time on a span is limited to a one day time span. If this limit is reached by the recording, a span switch will be triggered.

Payload Structure

16	32
Max retention time 4 Bytes	
Rec Idx 2 Bytes	Reserved 2 Bytes
8	24

Max retention time

Max retention in seconds, 0 or values bigger than about 32 years (value ≥ 1009152000) means maximum, in case of in payload for read direction, this field can be ignored and treaded as reserved field

Rec Idx

Recording Index

Primary Recording	1	
Secondary Recording	2	Secondary recording (active low)

2.386 CONF_MEDIA_SOCKETS_COMPLETE

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xffc7	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.387 CONF_MIN_TLS_VERSION

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c56	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the TLS version minimal required to connect to the device. Word coding: bit 15-8 mayor version, bit 7-0 minor version. E.g. 0x0102 is TLSv1.2
Write	t_word	service	Set the TLS version minimal required to connect to the device. Word coding: bit 15-8 mayor version, bit 7-0 minor version. E.g. 0x0102 is TLSv1.2
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.388 CONF_MODE_AUTO_TRACKER

[API: autotracker]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b40	video line	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Get the autotracker mode (Modi: OFF=0, AUTO=1, CLICK=2).	
Write	t_octet	user	Sets the autotracker mode (Modi: OFF=0, AUTO=1, CLICK=2). The CLICK mode has to be rewritten after 10sec; otherwise, the mode shall switch back to AUTO	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.389 CONF_MONITOR_NAME

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x028a	output line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Get the video monitor name
Write	p_unicode	service	Set the video monitor name (max 32 unicode characters)
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.390 CONF_MOTION_ALARM_STATE

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01c3	video line	yes	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	0=motion alarm off; 1=motion alarm on (at elast one of the CONF_VIPROC_ALARM alarmbit (except the video loss alarm) is set	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.391 CONF_MPEG_AUDIO_SAMPLING_FREQ

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0932	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Mpeg audio sampling frequency (Hz)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.392 CONF_MPEG4_AVC_BITRATE_OPTIMIZATION

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c37	profile preset	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Byte[0] 0 = OFF, 1 = normally no visible effects (tuned for low amount of artefacts), 2 = very low amount of visible artefacts 3 = no artefacts in most scenes (best balance between bitrate and quality), 4 = some visible artefacts, but very low bitrate 5 = artefacts in many scenes but very low bitrate, Byte [1-7] reserved; if activated (byte 1 not 0) CONF_MPEG4_BANDWIDTH_KBPS will only have an influence if CONF_VIDEO_BITRATE_AVERAGING_PERIOD is not 0 otherwise device will be in a variable bitrate mode (only a max bitrate can be configured via CONF_MPEG4_BANDWIDTH_KBPS_SOFTLIMIT)
Write	p_octet	service	Byte[0] 0 = OFF, 1 = normally no visible effects (tuned for low amount of artefacts), 2 = very low amount of visible artefacts 3 = no artefacts in most scenes (best balance between bitrate and quality), 4 = some visible artefacts, but very low bitrate 5 = artefacts in many scenes but very low bitrate, Byte [1-7] reserved; if activated (byte 1 not 0) CONF_MPEG4_BANDWIDTH_KBPS will only have an influence if CONF_VIDEO_BITRATE_AVERAGING_PERIOD is not 0 otherwise device will be in a variable bitrate mode (only a max bitrate can be configured via CONF_MPEG4_BANDWIDTH_KBPS_SOFTLIMIT)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.393

CONF_MPEG4_AVC_BITRATE_OPTIMIZATION_OPTIONS

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c49	None	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Byte[0] basicSupport; Byte[1] reserved; Byte[2-7] reserved	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.394 CONF_MPEG4_AVC_CABAC

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0aa6	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Gets cabac for the selected preset (0=off; 1=on)	
Write	t_octet	service	Sets cabac for the selected preset (0=off; 1=on)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	no

2.395 CONF_MPEG4_AVC_CHROMA_QUANT_OFF

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x061a	profile preset	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	Get the chroma quantisation offset (-12...12)
Write	t_int	service	Set the chroma quantisation offset (-12...12)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.396 CONF_MPEG4_AVC_CODING_MODE

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a45	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the coding mode for the selected preset (0=frame; 1=field; 2=makro block adaptive ff; 3=picture adaptive ff)	
Write	t_octet	service	Sets the coding mode for the selected preset (0=frame; 1=field; 2=makro block adaptive ff; 3=picture adaptive ff)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.397 CONF_MPEG4_AVC_DEBLOCKING_ALPHA

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0618	profile preset	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	Get the alpha H264 deblocking coefficient (-5...5)
Write	t_int	service	Set the alpha H264 deblocking coefficient (-5...5)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.398 CONF_MPEG4_AVC_DEBLOCKING_BETA

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0619	profile preset	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	Get the beta H264 deblocking coefficient (-5...5)
Write	t_int	service	Set the beta H264 deblocking coefficient (-5...5)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.399 CONF_MPEG4_AVC_DEBLOCKING_ENABLE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0617	profile preset	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Enables/disables the H264 deblocking filter
Write	f_flag	service	Enables/disables the H264 deblocking filter
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.400 CONF_MPEG4_AVC_DELTA_IPQUANT

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0621	profile preset	no	no
Datatype	Access Level	Description	
Read t_int	minimal	Gets the difference (-10..+10) between I and P-Frame quantization for selected preset	
Write t_int	service	Sets the difference (-10..+10) between I- and P-Frame quantization for selected preset	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.401 CONF_MPEG4_AVC_GOP_STRUCTURE

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a94	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the GOP structure of the selected preset (0=IP; 1=IBP; 2=IBBP; 3=IBBRBP)	
Write	t_octet	service	Sets the GOP structure of the selected preset (0=IP; 1=IBP; 2=IBBP; 3=IBBRBP)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.402 CONF_MPEG4_AVC_I_FRAME_QUANT

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0615	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Obsolete	
Write	t_dword	service	Obsolete	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.403 CONF_MPEG4_AVC_P_FRAME_QUANT

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0616	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Obsolete	
Write	t_dword	service	Obsolete	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.404 CONF_MPEG4_AVC_P_FRAME_QUANT_MIN

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0620	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the P frame min quantizer (9-51, 0=auto) for selected preset	
Write	t_dword	service	Sets the P frame min quantizer (0=auto, 9...51) for selected preset, sessionID to address session based video params	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.405 CONF_MPEG4_AVC_QUANT_ADJ_REGION_1

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0624	profile preset	no	no
Datatype	Access Level	Description	
Read t_int	minimal	Gets the quality difference (H.264 QP Units; -51..+51) between normal and background regions; use CONF_ROI_OPTIONS to query options if only positiv offsets are allowed offsets between 0..+51 can be read	
Write t_int	service	Sets the quality difference (H.264 QP units; -51..+51) between normal and background regions; use CONF_ROI_OPTIONS to query options if only positiv offsets are allowed offsets between 0..+51 can be set	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.406 CONF_MPEG4_AVC_QUANT_ADJ_REGION_2

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0625	profile preset	no	no
Datatype	Access Level	Description	
Read t_int	minimal	Gets the quality difference (H.264 QP Units; -51..+51) between normal and background regions; use CONF_ROI_OPTIONS to query options if only positiv offsets are allowed offsets between 0..+51 can be read	
Write t_int	service	Sets the quality difference (H.264 QP units; -51..+51) between normal and background regions; use CONF_ROI_OPTIONS to query options if only positiv offsets are allowed offsets between 0..+51 can be set	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.407 CONF_MPEG4_BANDWIDTH_KBPS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0607	profile preset	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Reads the bandwidth of selected preset
Write	t_dword	service	Sets the bandwidth of selected preset, sessionID to address session based video params
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.408

CONF_MPEG4_BANDWIDTH_KBPS_SOFT_LIMIT

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0612	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Reads the bandwidth soft limit (in KBPS) of selected preset	
Write	t_dword	service	Sets the bandwidth soft limit (in KBPS) of selected preset, sessionID to address session based video params	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.409 CONF_MPEG4_CURRENT_PARAMS

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0600	video coder	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the current profile preset number for the specified encoder (NumDesc)	
Write	t_dword	service	Sets the video encoder (given by NumDesc) to a preset (payload). If recording is running and the iframe distance is 0, the iframe distance of the preset will be patched to a recording suitable value. For transcoder: if the request contains the replay session id and no num descriptor, the device will assign the preset to the transcoder of the replay session. If the preset is empty the transcoder will be disabled. For exclusive (dual) stream instances: if the request contains the session id and the num descriptor is 0, the previously configured preset with its session based (non-permanent) modifications will be applied to the encoder.	
	CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes	

2.410

CONF_MPEG4_CURRENT_PARAMS_REL_CODER

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x061c	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get the current profile preset number for the specified encoder (relative to line).	
Write p_octet	service	Sets the video encoder (relative to line) to a preset.	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

	16	32
Line 1 Byte	Coder 1 Byte	Coding Capabilities 2 Bytes
Preset 1 Byte	Reserved 3 Bytes	
8	24	

Line

Video input line

Coder

Relative coder number (relative to line)

Coding Capabilities

Coding capabilities of encoder. All coding capabilities are one or multiple of:

	Mask	Name
Bit 6	0x0040	H.264
Bit 3	0x0008	Mpeg 2
Bit 2	0x0004	Mpeg 4
Bit 1	0x0002	H.263

Preset

Number of the encoder preset profile

Note: When reading the preset profile, the according byte in the payload will be set.

2.411

CONF_MPEG4_CURRENT_PARAMS_TRANSCODER

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b4e	has to be zero	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	SessionID references the replay session; 0:= no transcoding; 1-8: video preset of the transcoder	
Write	t_dword	user	Assign preset n (1, ..N) to transcoder session; preset 0 means no transcoding	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		yes	

2.412 CONF_MPEG4_DEFAULTS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0601	profile preset	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	service	Set the selected preset params to the default values (if the recording is running and the preset in on the recording schedule, the preset will keep its old iframe distance)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.413 CONF_MPEG4_FRAME_SKIP_RATIO

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0606	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets Mpeg4 frame skip ratio (1=all frames, ...)	
Write	t_dword	service	Set Mpeg4 frame skip ratio (1=all frames, ...), sessionID to address session based video params	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.414 CONF_MPEG4_INTRA_FRAME_DISTANCE

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0604	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the intra frame distance of selected preset	
Write	t_dword	service	Sets the intra frame distance of selected preset (not supported while recording is running or configured to active and the preset is used on the recording schedule), sessionID to address session based video params	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.415 CONF_MPEG4_INTRA_FRAME_REQUEST

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0x0605	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag t_dword	Request a video intra frame, SessionID is mandatory	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.416 CONF_MPEG4_NAME

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0602	profile preset	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the name of the preset given by the Numeric Descriptor
Write	p_string	service	Sets the name of the preset number given by the Numeric Descriptor
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.417 CONF_MPEG4_PARAMS_MAX_NUM

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0614	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Number of MPEG4 presets
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.418 CONF_MPEG4_RESOLUTION

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0608	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	<p>Gets the spatial resolution for selected preset. Possible resolutions depending on the device platform (CPPx). They can be queried with the command CONF_ENC_PROFILE_RESOLUTION_OPTI</p> <p>Info: for devices where CONF_ENC_BASE_OPERATION_MODE_TY is '1' this command only applies for SD resolutions (0=QCIF, 1=CIF, 2=2CIF, 3=4CIF, 4=(1/2 D1), 5=(2/3D1), 6=QVGA, 7=VGA, 8=WD144 (256x144), 9=WD288 (512x288), 10=WD432 (768x432), 18=WD1 (960H)). HD resolutions then need to be set via CONF_VIDEO_H264_ENC_BASE_OPERATIO</p> <p>For devices where CONF_ENC_BASE_OPERATION_MODE_TY is '0' (no base operation modes) or '2' (upper limit) then this command also applies for HD resolutions. The t_dword payload is then as follows: upper 2 Bytes of DWORD = width, lower 2 Bytes = height. (e.g. 1280x720 -> t_dword = 0x050002D0 = 83886800dec); HD resolutions on transcoder: 720 (up to 720x1280), 1080 (up to 1080x1920), 2160(up to 2160x3840); SessionID to address session based video params</p>	
Write	t_dword	service	<p>Sets the spatial resolution for selected preset. Possible resolutions depending on the device platform (CPPx). They can be queried with the command CONF_ENC_PROFILE_RESOLUTION_OPTI</p> <p>Info: for devices where CONF_ENC_BASE_OPERATION_MODE_TY is '1' this command only applies for SD resolutions (0=QCIF, 1=CIF, 2=2CIF, 3=4CIF, 4=(1/2 D1), 5=(2/3D1), 6=QVGA, 7=VGA, 8=WD144 (256x144), 9=WD288 (512x288), 10=WD432 (768x432), 18=WD1 (960H)). HD resolutions then need to be set via CONF_VIDEO_H264_ENC_BASE_OPERATIO</p>	

	CPP6/ CPP7/ CPP7.3	CPP13
Available	yes	yes

2.419 CONF_MTU_SIZE

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b3d	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Mtu size (0 means default)
Write	t_dword	service	Mtu size (0 means default)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.420 CONF_MULTICAST_AUDIO_GROUP_IP

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd1	audio coder	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the multicast audio group address
Write	t_dword	service	Set the multicast audio group address (range: 224.0.0.10 .. 239.255.255.255)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.421 CONF_MULTICAST_AUDIO_GROUP_IP_STR

[API: multicast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cd2	audio coder	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Read the multicast audio group address	
Write	p_string	service	Set the multicast audio group address (range: 224.0.0.10 .. 239.255.255.255)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.422 CONF_MULTICAST_AUDIO_PORT

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x01b2	audio coder	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Read the multicast audio UDP port number
Write	t_word	service	Set the multicast audio UDP port (even port numbers only)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.423 CONF_MULTICAST_AUDIO_PORT_STR

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x01b5	audio coder	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the multicast audio UDP port number
Write	p_string	service	Set the multicast audio UDP port (even port numbers only)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.424 CONF_MULTICAST_TTL

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0267	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Get the TTL (time to live) in IP-Header for multicast packets
Write	t_octet	service	Set the TTL (time to live) in IP-Header for multicast packets
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.425 CONF_MULTICAST_VIDEO_GROUP_IP

[API: multicast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01b1	video coder	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Read the multicast video group address	
Write	t_dword	service	Set the multicast video group address (range: 224.0.0.10 .. 239.255.255.255)	
CPP6/ CPP7/ CPP7.3			CPP13	
Available	yes		yes	

2.426 CONF_MULTICAST_VIDEO_GROUP_IP_STR

[API: multicast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01b4	video coder	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Read the multicast video group address	
Write	p_string	service	Set the multicast video group address (range: 224.0.0.10 .. 239.255.255.255)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.427 CONF_MULTICAST_VIDEO_PORT

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0286	video coder	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Read the multicast video UDP port number
Write	t_word	service	Set the multicast video UDP port (even port numbers only)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.428 CONF_MULTICAST_VIDEO_PORT_STR

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0288	video coder	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the multicast video UDP port number
Write	p_string	service	Set the multicast video UDP port (even port numbers only)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.429 CONF_MUTE_MEDIA_CHANNEL

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff14	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	Mutes/unmutes a media channel: Bit 1: video, Bit2: audio, Bit3: meta; session id is needed, don't mute if media channel is in multicast	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.430 CONF_NAME_STAMP_VAL

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0084	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	t_octet	user	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.431 CONF_NBR_OF_ACCOUNTS

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b62	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the max number of accounts
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.432 CONF_NBR_OF_ALARM_IN

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01db	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Returns the number of installed alarm input contacts (possible masterswitch included)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.433 CONF_NBR_OF_ALARM_OUT

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x01dc	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of installed alarm output contacts	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.434 CONF_NBR_OF_ALTERNATIVE_ALARM_IPS

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0303	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the number of available alarm ip addresses (total presets)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.435 CONF_NBR_OF_AUDIO_IN

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x01d8	None	no	no
Datatype	Access Level	Description	
Read	t_dword	Returns the number of audio inputs	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.436 CONF_NBR_OF_AUDIO_OUT

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x01d9	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of audio outputs	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.437 CONF_NBR_OF_ENC_STREAMS

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cb1	video line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the number of supported individual h26x streams	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.438 CONF_NBR_OF_EXT_ETH_COPPER_PORTS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a29	None	no	no
Datatype	Access Level	Description	
Read t_dword	always_legacy	Returns the number of external copper ethernet ports of a device	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.439 CONF_NBR_OF_EXT_ETH_FIBER_PORTS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a2a	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of external fiber ethernet ports of a device	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.440 CONF_NBR_OF_EXT_ETH_PORTS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a28	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of external ethernet ports of a device	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.441 CONF_NBR_OF_HUMIDITY_SENSORS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c60	None	no	no
Datatype	Access Level	Description	
Read	t_dword	user	The number of humidity sensors
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.442 CONF_NBR_OF_IMU

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cd5	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Returns the number of available IMU sensors (IMU: Inertial Measurement Unit; accelerometer, gyroscope, ..)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.443 CONF_NBR_OF_MANIPULATION_ALARMS

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0af1	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	always_legacy	Number of manipulation alarms	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.444 CONF_NBR_OF_MOTION_DETECTORS

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x09af	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of installed motion detectors	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.445 CONF_NBR_OF_PIR

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c1a	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of installed PIR sensors	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.446 CONF_NBR_OF_SD_CARD_SLOTS

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb2	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get number of sd card slots
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.447 CONF_NBR_OF_TEMP_SENS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x09c4	None	no	no
Datatype	Access Level	Description	
Read	t_dword	user	The number of temperature sensors
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.448 CONF_NBR_OF_TRAPS_HOSTS

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x029d	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Number of hosts snmp traps can be sent to	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.449 CONF_NBR_OF_VIDEO_IN

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x01d6	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of installed video inputs	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.450 CONF_NBR_OF_VIDEO_OUT

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x01d7	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of installed video outputs	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.451 CONF_NBR_OF_VIRTUAL_ALARMS

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0aed	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Number of virtual alarm inputs	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.452 CONF_NETWORK_SERVICES

[API: network services]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c62	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns all running network services
Write	p_octet	service	Returns all running network services
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

Description

Reading the CONF_NETWORK_SERVICES command returns a list of TCP/UDP services which are available on the device. Each entry represents one service. The entry show if the service is enabled at the moment and what TCP/UDP port it is assigned to if a port is available. If the port cannot be adjusted the 0x0004 tag is simply missing. Client software can show this list to give the user the opportunity to check and configure all runiing network services.

Writing this command allows to configure the services returned by a preceding read. In write direction the command payload has the same structure. The client does not need to include all services returned by the read. It can only add the services to change to the write payload. The tag 0x0002 (label) must not be included in write payload. The service ID must provided and identifies the service to change. The ID is not fixed across firmware versions and must be retrieved by a preceeding read.

Writing this command is only a request to the device to shutdown or start the services. That's why the device cannot answer with with the new state of the services. The device replies to a write operation with the actual state of the network services (the complete list). This does eventually not reflect the changes which will be done by the requests in this write operation.

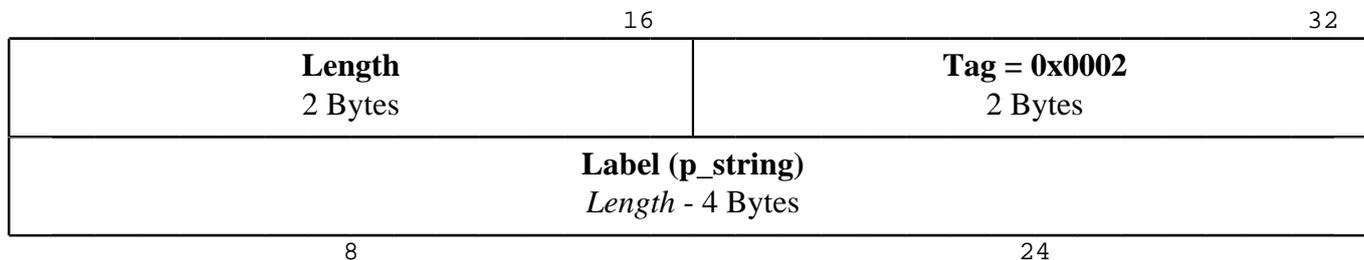
Note: Most network services need a reboot of the device to be stopped or started. After writing this command the device should be rebootet!

Payload Structure

Service Entry [0]
...
Service Entry [N]

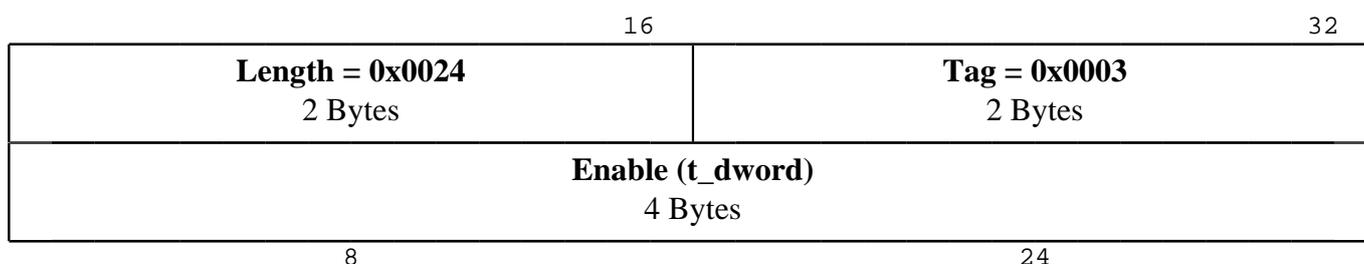
Tag 2: Label

A printable label for this service. If the client does not know how to translate this label it can show this label as default. The label is not used to identify the service and can be omitted when writing this command.



Tag 3: Enable

A value != 0 indicates that this service is enabled and the port is open at UDP/TCP level. A value == 0 indicates that the service is disabled.

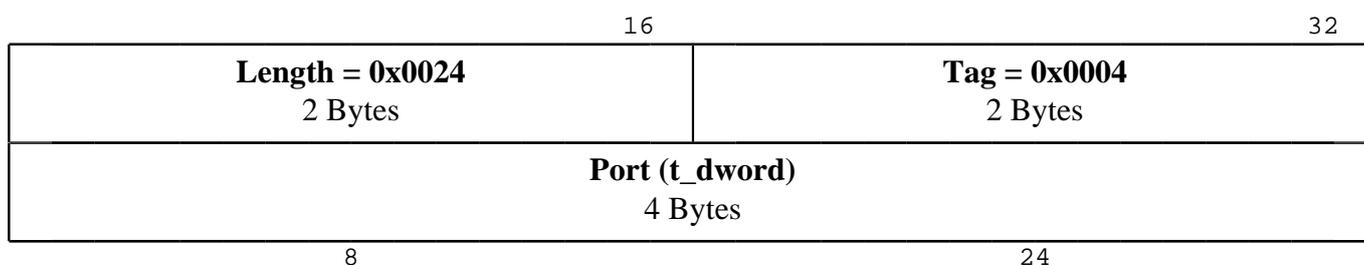


Values:

Enable	1
Disable	0

Tag 4: Port

This tag is only present if the UDP/TCP port is adjustable for this service. Else this tag is simply omitted. For historical reasons most services set their port to 0 to show that they are disabled. If you set the 'Enable' tag to 0 at write and set the port != 0 the command will automatically set the port to 0. Setting 'Enabled' tag to != 0 and the port to 0 will use default port. Else the given port will be used.



2.453 CONF_NIGHT_MODE_STATE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aa2	None	yes	no
Datatype	Access Level	Description	
Read f_flag	minimal	0=night mode off; 1=night mode on (only for devices supporting night mode)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.454 CONF_NTP_SERVER_IP_STR

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x024f	None	no	no
Datatype	Access Level	Description	
Read p_string	minimal	Reads the time servers ip address (\xxx.xxx.xxx.xxx\ Or URL) used to sync time from	
Write p_string	service		
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.455 CONF_NTP_START_SERVER

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c63	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Reads if the NTP server of the camera should be started
Write	f_flag	service	Set if the NTP server of the camera should be started (0 = do not start; 1 = start server)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.456 CONF_NTP_SYNC_MODE

[API: local time and time server settings and configuration]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x031e	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Returns mode which is used by time server, time server(0), SNTP server(1), off(2)	
Write	t_dword	service	Selects mode which is used to sync time on this machine, time server(0) SNTP server(1), off(2), tls_date(3)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.457 CONF_NUMBER_OF_VIPROC_CONFIGS

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3c	video line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Returns the number of configurations for the specified line.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.458 CONF_OBEY_ICMP_REDIRECTS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c13	None	no	no
Datatype	Access Level	Description	
Read	t_octet	service	Obey or ignore ICMP redirect messages,
Write	t_octet	service	Obey or ignore ICMP redirect messages,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

Values:

ignore	0
obey	1

2.459 CONF_OEM_DEVICE_DOMAIN

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e9	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the oem device domain
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.460 CONF_OEM_DEVICE_NAME

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x097c	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the oem device name
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.461 CONF_OEM_EXT_ID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x097d	None	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	DEPRECATED: please use CONF_DEVICE_TYPE_IDS instead. Get the oem extension id	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.462 CONF_ONVIF_STREAM_MODE

[API: onvif]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bcb	coder	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	#ValueList: 1=stream is configured by onvif; 0=stream is not configured by onvif;	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.463 CONF_ONVIF_STREAM_URI_EX

[API: onvif]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0be4	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Extension to the onvif stream uri that will be appended in the GetStreamUri command	
Write	p_string	service	Extension to the onvif stream uri that will be appended in the GetStreamUri command	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.464 CONF_OPTIONAL_TIME_SERVER_PORT

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c40	None	no	no
Datatype	Access Level	Description	
Read t_word	minimal	Get the optional/alternative time server port. If not set (0), the according standard port will be used (depending on the configured time server mode)	
Write t_word	service	Set an optional/alternative time server port. If not set (0), the according standard port will be used (depending on the configured time server mode).	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.465 CONF_OSD_ACCESS

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x098a	0: print to all coders, else, print only to selected absolute coder	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Access to the OSD via RCP command
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Up to version 4.50, this command only applies to decoders to display text onto the video output. The num field carries the video output number. A value of 0 indicates that the text should be displayed on all screens. Remind that the num value numbering scheme takes quad mode into account for the lines where quad is possible, even if quad mode is not active. (E.g. to have an OSD stamped into the fourth line of a VIP X1600 XFMD, you need to use num value of 10). To delete previously submitted strings, send an empty string (not space characters!).

From version 4.50 on this command applies to encoders as well. In that case, the encoder will embed the text information into the RTP data stream to be overlaid by the receiving decoder. The attribute and flag fields are not applicable to the decoder's video output. The num field applies to the video input number.

Payload Structure

16		32	
ID 2 Bytes		Len 2 Bytes	
x 1 Byte	y 1 Byte	bg_luma 1 Byte	bg_chroma 1 Byte
attributes 4 Bytes			
font_luma 1 Byte	font_chroma 1 Byte	flags 2 Bytes	
Text Len - 16 Bytes			
8		24	

ID

Tag ID, for addressing different strings. Values 0x04-0x08 are possible.

Len

Length of the complete payload in bytes. Maximum length is 64 bytes.

x

X-Position (0...255) where the string should be displayed (0 is left)

y

Y-Position (0...255) where the string should be displayed (0 is up)

bg_luma

Background color: 8 bit luma (Y)

bg_chroma

Background color: 2 x 4 bit chroma (U/V); 'lower 4 bit' = U, 'upper 4 bit' = V

attributes

	Mask	Name	Description
Bit 20	0x00100000	ShowBorder	Draw a box around the text or transparent text background (0=box, 1=transparent)
Bit 11	0x00000800	Center	Centered display (0=off, 1=on)
Bit 10	0x00000400	BackgroundBox	Big text background box (0=off, 1=on)
Bit 8	0x00000100		Use custom font and background color given in bg_luma, bg_chroma, font_luma and font_chroma (0=off, 1=on)

font_luma

Font color: 8 bit luma (Y)

font_chroma

Font color: 2 x 4 bit chroma (U/V); 'lower 4 bit' = U, 'upper 4 bit' = V

flags

	Mask	Name	Description
Bit 0	0x0001	Unicode	Interpret text as unicode characters (UTF-16)

Text

Text to be displayed

2.466 CONF_OSD_POS

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ae0	0: print to all coders, else, print only to selected absolute coder	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Access to the OSD via RCP command
Write	p_octet	service	Access to the OSD via RCP command
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

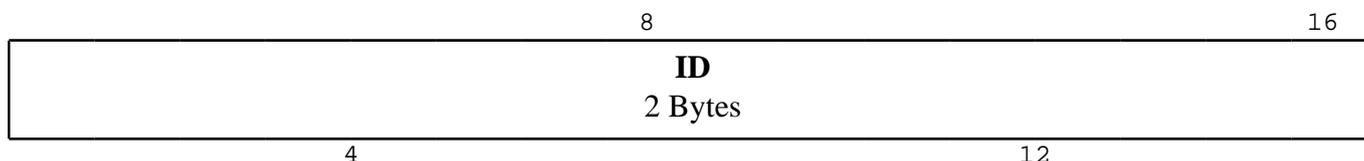
Description

Set or get the position of OSD objects (see CONF_OSD_ACCESS). For "write" the num field carries the video number; 0 indicates that the string positions on all video lines will be set.

Up to version 4.50, this command only applies to decoders to display text onto the video output. The num field carries the video output number. A value of 0 indicates that the text should be displayed on all screens. Remind that the num value numbering scheme takes quad mode into account for the lines where quad is possible, even if quad mode is not active. (E.g. to have an OSD stamped into the fourth line of a VIP X1600 XFMD, you need to use num value of 10). To delete previously submitted strings, send an empty string (not space characters!).

From version 4.50 on this command applies to encoders as well. In that case, the encoder will embed the text information into the RTP data stream to be overlaid by the receiving decoder. The attribute and flag fields are not applicable to the decoder's video output. The num field applies to the video input number.

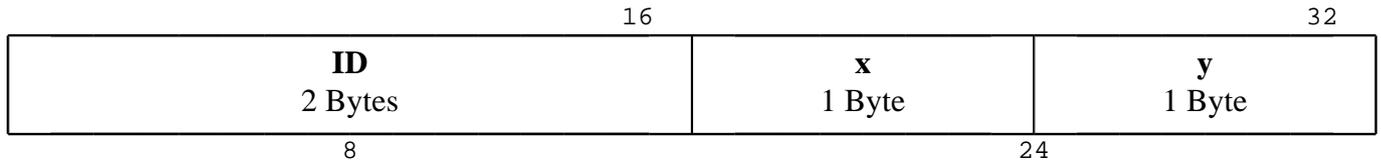
Request Payload Structure



ID

Tag ID, for addressing different strings. Values 0x04-0x08 are possible.

Response/Write Payload Structure



ID

Tag ID, for addressing different strings. Values 0x04-0x08 are possible.

x

X-Position (0...255) of the string (0 is left)

y

Y-Position (0...255) of the string (0 is top)

2.467 CONF_PASSWORD_SETTINGS

[API: user management]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x028b	password level	no	no
	Datatype	Access Level	Description	
Read	p_string	always_legacy	Get the unit password (scrambled). num parameter sets the password levels; 1=user, 2=service, 3=live	
Write	p_string	no_pwd	Set the unit password. num parameter sets the password levels; 1=user, 2=service, 3=live; Notice: only standard ASCII characters allowed!	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.468 CONF_PIC_INFO

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b8e	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Enables/disables the generation of pic info packets (payload type 97)
Write	t_octet	service	Enables/disables the generation of pic info packets (payload type 97)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.469 CONF_PIR_ALARM_STATE

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c1b	PIR sensor nbr	yes	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	0=PIR alarm off; 1=PIR alarm on	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.470 CONF_PIR_SENSITIVITY

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bbb	None	no	no
Datatype	Access Level	Description	
Read	t_octet	user	Sensitivity of PIR sensor
Write	t_octet	service	Sensitivity of PIR sensor
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Read Payload Structure

Values:

disabled	0
lowest	1
highest	10

Write Payload Structure

Values:

PIR disabled	0
lowest	1
highest	10

2.471 CONF_PIR_STATUS

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0bbc	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	user	Obsolete - Raw ADC value of the PIR sensor.	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.472 CONF_PMPP_ADDRESS

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ab9	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the Pmpp Address (allowed values: 1-63;)
Write	t_octet	service	Sets the Pmpp Address (allowed values: 1-63;)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.473 CONF_PMPP_PORT

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aba	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the Pmpp Port of the pmpp server,
Write	t_word	service	Sets the Pmpp Port of the pmpp server,
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

Values:

off 0

2.474 CONF_POE_GRANTED_POWER

[API: lldp]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0ae6	None	yes	no
	Datatype	Access Level	Description	
Read	t_word	minimal	Read the current poe power granted by switch / midspan in tenths of Watts	
Write	t_word	service	Write/limit the max power budget to be used by the device in tenths of Watts	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.476 CONF_POWER_MONITOR_NAMES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c54	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Returns names from all monitored power rails, see detailed description	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16	32
Number of power rails 4 Bytes	
Name of power rail (zero terminated) [0]	
...	
Name of power rail (zero terminated) [Number of power rails - 1]	
8	24

Number of power rails

Number of monitored power rails.

2.477 CONF_POWER_MONITOR_VALUES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c53	Instance of Power Monitor	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns values from all monitored power rails, see detailed description
Write	p_octet	service	Writing one Byte with 0x01 resets min/max/avg
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

16	32
Number of rails 4 Bytes	
Rail value [0] (see description)	
...	
Rail value [Number of rails - 1] (see description)	
8	24

Number of rails

Number of monitored rails. Payload of complete command is 4 + (Number Of Rails)*40 Bytes

Rail value

16	32
Options 4 Bytes	
Actual Voltage 4 Bytes	
Min Voltage 4 Bytes	

Max Voltage 4 Bytes
Actual Current 4 Bytes
Min Current 4 Bytes
Max Current 4 Bytes
Actual Power 4 Bytes
Min Power 4 Bytes
Max Power 4 Bytes

8

24

Options

	Mask	Name
Bit 2	0x00000004	Power Measurement Valid
Bit 1	0x00000002	Voltage Measurement Valid
Bit 0	0x00000001	Current Measurement Valid

Actual Voltage

Actual measured voltage, which is measured last, in uV

Min Voltage

Minimum measured voltage in uV

Max Voltage

Maximum measured voltage in uV

Actual Current

Actual measured current, which is measured last in uA

Min Current

Minimum measured current in uA

Max Current

Maximum measured current in uA

Actual Power

Actual measured power, which is measured last in uW

Min Power

Minimum measured power in uW

Max Power

Maximum measured power in uW

2.478 CONF_PREDEFINED_MOUNTING_LIST

[API: calibration]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c76	video line	no	no
	Datatype	Access Level	Description	
Read	p_string	user	Contains predefined mounting positions separated by semicolon, last three characters defines the associated tilt angle	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.479 CONF_PREPARE_FOR_RECORDING

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b51	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is used to prepare a remote device for recording via a another device (e.g remote recording on a transcoder). Normally the remote device will be configured to record on one or more (upto 8) local managed storage, which is already configured by the command CONF_STORAGE_LIST. The Storage can be a local storage on the remote device or any storage on the local device. This is chosen by the flag "remote managed storage". If this flag is set, the storage/lun idx refers the lun index of a local storage on the remote device. Otherwise it is the index from the storage list of the local device. The preparation will be the configuration of the micro vrm on the recording device and in case of remote recording constellation, it will allow the remote recording on the storage managing device.

Payload Structure

Remote Device Index 2 Bytes		Recording Index 2 Bytes	
16	32		
Flags 1 Byte	Storage/Lun Count 1 Byte	Storage/Lun Index [0] 1 Byte	...
...			Storage/Lun Index [Storage/Lun Count - 1] 1 Byte
8	8	24	

Remote Device Index

Index of a remote device entry configured by CONF_ADD_REMOTE_DEVICE from 1 to n. Value 0 means the local device.

Recording Index

Primary Recording 1
 Secondary Recording 2

Flags

	Mask	Name
Bit 0	0x01	Remote Managed Storage

Storage/Lun Count

Number of following index enties for storages/luns (max. 8)

Storage/Lun Index

Index of an as managed configured storage or the lun index of local storage of the remote device.

Privacy mask dome PTZ

Command 1 Byte	Mask ID 1 Byte	Reserved 1 Byte	Reserved 1 Byte
Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte
8	16	24	32

Command

Move To Defined Position 0 Move dome to position stored at maskId

Mask ID

Define mask ID which is used in conjunction with the command. Use CONF_PRIV_MSK_OPTIONS to query number of supported masks. (CONF_PRIV_MSK_OPTIONS / Max Number Of Priv Masks Per Line).

2.481 CONF_PRIV_MSK

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ab7	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Legacy command please use CONF_PRIV_MSK_POLY
Write	p_octet	service	Legacy command please use CONF_PRIV_MSK_POLY
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.482 CONF_PRIV_MSK_OPTIONS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bd7	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

16		32	
Color Support 1 Byte	Rectangle Support 1 Byte	Polygon Support 1 Byte	Max Number Of Polygon Vertices 1 Byte
Max Number Of Priv Masks Per Line 1 Byte	Only Legacy Cmd Support 1 Byte	Only Legacy Dome Cmd Support Via Bicom 1 Byte	Dome rcp priv mask support 1 Byte
Dome zoom threshold support 1 Byte	Number Of Priv Masks Lines 1 Byte	Dome Priv Mask Enlargement Support 1 Byte	IVA Behind Priv Mask Support 1 Byte
Supported feature bits 1 Byte	Reserved 3 Bytes		

8

24

Color Support

Definition of color via (R,G,B) is supported

No 0
 Yes 1

Rectangle Support

No 0
 Yes 1

Polygon Support

No	0	
Yes	1	May not be self intersecting

Max Number Of Polygon Vertices

Maximum points for polygon definition

Max Number Of Priv Masks Per Line

Maximum Number Of Priv Masks Per Line

Only Legacy Cmd Support

No	0
Yes	1

Only Legacy Dome Cmd Support Via Bicom

No	0
Yes	1

Dome rcp priv mask support

No	0
Yes	1

Dome zoom threshold support

No	0
Yes	1

Dome Priv Mask Enlargement Support

No	0
Yes	1

IVA Behind Priv Mask Support

No	0
Yes	1

Supported feature bits

	Mask	Name
Bit 2	0x04	Pixelized
Bit 1	0x02	Privacy Mask Off
Bit 0	0x01	Auto Color Mode

2.483 CONF_PRIV_MSK_POLY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bd8	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

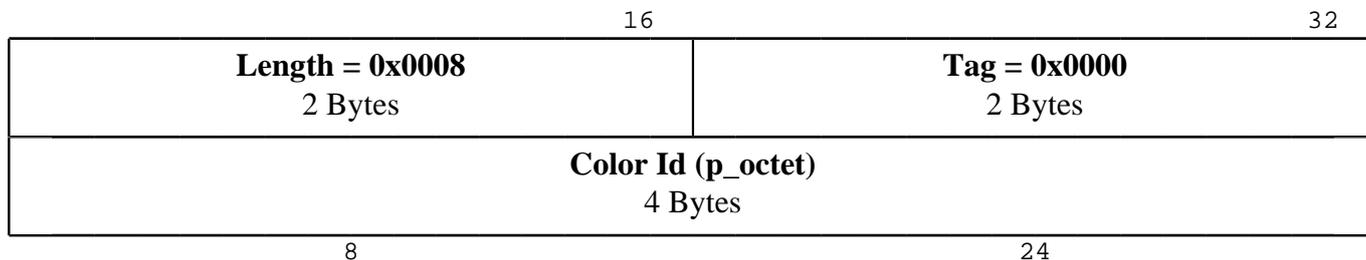
Length of tagged value including length and tag field

Tag

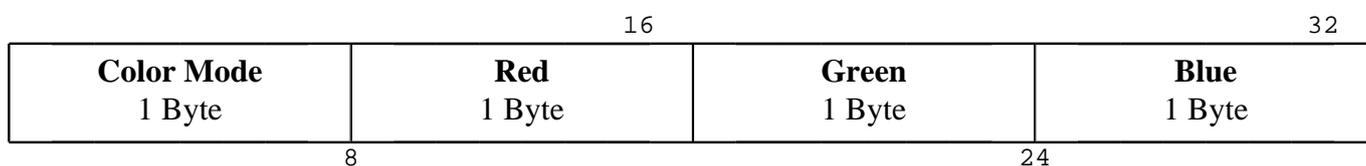
Tag specifying the encoding and meaning of the value

Tag 0: Color Id

Configure the priv mask color only supported if CONF_PRIV_MSK_OPTIONS allows the color configuration



Color Id



Color Mode

RGB	0	Red, Green, Blue values are used.
Auto Color Mode	1	Privacy mask color is auto selected from the surrounding. Red, Green, Blue values are ignored (use CONF_PRIV_MSK_OPTIONS to query support)
Off	2	Use CONF_PRIV_MSK_OPTIONS to query support.
Pixelized	3	Use CONF_PRIV_MSK_OPTIONS to query support.

Red

Value 0 - 255

Green

Value 0 - 255

Blue

Value 0 - 255

Tag 1: Polygon (fixed camera) description id

Configure up to n polygons query n via CONF_PRIV_MSK_OPTIONS.

CONF_PRIV_MSK_OPTIONS also defines if only rectangles are supported then only rectangles are allow to be send with this command.

Currently only a block configuration is supported all polygons are send at once.

Currently only non self intersecting polygons are supported refer to CONF_PRIV_MSK_OPTIONS.

Length 2 Bytes	Tag = 0x0001 2 Bytes
Polygon (fixed camera) description id (p_octet) <i>Length - 4 Bytes</i>	
8	24

Polygon (fixed camera) description id

Enable 1 Byte	Id 1 Byte	Number Of Vertices 1 Byte	Reserved 1 Byte
Reserved 4 Bytes			
Vertex [0] (see description)			
...			
Vertex [Number Of Vertices - 1] (see description)			
8		24	

Enable

Disabled	0	Privacy mask is not shown.
Enabled	1	Privacy mask is shown.

Id

Mask number in range [0... max number privacy masks] (defined via CONF_PRIV_MSK_OPTIONS)

Number Of Vertices

Number of points for this polygon, must be in range [0... max number points] (defined via CONF_PRIV_MSK_OPTIONS)

Vertex

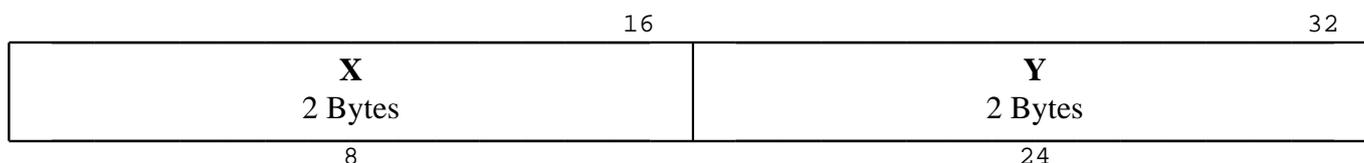
Definition of the coordinate system for privacy masking (stick to sei information)

Upper left edge : (0,0)

Upper right edge: (32768,0)

Lower left edge : (0,32768)

Lower right edge: (32768,32768)



X

X Coordinate 0 - 32678

Y

Y Coordinate 0 - 32678

Tag 2: Polygon Config @ moving camera

use CONF_PRIV_MSK_OPTIONS to query if supported (CONF_PRIV_MSK_OPTIONS: Byte[7] rcp priv mask support @ dome): 2

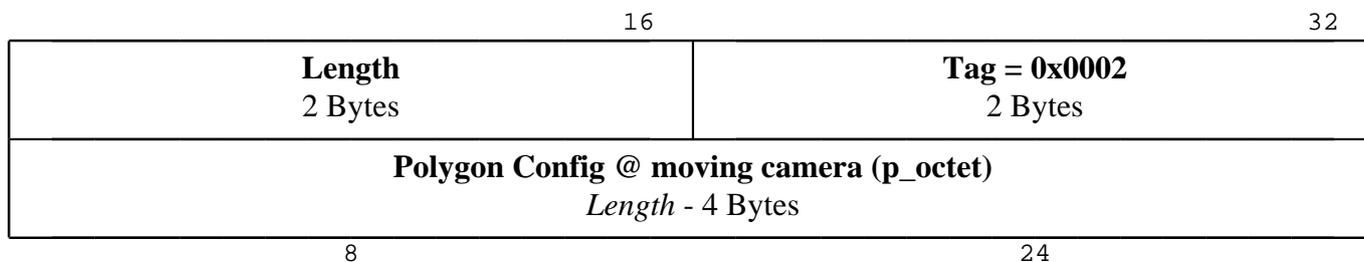
Configure up to n polygons, query n via CONF_PRIV_MSK_OPTIONS.

CONF_PRIV_MSK_OPTIONS also defines if only rectangles are supported then only rectangles are allow to be send with this command.

Only one polygon is allowed to be send at once. Current dome position is automatically associated with the polygon

Currently only convex polygons are supported refer to CONF_PRIV_MSK_OPTIONS.

Use CONF_PRIV_MSK_OPTIONS to query if supported (CONF_PRIV_MSK_OPTIONS: Byte[7] rcp priv mask support @ dome)



Polygon Config @ moving camera

Enable 1 Byte	Id 1 Byte	Number Of Vertices 1 Byte	Zoom Threshold 1 Byte
Reserved 4 Bytes			
Vertex [0] (see description)			
...			
Vertex [Number Of Vertices - 1] (see description)			
8	16	24	32

Enable

Disabled	0	Privacy mask is not shown.
Enabled	1	Privacy mask is shown.

Id

Mask number in range [0... max number privacy masks] (defined via CONF_PRIV_MSK_OPTIONS)

Number Of Vertices

Number of points for this polygon, must be in range [0... max number points] (defined via CONF_PRIV_MSK_OPTIONS)

Zoom Threshold

Availability defined via CONF_PRIV_MSK_OPTIONS

Disabled	0
Enabled	1

Vertex

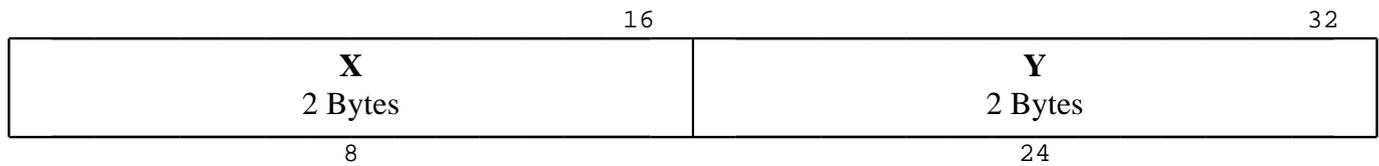
Definition of the coordinate system for privacy masking (stick to sei information)

Upper left edge : (0,0)

Upper right edge: (32768,0)

Lower left edge : (0,32768)

Lower right edge: (32768,32768)



X

X Coordinate 0 - 32678

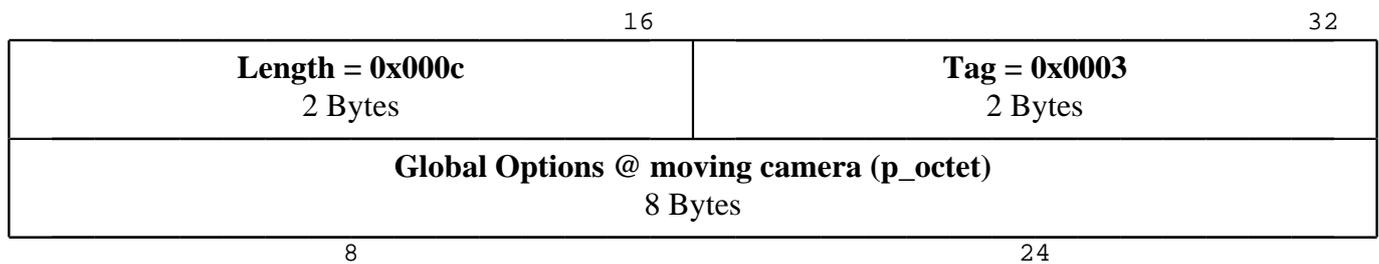
Y

Y Coordinate 0 - 32678

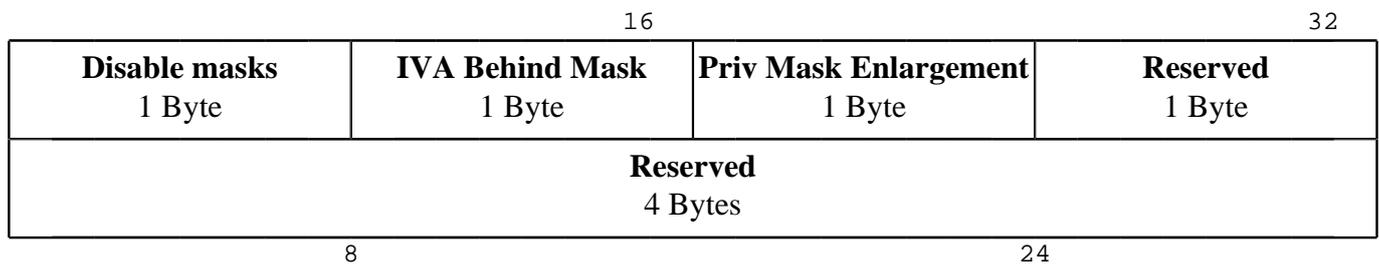
Tag 3: Global Options @ moving camera

Global priv mask options at dome

Use CONF_PRIV_MSK_OPTIONS to query if supported (CONF_PRIV_MSK_OPTIONS: Byte[7] rcp priv mask support @ dome)



Global Options @ moving camera



Disable masks

Disable all privacy masks

IVA Behind Mask

Enable IVA behind privacy masks

2.484 CONF_PRIVACY_MODE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c33	None	yes	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the privacy mode status
Write	t_dword	user	Set the privacy mode status
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Read Payload Structure

16	32	
8	24	
Status 1 Byte	Source of Privacy Mode 1 Byte	opt. Timeout in min 2 Bytes

Status

off 0
 on 1

Source of Privacy Mode

RCP cmd 0
 Tap 1

Write Payload Structure

16	32	
8	24	
Status 1 Byte	reserved 1 Byte	opt. Timeout in minutes 2 Bytes

Status

off 0
 on 1

reserved

Set to '0'

opt. Timeout in minutes

Only applicable if 'Status' is 'On'. Then, after the timeout, privacy mode is automatically switched 'off' again

2.485 CONF_PRODUCT_NAME

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aea	None	no	no
Datatype	Access Level	Description	
Read p_string p_octet	always	Read the product name of the device. This command was previously named \CTN\".	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.486 CONF_PROTECT_HTTP_COOKIE

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cdc	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Protect default session cookie with HttpOnly (legacy behaviour)
Write	f_flag	service	Protect default session cookie with HttpOnly (legacy behaviour)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Values:

Disabled	0
Enabled	1

2.487 CONF_PTZ_AUTO_ROTATE_MODE

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c3f	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Residential indoor ptz auto-rotate (auto-track) mode. 0=off, 1=std function, 2=production test mode	
Write	t_octet	service	Residential indoor ptz auto-rotate (auto-track) mode. 0=off, 1=std function, 2=production test mode	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.488 CONF_PTZ_CONTROLLER_AVAILABLE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a51	None	no	no
Datatype	Access Level	Description	
Read	f_flag	always_legacy	Returns true if for the specified line a ptz controller is available which can be used by the VCA module.
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.489 CONF_PUBLISH_MEDIA_KEYS

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x09fc	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Switches whether the media key of a media source are readable and transferred during the hw-hw connection setup. Obsolete - keys are always forwarded on ssl control connections
Write	f_flag	service	Switches whether the media key of a media source are readable and transferred during the hw-hw connection setup. Obsolete - keys are always forwarded on ssl control connections
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.490 CONF_RAW_IMAGE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c98	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

16	32
Requested Format 2 Bytes	Selected Scaler 2 Bytes
8	24

Requested Format

Raw YUV 0x0000 (default)
 TIFF encoded raw 0x0001 (default)

Selected Scaler

VCS Scaler 0x0001 (default)

Response Payload Structure

Payload for 'Requested Format' = 'Raw YUV' (0x0000)

16	32
Image Width 4 Bytes	
Image Height 4 Bytes	
YUV Format 4 Bytes	
8	24

Image Width

Image Height

YUV Format

Planar420	1	420 planar, YYYY...UUUU...VVVV
Chroma420	-1	420 chroma interleaved, YYYY....UVUVUV
Planar422	2	422 planar, YYYY...UUUU...VVVV
Chroma422	-2	422 chroma interleaved, YYYY....UVUVUV

2.491 CONF_RCP_CLIENT_REGISTRATION

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff00	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always	Not supported; will generate message if client idle timeout will happen in 1 minute
Write	p_octet	always	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The registration is a standard RCP packet with the command code 0xFF00 with data type P_OCTET (0x0c). The Numeric Descriptor is not used. The Client ID in the header section is ignored.

Request Payload Structure

16		32
Registration Type 1 Byte	Reserved 1 Byte	Client ID 2 Bytes
PE 1 Byte	PL 1 Byte	Number Of Tags 2 Bytes
Tag [0] 2 Bytes		...
Tag [Number Of Tags - 1] 2 Bytes		Password... N Bytes
Password ...		
8		24

Registration Type

Modify Registration 0x00
 Normal Registration 0x01
 Hook Back 0x03
 Registration

Client ID

Unused

PE

Password and User Delivery Encryption.

Plain text 0x00
MD5 hash 0x01

PL

Password and User String Length. Number of bytes to follow for the password string.

Number Of Tags

Number of message tags inside this packet.

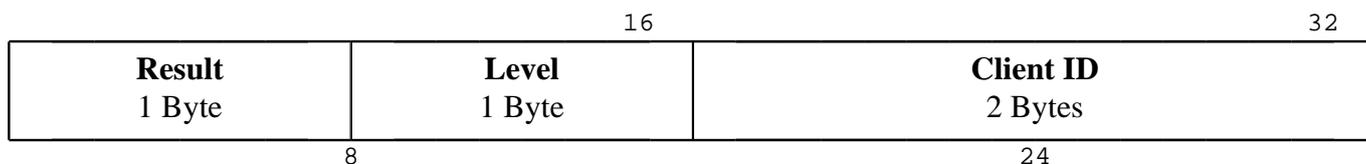
Tag

Tag codes for the messages which should be passed to the RCP client (see tag code table for capability to generate messages) - A Tag code of 0xFFFF will force the VideoJet to generate a message on all possible events.

Password

Password string itself. NOTE: No \0 termination!

Response Payload Structure



Result

Registration failed 0x00
Registration 0x01
successful

Level

The level after this registration.

no	0
live	3
user	1
service	2

Client ID

Identification number under which the client is now registered at the VideoJet.

- The client opens up a TCP connection to the VideoJet.
- The client sends an RCP registration as mentioned above.
- The RCP server (the VideoJet) will respond with the result code and the assigned Client ID.
- The client is now allowed to send RCP Requests provided with the Client ID.

An already registered client can change the message list.

This mechanism is used during connection establishment only. A called host is requested to do a back register to the calling host. To achieve proper client allocation on the calling host, the Client ID of the server session on the called host must be provided in the 'Hook back' registration (Password section).

Password format: XXXX@PasswordString

XXXX: The Client ID in hexadecimal notation (4 digits)
PasswordString: As defined below

There are currently three user levels on the videojet:

- live - For video access only; no control
- user - For video access and control over the video stream (e.g. caminput)
- service - for video and all administrative access

The identification string must have the following format: +Username:Password+

- A 16 character random string for MD5 hash calculation must be requested from the VideoJet (RCP command CONF_RCP_REG_MD5_RANDOM).
- A string +random_string+++username:password+ must be formed.
- The response MD5 hash over this string must be calculated.
- The identification string in the register packet must have the following format:
+Username:random_string:response_string+

Note: No additional whitespaces are allowed.

2.492 CONF_RCP_CLIENT_REGISTRATION_V2

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff04	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	always	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The registration is a standard RCP packet with the command code 0xFF00 with data type P_OCTET (0x0c). The Numeric Descriptor is not used. The Client ID in the header section is ignored.

Request Payload Structure

	16	32
Registration Type 1 Byte	Flags 1 Byte	Client ID 2 Bytes
PE 1 Byte	PL 1 Byte	Number Of Tags 2 Bytes
Tag [0] 2 Bytes		...
Tag [Number Of Tags - 1] 2 Bytes		Password... N Bytes
Password ...		
8		24

Registration Type

Modify Registration 0x00
 Normal Registration 0x01
 Hook Back 0x03
 Registration

Flags

	Mask	Name	Description
Bit 2	0x04	TAGGED_OPTION_HDR	Signal that the client will send extra tagged option list on each request. Internal only
Bit 1	0x02	MESSAGES_IN_V2_FORMAT	Register for messages with extended timestamp and sequence number header. If this flag is set, then all messages sent from the server to this client have an additional timestamp and sequence number header right after the RCP+ Header. This header is identical to the 'Timestamp Header Structure' returned by CONF_RCP_MSG_V2_HISTORY. Please see description of CONF_RCP_MSG_V2_HISTORY for details.

Client ID

Unused

PE

Password and User Delivery Encryption.

Plain text	0x00
MD5 hash	0x01

PL

Password and User String Length. Number of bytes to follow for the password string.

Number Of Tags

Number of message tags inside this packet.

Tag

Tag codes for the messages which should be passed to the RCP client (see tag code table for capability to generate messages) - A Tag code of 0xFFFF will force the VideoJet to generate a message on all possible events.

Password

Password string itself. NOTE: No \0 termination!

Response Payload Structure

Result 1 Byte	Level 1 Byte	Client ID 2 Bytes
8	16	32
		24

Result

Registration failed 0x00
Registration successful 0x01

Level

The level after this registration.

no 0
live 3
user 1
service 2

Client ID

Identification number under which the client is now registered at the VideoJet.

- The client opens up a TCP connection to the VideoJet.
- The client sends an RCP registration as mentioned above.
- The RCP server (the VideoJet) will respond with the result code and the assigned Client ID.
- The client is now allowed to send RCP Requests provided with the Client ID.

An already registered client can change the message list.

This mechanism is used during connection establishment only. A called host is requested to do a back register to the calling host. To achieve proper client allocation on the calling host, the Client ID of the server session on the called host must be provided in the 'Hook back' registration (Password section).

Password format: XXXX@PasswordString

XXXX: The Client ID in hexadecimal notation (4 digits)
PasswordString: As defined below

There are currently three user levels on the videojet:

- live - For video access only; no control
- user - For video access and control over the video stream (e.g. caminput)
- service - for video and all administrative access

The identification string must have the following format: +Username:Password+

- A 16 character random string for MD5 hash calculation must be requested from the VideoJet (RCP command CONF_RCP_REG_MD5_RANDOM).
- A string +random_string+++username:password+ must be formed.
- The response MD5 hash over this string must be calculated.

-
- The identification string in the register packet must have the following format:
+Username:random_string:response_string+

Note: No additional whitespaces are allowed.

2.493 CONF_RCP_CLIENT_TIMEOUT_WARNING

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff03	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The RCP server has to deal with lots of RCP connections at the same time. If an RCP client is going down without notification to the server, an orphan table entry will remain. To avoid this, a timeout mechanism is provided. Each RCP client must show any activity within 10 minutes. After this time the registration of a specific RCP client is invalid. For easy handling, the RCP client can register itself for an RCP_CLIENT_TIMEOUT_WARNIG message. The client will be notified 1 minute before the timeout occurs.

The timeout renewal can be achieved by any RCP read or write command. A good advise is to read the RCP_CLIENT_REGISTRATION.

2.494 CONF_RCP_CLIENT_UNREGISTER

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff01	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	always	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

The unregister is a standard RCP packet with the command code 0xFF01 with no payload section. The needed information (Client ID) will be taken from the header section.

Response Payload Structure

Result 1 Byte	Level 1 Byte	Client ID 2 Bytes
8	16	24
		32

Result

Unregister failed 0x00
 Unregister
 successful 0x01

Level

The level before this unregister.

Client ID

Identification number under which the client was registered at the VideoJet.

Note: The command is not readable.

2.495 CONF_RCP_CODER_LIST

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff11	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is used to retrieve the list of encoders and decoders from a VideoJet. There are two reply formats supported, the compact and the extended list view. The compact view only reports the absolute coder numbers available on a given line input or output. The extended view offers more information about coding capabilities and other parameters of a coder.

Payload Structure

Media Type	Direction	Flags
1 Byte	1 Byte	1 Byte
6	12	18
		24

Media Type

Video	0x01
Audio	0x02
Data	0x03

Direction

Input	0x00
Output	0x01

Flags

Bit 0	Mask	Name	Description
	0x01	Extended Format	Request extended format instead of compact.

Response Payload Structure

Payload for 'Flags' = 'Compact Format Response Structure'

Coder Number [0] 1 Byte	...	Coder Number [N] 1 Byte
-----------------------------------	-----	-----------------------------------

Coder Number

Absolute coder numbers.

Extended Format Video Response Structure

Payload for any other case

Coder Definition [0] (see description)
...
Coder Definition [N] (see description)

Coder Definition

Coder Number 2 Bytes	Coding Capabilities 2 Bytes
Current Coding 2 Bytes	Resolution Capabilities 2 Bytes
Resolution Current 2 Bytes	Reserved... 6 Bytes
Reserved ...	

Coder Number

Absolute coder numbers.

Coding Capabilities

All coding capabilities is one or multiple of:

	Mask	Name
Bit 15	0x8000	Mpeg2 PrgStr
Bit 14	0x4000	Recorded Media
Bit 9	0x0200	H.265

Bit 7	0x0080	Jpeg
Bit 6	0x0040	H.264
Bit 5	0x0020	H.263-1998
Bit 4	0x0010	Meta Data
Bit 3	0x0008	Mpeg2
Bit 2	0x0004	Mpeg4
Bit 1	0x0002	H.263

Current Coding

See 'Coding Capabilities' for details.

The current available coding capabilities.

Resolution Capabilities

All resolution capabilities is one or multiple of:

	Mask	Name
Bit 12	0x1000	HD5M
Bit 11	0x0800	WD432
Bit 10	0x0400	WD288
Bit 9	0x0200	WD144
Bit 8	0x0100	HD1080
Bit 7	0x0080	HD720
Bit 6	0x0040	VGA
Bit 5	0x0020	QVGA
Bit 4	0x0010	Custom
Bit 3	0x0008	4CIF
Bit 2	0x0004	2CIF
Bit 1	0x0002	CIF
Bit 0	0x0001	QCIF

Resolution Current

See 'Resolution Capabilities' for details.

The current available resolution capabilities.

Extended Format Audio Response Structure

Payload for any other case

Coder Definition [0] (see description)
...
Coder Definition [N] (see description)

Coder Definition

	16		32
Coder Number 2 Bytes		Coding Capabilities 2 Bytes	
Current Coding 2 Bytes		CodParameter Capabilities 2 Bytes	
CodParameter Current 2 Bytes		Reserved... 6 Bytes	
Reserved ...			
8		24	

Coder Number

Absolute coder numbers.

Coding Capabilities

All coding capabilities is one or multiple of:

	Mask	Name
Bit 15	0x8000	Mpeg2 PrgStr
Bit 14	0x4000	Recorded Media
Bit 4	0x0010	L16
Bit 3	0x0008	L16 (16kHz timestamps)
Bit 2	0x0004	G.711 (8kHz timestamps)
Bit 1	0x0002	AAC
Bit 0	0x0001	G.711

Current Coding

See 'Coding Capabilities' for details.

The current available coding capabilities.

CodParameter Capabilities

Currently none available

CodParameter Current

Currently none available

Extended Format Data Response Structure

Payload for any other case

Coder Definition [0] (see description)
...
Coder Definition [N] (see description)

Coder Definition

Coder Number 2 Bytes	Coding Capabilities 2 Bytes
Current Coding 2 Bytes	CodParameter Capabilities 2 Bytes
CodParameter Current 2 Bytes	Reserved... 6 Bytes
Reserved ...	
8	24

Coder Number

Absolute coder numbers.

Coding Capabilities

All coding capabilities is one or multiple of:

	Mask	Name
Bit 0	0x0001	RCP

Current Coding

See 'Coding Capabilities' for details.

The current available coding capabilities.

CodParameter Capabilities

	Mask	Name
Bit 2	0x0004	RS422
Bit 1	0x0002	RS485
Bit 0	0x0001	RS232

CodParameter Current

See 'CodParameter Capabilities' for details.

The current available coding capabilities.

2.496 CONF_RCP_CONNECT_SALVO

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff13	yes(0 - nothing, 1 to 4 referring to entries of CONF_ADD_REMOTE_DI	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

A replay connection can be established in two steps: 1) build up a "dry" (replay) connection by setting the flag in the CONNECT_PRIMITIVE request. A Rcp connection is established and a session id to control the connection is returned. Data is not sent out as long as no source is connected. 2) connect a source to the connection (only implemented for replay) using this RCP_CONNECT_SALVO_COMMAND with the provided session id. The connection will retrieve the data from the specified device. If a source is already connected a second call of this command will replace the first connection. The num parameter can be used to refer to an entry from CONF_ADD_REMOTE_DEVICE (num 1 to 4). In that case only a shorter payload (line and relative coder) is required. All other parameters will be taken from the CONF_ADD_REMOTE_DEVICE command. For port and ssl port the first two ports of a CONF_ADD_REMOTE_DEVICE entry will be used in that order. If the num parameter is set to zero, all other parameters are required and used if the connection is a remote device. If num is zero and the short payload (line and rel coder) is also used, it is assumed, that the local device is addressed.

Payload Structure

16		32	
Flags 1 Byte	Line 1 Byte	Decoder Instance 1 Byte	Relative Coder 1 Byte
Port 2 Bytes		SSL Port 2 Bytes	
VRM Track Id 2 Bytes		Reserved 2 Bytes	
URL Length 2 Bytes		URL... URL Length Bytes	
URL ...			

Password Length 2 Bytes	Password... <i>URL Length</i> Bytes
Password ...	
8	24

Flags

	Mask	Name	Description
Bit 6	0x40	Delete cam	delete cam connected to dec inst (multi view only)
Bit 3	0x08	Replay live only	
Bit 1	0x02	Use TCP to get live video	
Bit 0	0x01	Live video	

Line

Line from 1 to max lines (line 0 is mapped to line 1)

Decoder Instance

Decoder instance from 1 to max ... (decoder instance 0 means any) for multiview capable de/transcoders

Relative Coder

Relative coder number from 1 to ... (coder number 0 is mapped to coder number 1)

VRM Track Id

Only relevant for VRM

URL Length

Length of the following url (actual limit is 64)

URL

URL for the connection salvo. ASCII string including zero termination. If the special url starting with 'trackid://' is used, the following decimal value is the VRM Track ID (e.g. 'tackid://15096')

Password Length

Length of the following password (actual limit is 64)

Password

Password for the salvo connection. ASCII string including zero termination.

2.497 CONF_RCP_CONNECTIONS_ALIVE

[API: rcp.connection]

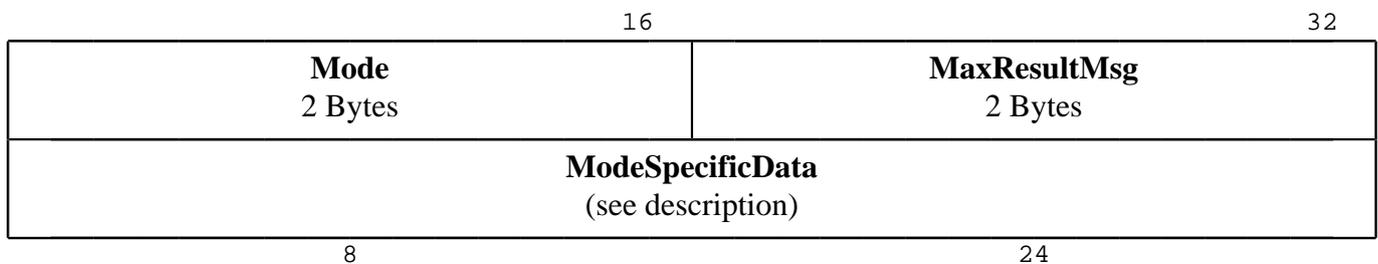
Tag Code	Num Descriptor	Message	SNMP Support
0xffc2	None	no	no
Datatype	Access Level	Description	
Read p_octet	live	Retriggers a running connection identified by its session_id; returns the current number of active connections	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.498 CONF_RCP_MSG_V2_HISTORY

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c57	None	no	no
Datatype	Access Level	Description	
Read p_octet	service	Read the list of RCPv2 Event- Messages pending in device history buffer, see detailed description	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure



Mode

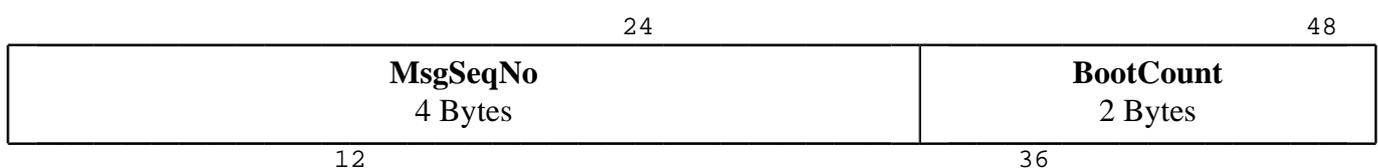
- By Sequence Number 0x0000 Select the mode to read messages indicated by a initial sequence number.
- By Timestamp 0x0001 Select the mode to read messages indicated by by relative timestamp

MaxResultMsg

Maximum number of result messages to be returned by one execution of this command.

ModeSpecificData

'ModeSpecificData' payload for 'Mode' = 'Sequence Number' (0x0000)



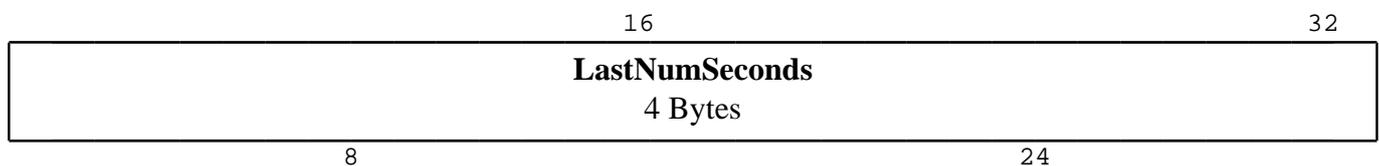
MsgSeqNo

The first returned message will be the next in device buffer after those indicated by this number. e.g. if MsgSeqNo is 7, then first result is 8 or even a higher number if there is no message 8 according to filters in this data path. If value 0 is supplied then the result starts with the oldest message which is still available on the device. To perform a chunked read the last MsgSeqNo returned by prior request to this command can be the argument of the next request to retrieve the next chunk.

BootCount

Boot counter. This in combination with MsgSeqNo makes a unique ID for a message. If supplied BootCount is lower than actual BootCount then all messages in Buffer are returned up to MaxResultMsg

'ModeSpecificData' payload for 'Mode' = 'Timestamp' (0x0001)



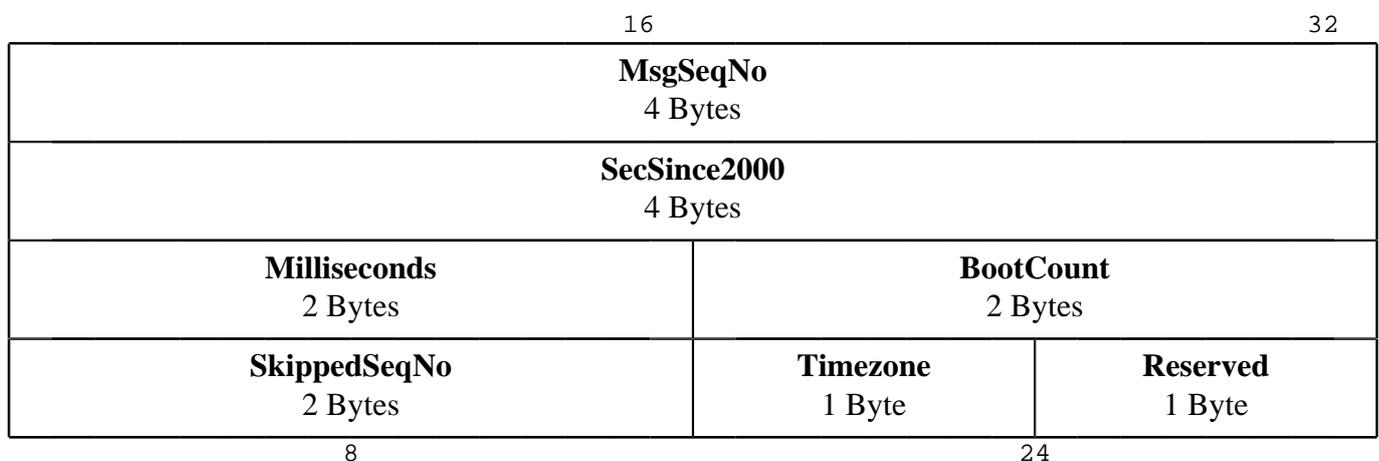
LastNumSeconds

The first returned message will be those indicated by this number of seconds back in the past. E.g. value of 30 will start returning the oldest messages which was triggered 30 seconds ago, and then continue with all subsequent up to MaxResultMsg.

Response Payload Structure

The result payload consists of a repeated sequence for each returned message. A RCP-Plus header (see chapter 'Transport Protocol'), a Timestamp Header, and then the usual RCP-Message payload.

Timestamp Header Structure



MsgSeqNo

Message counter starts with 0 on each bootup

SecSince2000

Time in seconds from RTC in UTC

Milliseconds

Millisecond extension to SecSince2000

BootCount

Number of reboots. Use in combination with MsgSeqNo to get a unique Message-ID

SkippedSeqNo

Number of skipped sequence numbers in this stream due to registering/filtering rules

Timezone

Timezone in 15 minute steps. Negative values have the leading bit 7 set. E.g. 0x03 = +45 minutes; 0x84 = -60 minutes

2.499 CONF_RCP_REG_MD5_RANDOM

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff05	None	no	no
Datatype	Access Level	Description	
Read p_string p_octet	always	Returns a 16 char. random string to be used in MD5 hash encrypted registration. see detailed description	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Note: To avoid 'denial of service' attacks, the RCP server will only grant up to 5 random strings at the same time. Maximum time from the request of a random string to its use: 5 seconds. Multiple requests from the same host are ignored.

2.500 CONF_RCP_SERVER_PORT

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a17	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the local RCP server TCP port number
Write	t_word	service	Set the local RCP server TCP port number, allowed: 0 or 1756 (Reboot necessary)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.501 CONF_RCP_TRANSFER_TRANSPARENT_DATA

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xffdd	yes	yes	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The transparent data from and to the serial interfaces is handled by RCP to achieve reliable transfer of information. To gather control over the remote serial interface a successful registration is necessary.

Once the VideoJet has received a TRANSFER_TRANSPARENT_DATA command, it checks whether the RCP client is in control or not. If the RCP client is allowed to send data to the serial interface, the reply will present an OK. If the RCP client is not allowed to send data, a FAIL will be returned. In this case another RCP client is controlling the serial out. The timeout and priority handling of the serial ports is beyond the scope of this document.

Note: This command is NOT readable in a sense to obtain data from a serial port. It can only be read in order to check if serial port access is currently granted. See further details below.

The reply to the Read command will be the same as the reply to the write command. The returned code will present the availability of the serial port.

NOTE: Despite a positive reply to a read command, the port may be locked by another RCP client in the time slice between the read and a following write command.

The data coming from the serial input is delivered using an RCP message. All RCP clients which want to receive this data must be registered for the message 0xFFDD. Data is posted if the corresponding RCP client is in control only.

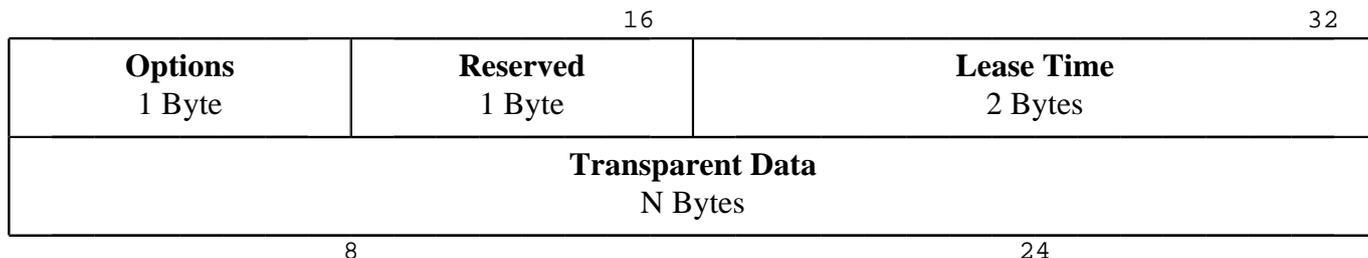
If no client has a lease on the serial port, a message to all registered clients will be generated.

NOTE: The received message will carry NO header.

Num Descriptor Values

Any Port to write to

Write Payload Structure



Options

Currently no options used

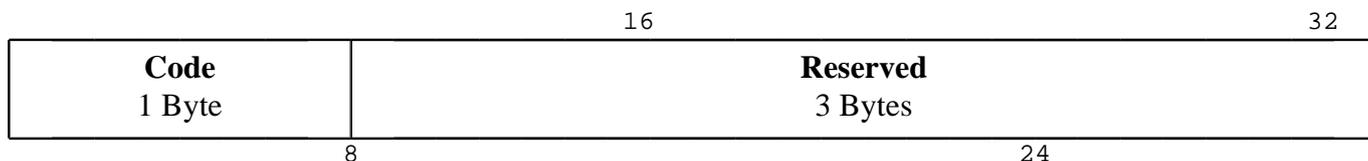
Lease Time

Time in seconds the lease is requested

	Any	Time in seconds the lease is requested
None	0x0000	Only this packet should be sent out; no further control is requested
Infinite	0xFFFF	Indefinite lease time; request lease as long as the current registration is valid

Note: The lease time should be treated as a request; the VideoJet may switch leases before the requested time is over due to a higher prioritized RCP client

Response Payload Structure



Code

Access Denied	0x00	Access to the serial port denied
Access Granted	0x01	Access to the serial port granted

2.502 CONF_REC_MGNT

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a89	None	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Read the type of the recording management (0 = LOCAL, 1 = VRM, 2 = VRM+ANR, 3 = ONLY LOCAL (obsolete), 4 = DUAL VRM, 5 = ONVIF)	
Write t_octet	service	Set the type of the recording management (0 = LOCAL, 1 = VRM, 2 = VRM+ANR, 3 = ONLY LOCAL(obsolete), 4 = DUAL VRM, 5 = ONVIF) (not possible to change settings while recording)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

recorded low 4 Bytes
lost high 4 Bytes
lost low 4 Bytes
issue start time utc 4 Bytes
issue end time utc 4 Bytes
latest issue time utc 4 Bytes
info time stamp 4 Bytes
State ID 4 Bytes

8

24

Camera

The camera index from 1 to n

Recording Index

Primary Recording	1
Secondary Recording	2

Status

NONE	1	no info
NOMINAL	2	no actual recording issue
CRITICAL	3	record data loss within the last 2 minutes

Version

Payload version (actual 1).

reserved

recorded high

Upper 32 bit of 64 bit counter for recorded packets.

recorded low

Lower 32 bit of 64 bit counter for recorded packets.

lost high

Upper 32 bit of 64 bit counter for recorded packets.

lost low

Lower 32 bit of 64 bit counter for recorded packets.

issue start time utc

Seconds since 2000 utc timestamp for latest issue time interval start

issue end time utc

Seconds since 2000 utc timestamp for latest issue time interval end

latest issue time utc

Seconds since 2000 utc timestamp for latest reported issue

info time stamp

Seconds since 2000 utc timestamp for this info

State ID

Changes every time the status changes

2.504 CONF_REC_SPAN_MGR

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a36	1 - primary recording, 2 - secondary recording	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

Description

Use this command to edit the recording span manager list. This list is consulted every time when a device is recording in VRM mode and its span list runs out resources. The entry with the highest priority is picked out of this list, the corresponding span manager is contacted and queried for spans. If the span manager is not accessible or will not return a span for some reason (maybe it has no more free spans to export), the entry with the next lower priority is picked out of the list. If at least one span manager for primary recording is configured, all entries of managed vrm (configured by CONF_MANAGING_VRM) will be deleted.

Payload Structure

Span Manager Config [0] (see description)
...
Span Manager Config [N] (see description)

Span Manager Config

Repeated 8 times at maximum

16	32
Span Manager IP Address 4 Bytes	
Target ID 4 Bytes	

Target Index 1 Byte	Lun 1 Byte	Reserved 2 Bytes
Priority 2 Bytes		Flags 2 Bytes
8		24

Span Manager IP Address

The IP address of the device the span manager is running on.

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target Index

The iSCSI target index.

Lun

The iSCSI lun of the storage.

Priority

Priority as recording storage, higher values mean lower priority, 0 - highest priority

Flags

	Mask	Name	Description
Bit 0	0x0001	OVERWRITE_OLDEST_RECORDINGS	OVERWRITE_OLDEST_RECORDINGS

Note: If no free spans are available on all span manager of the devices recording span manager list, the recording with the retention time that expires next is overwritten.

2.505 CONF_REC_STORAGE_REQ_CFG

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b30	recording index: 1 - primary, 2 - secondary	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read error tolerance parameter for storage requests from recording (4 bytes, 2 words) (1st word retry in network order 0xffff for retry always, 2nd word timeout seconds in network order 0 for default timeout 0xffff for never timeout)	
Write p_octet	service	Set error tolerance parameter for storage requests from recording (4 bytes, 2 words) (1st word retry in network order 0xffff for retry always, 2nd word timeout seconds in network order 0 for default timeout 0xffff for never timeout)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.506 CONF_RECORDING_BUFFER_LEVEL

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b70	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns the levels in percent of the recording rate control based on the recording buffer fill-level: 4 bytes: level off (if the fill level is below that value the rate control will be turned off), 4 bytes: level on (if the fill level is above that value the rate control will be turned on), (set both values to 0 to disable the rate control). This features is enabled per default on TI devices with 10% (off) and 30% (on)
Write	p_octet	service	Returns the levels in percent of the recording rate control based on the recording buffer fill-level: 4 bytes: level off (if the fill level is below that value the rate control will be turned off), 4 bytes: level on (if the fill level is above that value the rate control will be turned on), (set both values to 0 to disable the rate control). This features is enabled per default on TI devices with 10% (off) and 30% (on)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.507 CONF_RECORDING_RETENTION_TIME

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a30	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the primary recording retention time for a camera (in seconds).
Write	t_dword	service	Set the primary recording retention time for a camera (in seconds) (value >= 1009152000) means maximum, no influence on local recording, only for vrm managed recording. (effect takes place on next mounted span)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.508

CONF_RECORDING_RETENTION_TIME_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a48	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the secondary recording retention time for a camera (in seconds).
Write	t_dword	service	Set the secondary recording retention time for a camera (in seconds) (value ≥ 1009152000) means maximum, no influence on local recording, only for vrm managed recording. (effect takes place on next mounted span)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

Current Recording Span	
...	
Flags 1 Byte	Reserved 3 Bytes
Datarate 4 Bytes	
Packet alloc no wait 4 Bytes	
Packet alloc wait 4 Bytes	
Packet alloc failed 4 Bytes	
Recent time period 4 Bytes	
Packets recorded high 4 Bytes	
Packets recorded low 4 Bytes	
Packets lost high 4 Bytes	
Packets lost low 4 Bytes	

8

24

Camera

The camera index

Recording Index

Primary Recording	1
Secondary Recording	2

Status

OFFLINE	1	configured for not recording
IDLE	2	(obsolete)
PEND	3	trying to connect storage or waiting for block list from vrm
RUNNING	4	storage connected and recording running or prepared for recording
ERROR	5	error on storage occurred
REC_SRC_ERROR	6	error of recorder source(encoder)

Error

See error codes of CONF_SPAN_USE_STATUS.

Current Recording Span

16			32
Target ID 4 Bytes			
Target Index 1 Byte	Lun 1 Byte	Span Index 2 Bytes	
8		24	

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target Index

In index of the iscsi target.

Lun

The lun identifier.

Span Index

The index of the span.

Flags

	Mask	Name	Description
Bit 0	0x01	ENCRYPTION	Encrypted recording

Datarate

The datarate that is written to the storage.

Packet alloc no wait

Recently alloc no wait vdp packets (1.5 kbyte) since recent time period

Packet alloc wait

Recently alloc wait vdp packets (1.5 kbyte) since recent time period (indicates problems of the recording get its data to the drive)

Packet alloc failed

Recently alloc failed vdp packets (1.5 kbyte) since recent time period (indicates problems of the recording get its data to the drive, corrupt data stream)

Recent time period

Time period in which the packet alloc counter were counted

Packets recorded high

High part (32 bits network order) of a 64 bit counter for all recorded packets of this recording since device start up (packets counted by 'packet alloc no wait' and 'packet alloc wait' not included)

Packets recorded low

Low part (32 bits network order) of a 64 bit counter for all recorded packets of this recording since device start up (packets counted by 'packet alloc no wait' and 'packet alloc wait' not included)

Packets lost high

High part (32 bits network order) of a 64 bit counter for all packets, which couldn't be recorded by this recording since device start up (packets counted by 'packet alloc failed' not included)

Packets lost low

Low part (32 bits network order) of a 64 bit counter for all packets, which couldn't be recorded by this recording since device start up (packets counted by 'packet alloc failed' not included)

2.510

CONF_REFERENCE_IMAGE_CHECK_INFO_MESSAGE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b42	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Flags	Correlation	Threshold	SecondsToAlarm
1 Byte	1 Byte	1 Byte	2 Bytes
	10	20	30 40

Flags

If no info available may have one of the following reason: reference image check was not enabled or reference image has not enough contours to perform reference image check

Values:

	Mask	Name
Bit 7	0x80	CheckFailed
Bit 6	0x40	NoInfoAvailable

Correlation

Current correlation value between recent image and reference image

Threshold

Threshold value

SecondsToAlarm

Seconds until alarm is triggered

2.511 CONF_RELAIS_NAME

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x0109	relay output	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Read the description for a relay output
Write	p_unicode	service	Set the description for a relay output (32 unicode characters)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.512 CONF_RELAIS_SWITCH

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0094	relay output	no	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	Return the current relay state	
Write	f_flag	user	Toggle the logical level of a relay output (0->1; 1->0) (notice: a flag payload value is not necessary, i.e. ignored)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.513 CONF_RELAY_OUTPUT_MODE

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bdb	relay output	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	1: output pin is \normally open\"; 2: output pin is \"normally closed\"; (Notice: the relay output mode can also be set via the Alarm Task Script Language)	
Write t_octet	service	1: set output pin to \normally open\"; 2: set output pin to \"normally closed\"; (Notice: the relay output mode can also be set via the Alarm Task Script Language; should not be used in parallel)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.514 CONF_RELAY_OUTPUT_STATE

[API: I/Os]

Tag Code	Num Descriptor	Message	SNMP Support
0x01c1	relay output	yes	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Get the logical level of an relay output
Write	f_flag	user	Set the logical level of an relay output
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.515 CONF_REMOTE_PASSWORD

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x010c	destination IP number	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	
Write	p_string	service	Deposit the password of the called station
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.516 CONF_REMOTE_PORTAL_INFO

[API: Cbs]

Tag Code	Num Descriptor	Message	SNMP Support
0x0d00	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get information about the camera's Remote Portal connection
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

2.517 CONF_REMOTE_REC_DEVICE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a85	yes (1 to max 8) 0 - any free entry	no	no
	Datatype	Access Level	Description
Read	p_string	minimal	Get the ip address or iqn of the remote recording device (max. 50 characters).
Write	p_string	service	Set the ip(ipv4 only) address or the iqn (starting with \iqn.\" or * for wildcard) of a remote recording device (max. 50 characters) on one entry ore use any free entry by num = 0
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.518 CONF_REQ_FAST_UPDATE

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0x01d3	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	Request a video intra frame, SessionID is mandatory	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.519 CONF_ROI

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b48	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Select region of interest. The Session-ID identifies the video coder.

Payload Structure

	16		32
hPos 2 Bytes		vPos 2 Bytes	
size 2 Bytes		reserved 2 Bytes	
8		24	

hPos

Center position of the cropping window in relative coordinates (0..32768). E.g. (0, 0) is upper left; (16384, 16384) is the center of the original image.

vPos

Center position of the cropping window in relative coordinates (0..32768). E.g. (0, 0) is upper left; (16384, 16384) is the center of the original image.

size

Size of the cropping window in relative coordinates (0..32768). The aspect ratio will be preserved.

reserved

2 Bytes reserved

2.520 CONF_ROI_OPTIONS

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c7e	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Get CONF_VIDEO_STATIC_SCENE_REGIONS encoding options per line.

Payload Structure

	4		8
	Opt1 1 Byte		
	Opt2 1 Byte		
	Opt3 1 Byte		
2		6	

Opt1

	Mask	Name	Description
Bit 1	0x02	h.265	Supports static scene options in h.265
Bit 0	0x01	h.264	Supports static scene options in h.264

Opt2

	Mask	Name	Description
Bit 0	0x01	POS	Supports preset pos inside CONF_VIDEO_STATIC_SCENE_REGIONS

Opt3

	Mask	Name	Description
Bit 0	0x01	QP+	Only positive QP offsets at encoder regions

2.521 CONF_RTSP_PORT

[API: rtsp settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a63	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the local Rtsp port
Write	t_dword	service	Sets the local Rtsp port #ValueList: 0= Rtsp off
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.522 CONF_RTSPS_PORT

[API: rtsp settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ce6	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the local Rtsp port
Write	t_dword	service	Set the local Rtsp port #ValueList: 0= Rtsp off;
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.523 CONF_RULE_ENGINE_ID

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b94	video line	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Reads the version id of the rule engine	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.524 CONF_RUN_QR_READER

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c3a	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	service	Run the QR code reader for a certain time (in seconds). (notice: values 0 and 0xFFFFFFFF not allowed; reserved for future use)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.525 CONF_SAST_CLAIM_DEVICE_URI

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cfb	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the url to claim the device
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.526 CONF_SAST_CLOUD_CONNECTION

[API: app management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cfa	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Connected to SAST cloud
Write	f_flag	service	Connected to SAST cloud
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.527 CONF_SCAN_ID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c27	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	Store ScanID; used for residential cloud services APP to identify the camera in the Wifi network
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.528 CONF_SCHEDULED_PTZ_PROFILE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c20	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read one scheduled ptz profile, see detailed description
Write	p_octet	service	Write one scheduled ptz profile, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

Read/Write one scheduled ptz profiles for a camera, payload upto 12 bytes total. The profiles will be written to the config. Based on the record schedule the profiles will become active and a PTZ/ROI Tour/Preset will be activated or deactivated. The flag SCHEDULED_PTZ_PROFILE_FLAG_TOUR, will use a PTZ tour on PTZ domes. If the cam isn't a PTZ camera, ROI is used instead, if the line is capable of it. The preset/tour will be applied on changes only, except the SCHEDULED_PTZ_PROFILE_FLAG_RETRIGGER flag is set, this will repeat the apply periodically. An User will be always able to change the PTZ state on a camera after the scheduled apply. In read direction only the command header (4 bytes) is required. The response will have the full payload size of 12 bytes including the PTZ profile.

Payload Structure

16	32
Camera 2 Bytes	Reserved 1 Byte
Profile Number 1 Byte	
PTZ Profile... (see description)	
PTZ Profile ...	
8	24

Camera

Camara line of the requested PTZ profile (1 to n)

Profile Number

Profile number of the requested PTZ profile (1 to 10)

PTZ Profile

16	32
PTZ/ROI Preset/Tour 2 Bytes	Flags 1 Byte
Reserved... 5 Bytes	
Reserved ...	
8	24

PTZ/ROI Preset/Tour

Number of a preset or tour for PTZ or ROI depending on the flags settings, if the tourflag is set, following values are defined, 1 - Tour A, 2 - Tour B, 3 - Custom Tour

Flags

	Mask	Name	Description
Bit 1	0x02	RETRIGGER_LOCK	If set, the preset (not tour) setting will be reapplied about every 10th second and ptz from user will be locked for both tour and preset (except bicom aux)
Bit 0	0x01	FLAG_TOUR	If set, the preset number specifies a PTZ tour (only for PTZ domes)

2.529 CONF_SCHEDULED_PTZ_PROFILES

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c1f	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read scheduled ptz profiles of one cam, see detailed description
Write	p_octet	service	Write scheduled ptz profiles of one cam, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

Read/Write one scheduled ptz profiles for a camera, payload upto 12 bytes total. The profiles will be written to the config. Based on the record schedule the profiles will become active and a PTZ/ROI Tour/Preset will be activated or deactivated. The flag SCHEDULED_PTZ_PROFILE_FLAG_TOUR, will use a PTZ tour on PTZ domes. If the cam isn't a PTZ camera, ROI is used instead, if the line is capable of it. The preset/tour will be applied on changes only, except the SCHEDULED_PTZ_PROFILE_FLAG_RETRIGGER flag is set, this will repeat the apply periodically. An User will be always able to change the PTZ state on a camera after the scheduled apply. In read direction only the command header (4 bytes) is required. The response will have the full payload size of 12 bytes including the PTZ profile.

Payload Structure

PTZ Profile [0] (see description)
...
PTZ Profile [9] (see description)

PTZ Profile

PTZ/ROI Preset/Tour 2 Bytes	Flags 1 Byte	Reserved... 5 Bytes
Reserved ...		
8	24	32

PTZ/ROI Preset/Tour

Number of a preset or tour for PTZ or ROI depending on the flags settings, if the tourflag is set, following values are defined, 1 - Tour A, 2 - Tour B, 3 - Custom Tour

Flags

	Mask	Name	Description
Bit 1	0x02	RETRIGGER_LOCK	If set, the preset (not tour) setting will be reapplied about every 10th second and ptz from user will be locked for both tour and preset (except bicom aux)
Bit 0	0x01	FLAG_TOUR	If set, the preset number specifies a PTZ tour (only for PTZ domes)

2.530

CONF_SD_CARD_LIFE_SPAN_ALARM_THRESHOLD

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c87	None	no	no
Datatype	Access Level	Description	
Read	t_octet	user	Read the current alarm threshold when SD-Cards should trigger an EndOfLifespan alarm: 0..100%; 0 = off (Only for SD-Card which supports this feature)
Write	t_octet	service	Write the current alarm threshold when SD-Cards should trigger an EndOfLifespan alarm: 0..100%; 0 = off (Only for SD-Card which supports this feature)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.531 CONF_SD_CARD_LIFE_SPAN_ENABLE

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9c	None	no	no
Datatype	Access Level	Description	
Read	f_flag	user	Read enable state for SD-Card live-span information (may be disabled for SD-Card which does not supports this feature)
Write	f_flag	service	Write enable state for SD-Card live-span information (may be disabled for SD-Card which does not supports this feature)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.532 CONF_SD_CARD_LIFE_SPAN_MANF

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cde	yes	no	no
Datatype	Access Level	Description	
Read t_octet	user	Read SD-Card manufacturer for SD Lifespan indicator. 0=Autodetect; 1=SANDISK; 2=SONY; 3=MICRON; 4=EMMC_GENERIC	
Write t_octet	service	Write SD-Card manufacturer for SD Lifespan indicator. 0=Autodetect; 1=SANDISK; 2=SONY; 3=MICRON; 4=EMMC_GENERIC	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	no	

2.533 CONF_SD_CARD_LIFE_SPAN_STATUS

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c5A	SD card slot ID. Starts with 1.	yes	no
Datatype	Access Level	Description	
Read	p_octet	user	
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	no

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 1: MANF_ID

SD Card manufacturer ID.

Length = 0x0021 2 Bytes	Tag = 0x0001 2 Bytes
MANF_ID (t_octet) 1 Byte	

Tag 2: PROD_ID

SD Card product ID.

Length = 0x0022 2 Bytes	Tag = 0x0002 2 Bytes
PROD_ID (t_word) 2 Bytes	

Tag 3: PROD_STRING

SD Card product string.

Length 2 Bytes	Tag = 0x0003 2 Bytes
PROD_STRING (p_string) <i>Length - 4 Bytes</i>	

Tag 4: NUM_BLOCKS

Number of SD Card 512 byte blocks.

Length = 0x0024 2 Bytes	Tag = 0x0004 2 Bytes
NUM_BLOCKS (t_dword) 4 Bytes	

Tag 5: ESTIMATED_LIFE_SPAN_PERCENT_DONE

Consumed value of estimated lifespan for SD-Card in percent (only for supported cards)

Length = 0x0021 2 Bytes	Tag = 0x0005 2 Bytes
ESTIMATED_LIFE_SPAN_PERCENT_DONE (t_octet) 1 Byte	

Tag 6: MANF_NAME

Manufacturer plain text name (only for supported cards)

Length 2 Bytes	Tag = 0x0006 2 Bytes
MANF_NAME (p_string) <i>Length - 4 Bytes</i>	

Tag 7: SERIAL_NO

SD-Card serial number

Length = 0x0024 2 Bytes	Tag = 0x0007 2 Bytes
SERIAL_NO (t_dword) 4 Bytes	

2.534 CONF_SD_CARD_STATUS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b89	SD card slot ID. Starts with 1.	no	no
	Datatype	Access Level	Description
Read	t_word	minimal	Read the current status of the SD card. BIT 0: 0: no card, 1: card detected. BIT 1: 0: SD, 1: CF. BIT 2..15: reserved.
Write	-	-	Unavailable
	CPP6/ CPP7/ CPP7.3		CPP13
Available	yes		yes

2.535 CONF_SECURITY_COPROC_AUTHENTICATE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b92	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read with incoming payload: send a challenge for device authentication (16 bytes: 8 random bytes + the 8 byte sequence 0x4E, 0x58, 0x50, 0x48, 0x41, 0x2E, 0x30, 0x31), read the 128 bytes challenge response	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.536 CONF_SECURITY_COPROC_CERTIFICATE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b91	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read the security coproc device certificate (X.509-certificate ASN.1-DER coded)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.537 CONF_SECURITY_COPROC_VERSION

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b93	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the security coproc version
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.538 CONF_SEI_ENABLE

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b6d	None	no	no
Datatype	Access Level	Description	
Read	t_octet	user	Enable/disable SEI: 0=off, 1=on
Write	t_octet	user	Enable/disable SEI: 0=off, 1=on
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.539 CONF_SENSITIVITY_OBJECT_BASED_VCA

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b31	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Reads the sensitivity of the object based VCA algorithm (of active config profile), if not an object based VCA algorithm is running the command returns with an error
Write	t_octet	iva	Sets the sensitivity of the object based VCA algorithm in the active config profile, if not an object based VCA algorithm is running the command returns with an error
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.540 CONF_SENSOR_ORIENTATION

[API: calibration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c39	IMU Sensor at image sensor: 0x0001-0x00fe; IMU Sensor at chassis: 0x0101 ... 0x01ff; legacy mapping: 0 -> 1, 0xff - > 0x0101, 0x00ff - > 0x0101	no	no
Datatype	Access Level	Description	
Read	p_octet	user	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 5: Vector

Acceleration vector (acceleration sensor present).

Length = 0x0010 2 Bytes	16	Tag = 0x0005 2 Bytes	32
x (t_dword) 4 Bytes			
y (t_dword) 4 Bytes			
z (t_dword) 4 Bytes			
8		24	

X

Acceleration in x direction in milli g

y

Acceleration in y direction in milli g

z

Acceleration in z direction in milli g

Note: Missing tags are to be considered as unknown (e.g., no sensor available)

2.541 CONF_SERIAL_ACTS_ACCESS_RIGHTS

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1a	physical port	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Return access rights of ACTS/ OSRD commands which are sent via transparent data.	
Write t_octet	service	Set access rights of ACTS/OSRD commands which are sent via transparent data.	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

user rights	0	mainly PTZ) (default
service rights	1	change settings

2.542 CONF_SERIAL_NUMBER

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ae7	None	no	no
Datatype	Access Level	Description	
Read p_octet	always_legacy	Returns the serial number of the device. The representation of this serial number is binary octets	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.543 CONF_SERIAL_PORT_APP_VAL

[API: serial port]

Tag Code	Num	Message	SNMP
	Descriptor		Support
0x01f1	physical port	no	no
Datatype	Access Level	Description	
Read	t_octet	always_legacy	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

terminal mode	0	serial port application is in terminal mode
transparent datamode	0xFF	serial port application is in transparent datamode
camera type mode	1	
camera type mode	2	
camera type mode	3	
camera type mode	4	
camera type mode	5	
camera type mode	6	
camera type mode	7	
camera type mode	8	
camera type mode	9	
camera type mode	10	
piped mode	0xF8	serial port application is in a mode where incoming CONF_BICOM_COMMAND are piped to the serial port (0xF8 is only applicable on encoder devices and only for video line 1, for 0xF8 a device reboot is necessary!)

2.545 CONF_SERIAL_PORT_HD_MODE_VAL

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x020b	physical port	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

halfduplex mode off	0	
halfduplex mode on	1	
halfduplex mode on and buffered data	2	NOT avalibale in conventional VideoJet

2.547 CONF_SERIAL_PORT_PAR

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x0281	physical port	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

no parity	0
even parity	1
odd parity	2

2.548 CONF_SERIAL_PORT_RATE

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x027e	physical port	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Bitrate=300; bitrate=600; bitrate=1200; bitrate=2400; bitrate=4800; bitrate=9600; bitrate=19200
Write	t_dword	service	Bitrate=300; bitrate=600; bitrate=1200; bitrate=2400; bitrate=4800; bitrate=9600; bitrate=19200
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.549 CONF_SERIAL_PORT_STBITS

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x0280	physical port	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

1 modemport stopbit	1
2 modemport stopbits	2

2.550 CONF_SET_REC_BUFFER_SIZE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ae1	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get size of recording buffer in bytes (Bosch streaming gateway only) first 4 bytes : DWORD rec_idx second 4 bytes : DWORD size in bytes(return direction)
Write	p_octet	service	Set size of recording buffer in bytes (restart of bsg nessessary) (Bosch streaming gateway only, default 16 MB) first 4 bytes : DWORD rec_idx second 4 bytes : DWORD size in bytes
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.551 CONF_SET_VIRTUAL_ALARM_ID

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b41	virtual alarm number	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_unicode	service	Set virtual alarm with num
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.552 CONF_SHIFT_CALIBRATION_ELEMENT

[API: calibration]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c82	video line	no	no
	Datatype	Access Level	Description	
Read	p_octet	user	4 bytes reserved, 2 bytes shiftx (0x8000 normalized), 2 bytes shifty (0x8000 normalized), calibration element	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.553 CONF_SIGNALLED_POE_CLASS

[API: lldp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca1	None	no	no
Datatype	Access Level	Description	
Read t_octet	service	Read the signalled poe class of the device (incl. power adder); 1: class0, 2: class1, 3: class2, etc. 255: no PoE	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.554 CONF_SND_MSS

[API: ethernet]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a02	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Max tcp send mss for all connections	
Write	t_dword	service	Set the global tcp send mss; use this to reduce the max. send segment size for all tcp connections; higher settings than default will only be used by iSCSI connections (0 means default)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.555 CONF_SNMP_READ_COMMUNITY

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b16	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Read the community string for snmp read access
Write	p_string	service	Write the community string for snmp read access
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.556 CONF_SNMP_SERVER_MODE

[API: snmp]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c4e	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	service	Read the snmp server mode (0=v1 legacy mode; 1=v1; 8=v3; 9=v1+v3)	
Write	t_octet	service	Write the snmp server mode (0=v1 legacy mode; 1=v1; 8=v3; 9=v1+v3); Support for options 1=v1 and 9=v1+v3 removed in V6.50 and later	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.557 CONF_SNMP_SRV_PORT

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a25	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Read the snmp server port
Write	t_word	service	Set the snmp server port (reset necessary)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.558 CONF_SNMP_TRAP_COMMUNITY

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b18	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Read the community string used in snmp traps
Write	p_string	service	Write the community string used in snmp traps
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.559 CONF_SNMP_TRAP_LIST

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a11	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	List of commands to be posted as snmp trap. See detailed description.
Write	p_octet	service	List of commands to be posted as snmp trap. See detailed description.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

Payload Structure

Trap Descriptor [0] (see description)
...
Trap Descriptor [N] (see description)

Trap Descriptor

RCP Msg Code 2 Bytes	Bitmask of Flags 2 Bytes
8	24

RCP Msg Code

The code of the RCP message that is to be forwarded as SNMP trap.

Bitmask of Flags

SNMP_TRAP_ENABLED 1

2.560 CONF_SNMP_TRAPS_HOST

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x00b6	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Not documented
Write	t_dword	service	Not documented
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.561 CONF_SNMP_TRAPS_HOST_STR

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x00b7	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Not documented
Write	p_string	service	Not documented
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.562 CONF_SNMP_USER_PROFILE

[API: snmp]

Tag Code	Num	Message	SNMP Support
0x0c4f	yes 1=(static bound to local service user profile and its auth-password); 3=(profile for a remote account sending SNMP traps to)	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Read a snmp (non-legacy) mode user profile
Write	p_octet	service	Write a snmp (non-legacy) mode user profile
CPP6/CPP7/CPP7.3			CPP13
Available	yes	no	

Payload Structure

16	32
User Name... 32 Bytes	
User Name [...]	
User Name ...	
Auth Password... 32 Bytes	
Auth Password [...]	
Auth Password ...	
Privacy Password... 32 Bytes	

Privacy Password [...]			
Privacy Password ...			
Auth Mode 1 Byte	Privacy Mode 1 Byte	Snmp Version 1 Byte	IsTrapUser 1 Byte
Profile 1 Byte	Reserved... 15 Bytes		
Reserved ...			
Reserved ...			
Reserved ...			

8

24

User Name

Zero terminated string with user name. Or zero to delete this user entry.

Auth Password

Zero terminated string with authentication password.

Privacy Password

Zero terminated string with privacy password.

Auth Mode

No authentication 1
 MD5 authentication 2
 SHA1 authentication 3

Privacy Mode

No privacy 1
 DES privacy 2
 AES privacy 4

Snmp Version

SNMP version for this user

SNMP Version 3 3

IsTrapUser

Define if this account is a local account or a account to sent traps to.

Local Account	0
Remote Trap Account	1

Profile

Read Only	0
Read Write	1

2.563 CONF_SNMP_WRITE_COMMUNITY

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b17	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Read the community string for snmp write access
Write	p_string	service	Write the community string for snmp write access
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.564 CONF_SOCKET_KNOCKER_DESTINATION

[API: Socket Knocker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aee	destination number (starting with 1)	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get socket knocker destination and connection configuration. See detailed description for payload structure
Write	p_octet	service	Specify socket knocker destination and connection configuration. See detailed description for payload structure
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

Payload Structure

Port 2 Bytes	SSL 1 Byte	Number of sockets 1 Byte
Try connect timeout 1 Byte	Reserved 3 Bytes	
URL N Bytes		
8	16	24

Port

Destination port

SSL

Provide ssl socket:

No SSL 0
 SSL 1

Number of sockets

Number of idle sockets to distribute. As soon as a socket is used, a new one is provided.

Try connect timeout

Timeout in seconds. If this timeout is non-zero, the camera first tries to connect to the new destination for up to the given timeout. The new destination is only stored in the camera's configuration if a connection could be established within this time. If not, the new destination will not be stored and the camera will re-connect again to the previous destination.

Reserved

Reserved for future use. Set to zero.

URL

Destination url. Zero-terminated ascii string. Currently max. 128 characters (incl. zero termination).

2.565

CONF_SOCKET_KNOCKER_DESTINATION_NAME

[API: Socket Klocker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c83	destination number (starting with 1); see CONF_SOCKET_KNOCKER_DE	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the 'friendly name' for a socket knocker destination url (configured by CONF_SOCKET_KNOCKER_DESTINATION_NAME). Shown to the customer to identify any connected Cloud Service. Max. 64 characters.
Write	p_string	service	Set a 'friendly name' for a socket knocker destination url (configured by CONF_SOCKET_KNOCKER_DESTINATION_NAME). Shown to the customer to identify any connected Cloud Service. Max. 64 characters.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.566 CONF_SOCKET_KNOCKER_MODE

[API: Socket Knocker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5c	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get mode of the socket knocker: 0=off, 1=on, 2=auto
Write	t_dword	service	Switch socket knocker on/off: 0=off, 1=on, 2=auto
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.567 CONF_SOCKET_KNOCKER_STATUS

[API: Socket Knocker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b98	destination number (starting with 1)	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the current status of the socket knocker. See detailed description for payload structure
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Payload Structure

	16	32
State 1 Byte	Reason 1 Byte	Reserved 2 Bytes
8		24

State

Current status of socket knocker

Not running	0	
Trying to connect	1	
Connected	2	(ready for cloud service)

Reason

Reason for current state

As expected	0
Unknown	1
Auto mode: DHCP off or not successful	2
Auto mode: max knocking attempts reached	3
Auto mode: max knocking time reached	4
URL could not be resolved	5
Destination not responding	6

2.568 CONF_SOFT_VARIANT_ID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb2	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the soft variant Id if set; (notice: if no soft variant ID is set, the 'original' variantID will be returned)
Write	t_dword	service	Set a soft variant ID. Only possible on certain devices. For a list of allowed soft variants see CONF_SOFT_VARIANT_ID_OPTIONS. All configuration except IP/subnet mask and DHCP settings will be set to default and the device reboots automatically. (Notice: only for some special soft variants which have the option flag 'no factory defaults performed' (see CONF_SOFT_VARIANT_ID_OPTIONS), the device configuration will be kept and not set to defaults.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.569 CONF_SOFT_VARIANT_ID_OPTIONS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb6	None	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get a list of possible soft variant IDs plus the according variant name.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

	16	32
Number of variants 1 Byte	Flags 1 Byte	reserved 2 Bytes
Variant Description [0] (see description)		
...		
Variant Description [Number of variants - 1] (see description)		
8	24	

Number of variants

The number of software variants described in this payload.

Flags

	Mask	Name
Bit 0	0x01	No 'factory defaults' performed

Variant Description

16	32
Variant ID 4 Bytes	
Variant Name (p_string)... 60 Bytes	
Variant Name [...]	
Variant Name ...	
8	24

Note: If no soft variant IDs are possible, an empty payload will be returned.

2.570 CONF_SOFTWARE_VERSION

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x002f	None	no	no
Datatype	Access Level	Description	
Read p_string t_dword	always	Read the software version	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available yes		yes	

2.571 CONF_SOFTWARE_VERSION_FORMATTED

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd4	None	no	no
Datatype	Access Level	Description	
Read p_string	minimal	Read the software version in the form <major>.<minor>.<build>	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.572 CONF_SPAN_ADDRESS_LIST

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e7	1 - primary spanlist, 2 - secondary spanlist	yes	no
Datatype	Access Level	Description	
Read	p_octet	service	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The reply to an read request always contains up to n (n=512) entries. The response in case of an empty span list is one zeroed span entry.

On a write request, a list of max n (n=512) span addresses must be supplied. List entries that are zero are not used by the unit for recording. The unit uses the supplied ordering of the list and begins with the first entry. The order of the supplied list is the preferred order, not the guaranteed order. There are some cases, in which the device changes the use order (e.g. one target not reachable).

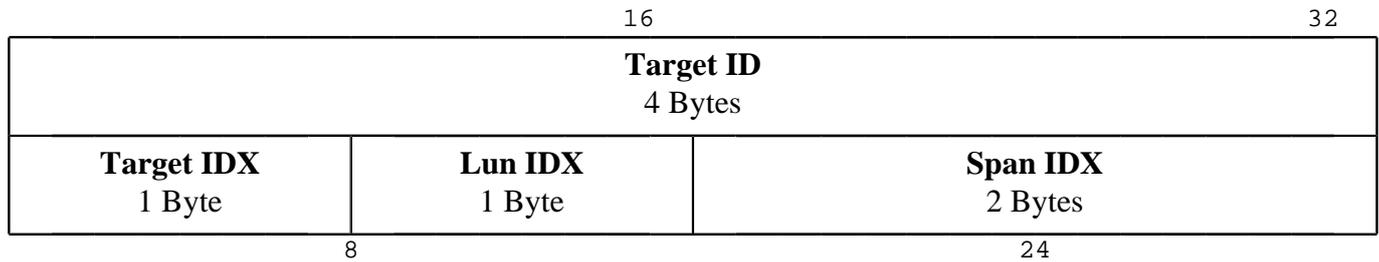
If the device is already recording on spans (a span list is already present on the device), the new list must contain the span addresses, that the unit is currently recording on. The latter information can be obtained by reading the current span address list from the unit and check the corresponding write lock header (if the units IP and MAC address is found this means the unit is recording). If the unit receives a list and the span addresses of the spans the device is currently recording on is not present, the list is rejected (not saved in the configuration) and an error is returned.

A message of this cmd tag will be send always, if someone sets the span address lists by using rcp set spans list commands or if the span list is cleared by indirectly by changing other settings of the device (e.g. rec mgmt).

Payload Structure

Span Address [0] (see description)
...
Span Address [N] (see description)

Span Address



Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target IDX

Index of the iSCSI server target. The index of the desired target can be obtained from the reply to an iSCSI discover.

Lun IDX

Index of the lun of the specified target.

Span IDX

Index of the span in the specified lun.

Command Specific Errors

SPAN_ERR_INTERNAL	0x01
SPAN_ERR_INV_ADDR_LIST	0x04

Note: A list of all defined error types can be found in the Appendix.

2.573 CONF_SPAN_ADDRESS_LIST_NEW

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a52	1 - primary spanlist, 2 - secondary spanlist	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	See detailed description of CONF_SPAN_ADDRESS_LIST
Write	p_octet	service	See detailed description of CONF_SPAN_ADDRESS_LIST (no need to include mounted spans in list)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.574 CONF_SPAN_CERTIFICATES_LIST

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c11	None	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Read certificates list from a span, see detailed description
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This Command can be used to query the certificates of a span, in order to verify the signed video record data within that span. The response will deliver all certificates of the specified span and time intervall. The maximum size of the response can be limited by the caller but it will not exceed 16 kb for the certificates list. If the response payload size isn't enough to hold all valid certificates, a flag in the response will signal the existence of further certificates, which didn't fit in the response payload. A second query in that case with a smaller time interval may help to get the remaining certificates. The response will have a certificates list with several enries of different size, there are no gaps between the entries.

Request Payload Structure

16		32
Target Id 4 Bytes		
Target IdX 1 Byte	LUN 1 Byte	Span IDX 2 Bytes
Start Time 4 Bytes		
End Time 4 Bytes		
TZ QH 1 Byte	Reserved 3 Bytes	
Max List Len 4 Bytes		
8	24	

Target Id

Target ID of the Span

Target IdX

Target Index of the Span

LUN

LUN of the Span

Span IDX

Span Index of the Span

Start Time

Start time of the interval in seconds since 2000 local time based on the Timezone offset in TZ QH

End Time

End time of the interval in seconds since 2000 local time based on the Timezone offset in TZ QH

TZ QH

Timezone offset (from utc) in quarter hours as signed char value

Max List Len

Maximum size of the certificates list in response payload in bytes.

Response Payload Structure

16			32
Target Id 4 Bytes			
Target IdX 1 Byte	LUN 1 Byte	Span IDX 2 Bytes	
Start Time 4 Bytes			
End Time 4 Bytes			
TZ QH 1 Byte	Flags 1 Byte	Reserved 2 Bytes	
List Len 4 Bytes			
Certificate [0] (see description)			

...
Certificate [N] (see description)

8 24

Target Id

Target ID of the Span

Target IdX

Target Index of the Span

LUN

LUN of the Span

Span IDX

Span Index of the Span

Start Time

Start time of the interval in seconds since 2000 local time based on the Timezone offset in TZ QH

End Time

End time of the interval in seconds since 2000 local time based on the Timezone offset in TZ QH

TZ QH

Timezone offset (from utc) in quarter hours as signed char value

Flags

	Mask	Name	Description
Bit 0	0x01	Len Exceeded	More certificates available, but the max length of the certificates list was exceeded.

List Len

Size of the certificates list in response payload in bytes.

2.575 CONF_SPAN_FILES_DIR

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aa1	entry index 1 - 32768	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read the path entry end exported iscsi addr. (gen dll only)
Write	p_octet	service	Set path to span files (gen dll only).
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Description

This command allows to set the path to a mounted span formatted storage or directory. You have to send the in payload to set the path. The min payload size is 16 bytes. The max path name length is 1024 bytes including the zero termination. payload size must be set to the size that includes the zero termination but min size is 16 bytes even in case of an empty string (at least zero termination). You can set up to 32768 pathes. Use the num param to specify the index of an entry. If you set the path it will check the path. To pass this check, at least a valid Lun info file (INFO.TXT) has to exist. The span are needed later when accessing the storage(e.g header access, replay). The response to the write direction is has the out payload format. If success the error field is zero and the payload includes the set path and the exported lun address. This storage is now accessable by using this address for other commands. if the set failes, the error field is non zero and contains an error code. It is allowed to set path on an index that was already set. The old values will be overwritten, but remember that the effect takes place later, if there are still open references based on the old entry (e.g. running replay, header access).

The cmd can be used for read direction. The response payload contains the export lun address and the path. error code is always zero. If the entry is empty, the path is empty and has only the zero termination.

Write Payload Structure

16	32
Action 4 Bytes	
Reserved... 8 Bytes	
Reserved ...	

Path... N Bytes
Path ...

8 24

Action

Specifies the action, you can set an entry or clear an entry.

Clear entry	0
Set entry	1

Path

Path to a mounted span formatted storage or directory containing the span files.

Response/Read Payload Structure

Exported target id 4 Bytes		
Target index 1 Byte	Lun 1 Byte	Reserved 2 Bytes
Error 4 Bytes		
Path... N Bytes		
Path ...		

8 24

Exported target id

Target id of the exported lun, specified by the directory path.

Target index

Target index of the exported lun, specified by the directory path.

Lun

Lun id of the exported lun, specified by the directory path.

Error

Error code, in case of set path failed. Is always 0 in the payload of read direction. Only relevant for return payload of write direction.

No error	0
Invalid directory path	1
Invalid lun info file	2
Common error	3

Path

Path to a mounted span formatted storage or directory containing the span files.

2.576 CONF_SPAN_HDR_ACCESS

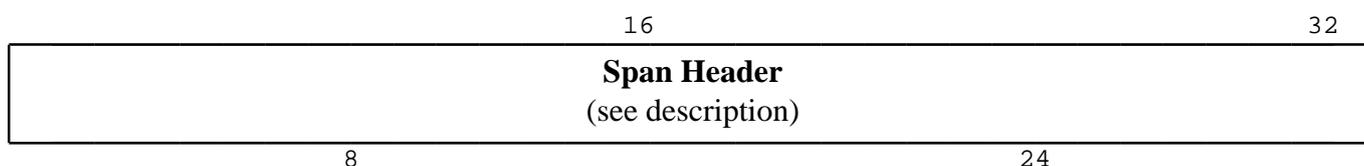
[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e8	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Access span header information.
Write	p_octet	service	Access span header information.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Num Descriptor Values

LOCK HEADER 0x01
 MANAGER 0x02
 HEADER
 UNIT HEADER 0x03

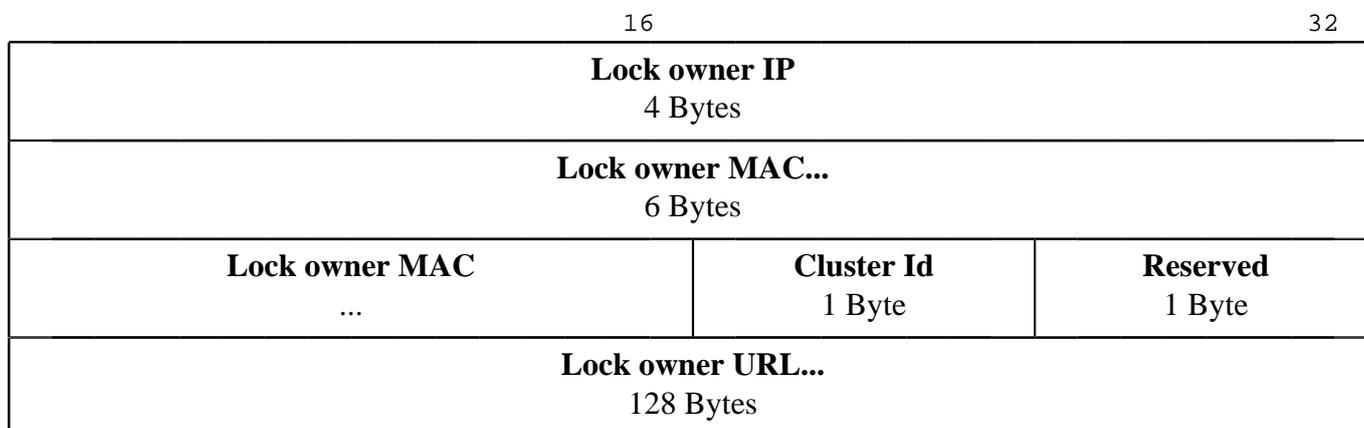
Payload Structure



Span Header

Data of the span header. Length and structure differs for the specified header type. The header type is specified with the numeric descriptor.

'Span Header' payload for numeric descriptor = 'Lock Header' (0x01)



Lock owner URL [...]
Lock owner URL ...
8 24

Lock owner IP

IP address of the unit that holds the write lock of the span.

Lock owner MAC

Hardware address of the unit that holds the write lock of the span.

Cluster Id

Cluster id of the recorder 1 - n, default value is 0 if not set, should be treated as cluster id 1.

Lock owner URL

Url (ipv4 or ipv6) of the unit that holds the write lock of the span.

Note: In the request packet, the header values are ignored (may be zero). The reply contains the values read or written. On write requests, the local IPv4 and MAC addresses are converted to ascii strings and written to the file LCKxxxxx.txt (xxxx = span index) on disk. On read requests, the ascii strings of that file are scanned into binary values and send with the reply.

'Span Header' payload for numeric descriptor = 'Manager Header' (0x02)

16 32 Manager Header Data... N Bytes
Manager Header Data ...
8 24

Manager Header Data

Transparent header data of the storage manager

Note: The reply always returns the 1024 Bytes of the manager header file MGRxxxx.txt (xxxx = span index).

'Span Header' payload for numeric descriptor = 'Unit Header' (0x03)

16		32
Span owner IP 4 Bytes		
Span owner MAC... 6 Bytes		
Span owner MAC ...	Span owner Camera 2 Bytes	
Retention Time 4 Bytes		
Modification seal random 4 Bytes		
Modification seal time 4 Bytes		
Recording 1 Byte	Cluster Id 1 Byte	Reserved 2 Bytes
Max Retention Time 4 Bytes		
Span owner URL... 128 Bytes		
Span owner URL [...]		
Span owner URL ...		
Modification MAC... 6 Bytes		
Modification MAC ...	Reserved 2 Bytes	
User Data... 16 Bytes		
User Data ...		
User Data ...		
User Data ...		

	GUID... 32 Bytes	
	GUID [...]	
	GUID ...	
8		24

Span owner IP

IP address of the unit that holds the write lock of the span.

Span owner MAC

Hardware address of the unit that holds the write lock of the span

Span owner Camera

The index of the camera the unit uses for recording.

Retention Time

Retention Time for the recordings on this span in sec since 2000

Modification seal random

Random number set on the last modification of this span, this random will be set on each write access on any span header or on starting or stopping a recording of a device on this span, there will be also updates while a device is recording in a period of several minutes

Modification seal time

This information is the time of the last modification on this span that causes a modification seal update

Recording

Primary Recording	1	(default)
Secondary Recording	2	

Cluster Id

Cluster id of the recorder 1 - n, default value is 0 if not set, should be treated as cluster id 1

Max Retention Time

Max Retention Time for the recordings on this span in sec since 2000, 0 means no max retention time

Span owner URL

Url (ipv4 or ipv6) of the unit that used the span

Modification MAC

Hardware address of the instance, which modifies the unit header (must be non zero for write direction)

User Data

Byte field for any user data (16 bytes)

GUID

GUID (managed by vrm) of the device which recorded on this span (32 bytes)

Note: In the read request packet, the header values are ignored (may be zero). In the write request packet, only the camera field is evaluated, the values for IP and MAC are taken from local configuration. The reply packet contains the values read or written. On write requests, the local IPv4 and MAC addresses and the supplied camera value are converted to ascii strings and written to the file UNTxxxxx.txt (xxxx = span index) on disk. On read requests, the ascii strings of that file are scanned into binary values and send with the reply. The modification seal values cannot be set by this command as write request directly, they will be set automatically on span header write requests or on starting or stopping a recording. The content of this fields will be ignored in a write request.

Command Specific Errors

SPAN_ERR_INTERNAL	0x01
SPAN_ERR_INV_SPN_IDX	0x02
SPAN_ERR_INV_HDR_TYPE	0x03
SPAN_ERR_NOT_MNTD	0x05
SPAN_ERR_INV_FS	0x06
SPAN_ERR_INV_LUN_NFO	0x07
SPAN_ERR_BAD_HDR_CKSM	0x08
SPAN_ERR_RD_ONLY	0x0a
ISCSI_ERROR_CONNECT	0x31
ISCSI_ERROR_INV_LUN	0x33
ISCSI_ERROR_LOGIN	0x34
ISCSI_ERROR_INV_TRG_IDX	0x35

Note: A list of all defined error types can be found in the Appendix.

2.577 CONF_SPAN_HISTORY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ace	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read span history
Write	p_octet	service	Clear span history or add a span history entry
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is used by the device to store the span history in the device config, that means it adds (action add) an span adress entry to the config, for each recorded span. The history can be seen by read commando and action show. The history can be cleared by sending a action clear command.

Payload Structure

16	32
cam 2 Bytes	rec idx 2 Bytes
action 2 Bytes	span count 2 Bytes
span address [0] (see description)	
...	
span address [span count - 1] (see description)	
8	24

cam

Camera line from 1 to max cam

rec idx

Primary Recording	1	(default)
Secondary Recording	2	

action

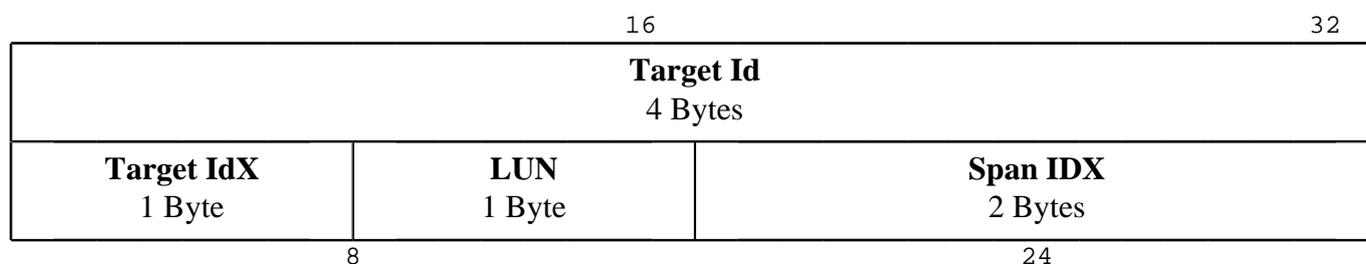
Action to do in this command.

Show	0	Show the span history, read direction only.
Add	1	Add a new entry to the history, write direction only.
Clear	2	Clear the complete history, write direction only.
Show Remount	3	Show the remount span, read direction only.

span count

Number of span address following in this command payload. For action show you can specify the max number of span history entries to show for in payload. the reply payload will then return a max. of this number of span address. max 32.

span address



Target Id

Target ID of the Span

Target IdX

Target Index of the Span

LUN

LUN of the Span

Span IDX

Span Index of the Span

2.578 CONF_SPAN_PARTITION_FILE_INFO

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a2d	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

16			32
Target ID 4 Bytes			
Target IDX 1 Byte	LUN 1 Byte	Span IDX 2 Bytes	
Start Time (optional) 4 Bytes			
Stop Time (optional) 4 Bytes			
MaxEntries (optional) 4 Bytes			
Optional flags (optional) 4 Bytes			
8	24		

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES).

Target IDX

Index of the iSCSI server target. The index of the desired target can be obtained from the reply to an iSCSI discover.

LUN

The logical unit.

Span IDX

Index of the span in the specified lun.

Start Time (optional)

Seconds since 2000, optional, if missing, default is 0

Stop Time (optional)

Seconds since 2000, optional, if missing, default is unlimited

MaxEntries (optional)

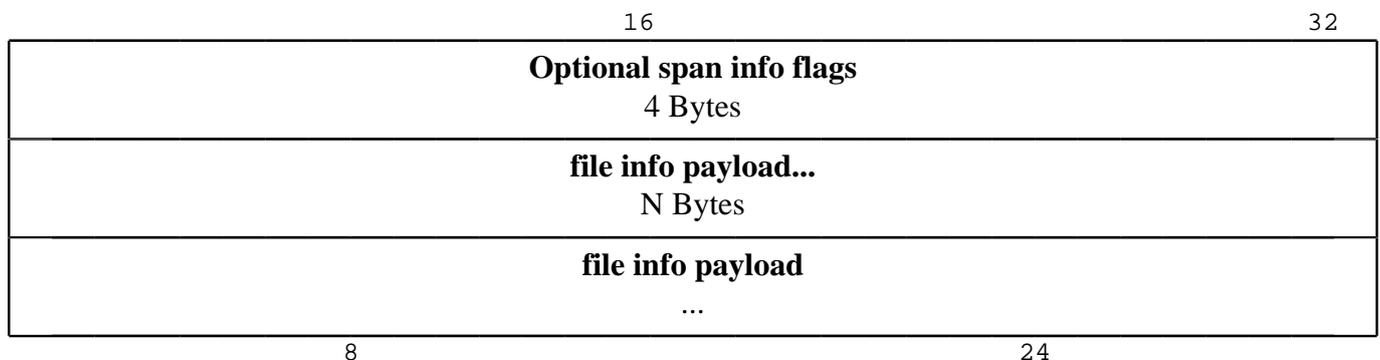
Max Number of entries, optional, if missing, default is max. 256 files which is also the max. limit for this value

Optional flags (optional)

Additional options for the file info

	Mask	Name
Bit 0	0x00000001	Add span info flags

Response Payload Structure



For the payload structure of the response see documentation of HD_PARTITION_FILE_INFO. In case of the optional "add span info flag" flag the first four bytes of the response payload will contain a flag field with additional infos. Without the option, the payload will start with the file info without offset.

Optional span info flags

Additional info of the span

	Mask	Name
Bit 0	0x00000001	Encrypted span key list present

2.579 CONF_SPAN_PARTITION_PROP

[API: recording settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09fa	video line	no	no
	Datatype	Access Level	Description	
Read	p_octet	service	Return partition properties for primary span recording (4 bytes) video type (1 byte: 0= NO, 1=MPEG2, 3=MPEG4), audio type (1 byte: 0= NO, 1=G711, 2=L16, 3=AAC) reserved (2 byte)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.580 CONF_SPAN_PARTITION_PROP_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a4b	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Return partition properties for secondary span recording (4 bytes) video type (1 byte: 0= NO, 1=MPEG2, 3=MPEG4), audio type (1 byte: 0= NO, 1=G711, 2=L16, 3=AAC) reserved (2 byte)
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.581 CONF_SPAN_SWITCH

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a53	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
		Not supported	Switch spans, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command can be used to influence the span usage of the recording. It is able to cause a replace of the premounted span and or switch to the next premounted span.

The flag SWITCH_SPAN causes the switch to the next span and releasing the actual recording span. Flag REPLACE_PREMOUNTED will cause the release of the premounted span and mounting another one if available. If both flags are activated, the premounted block will be replaced, as soon as a new premounted span is mounted and available, the next step switch to premounted span will be performed. Before replacing the premounted span, the actual recording span will be checked, if the replace could get in conflict with a device internal triggered span switch. In that case the whole Span switch command will fail with rcp error RCP_ERROR_TRY_LATER, no switch or replace will be performed.

When performing a switch to next span job, the recording span address in the payload will be checked. If on execution of this job the recording span doesn't match the recording span from the payload, the switch will not be performed. When performing a replace premounted span job, the premounted span address in the payload will be checked. If on execution of this job the premounted span doesn't match the premounted span from the payload, the replace will not be performed. The idea of these checks is to avoid conflicts with the automatic span switching of the recording, that can lead to gaps in the recording and unwanted waste of recording spans. The flag FORCE will skip these checks. Flag CHECK_PREMOUNTED is only relevant for the switch to next span job without replacing the premounted span and without FORCE flag. If this flag is active on switching ton next span, the premounted span parameter in the payload will be matched against the actual premounted span. If no match the switch won't be performed. If this flag including the FORCE flag isn't set on switch, a negative match will be performed on the premounted span. The TARGET_RETREAT Bit means, than a complete retreat from this target is intended, the span history will be modified in order to avoid a remount on that target. That state will stay active for that target until the device records on a new target and adds a span from the new target to the history, or if the span history will be cleared or the the target will be reintroduced with the bit TARGET_REINTRODUCE. The TARGET_REINTRODUCE Bit is needed to undo a TARGET_RETREAT action, which is specialy in the case needed, when a device shall return to a target, from that it had retreated erlier and no recording took place on another target between these events. In that case the remount feature for that target is still disabled. The TARGET_REINTRODUCE Bit will reenale the remount feature for that target without the nessessarity of clearing the whole span history.

Warning: A possible conflict, when requesting a replace of the premounted span with an automatic span switch of the recording that causes gaps in the recording is unavoidable. So an excessive usage of replacing premounted spans should be avoided.

Payload Structure

16			32
Recording Span... (see description)			
Recording Span ...			
Premounted span... 8 Bytes			
Premounted span ...			
Flags 2 Bytes	Recording 1 Byte	Reserved 1 Byte	
8	24		

Recording Span

16			32
Target id 4 Bytes			
Target idx 1 Byte	Lun 1 Byte	Span idx 2 Bytes	
8	24		

Target id

The target id of the span

Target idx

The target index of the span

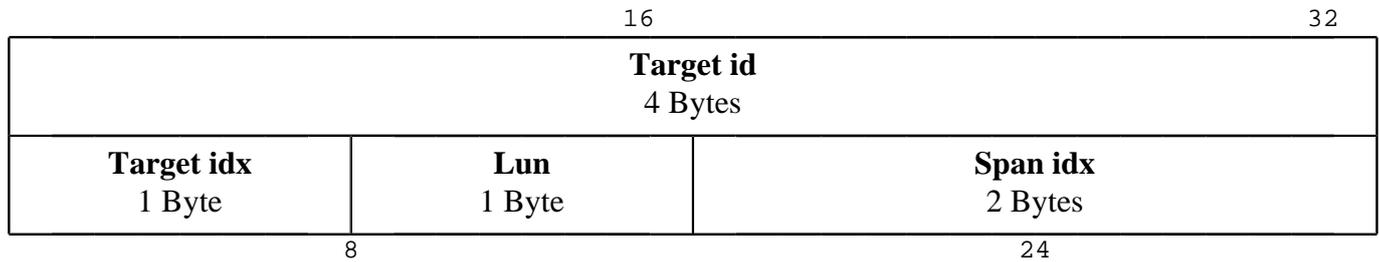
Lun

The lun of the span

Span idx

The span index of the span

Premounted span



Target id

The target id of the span

Target idx

The target index of the span

Lun

The lun of the span

Span idx

The span index of the span

Flags

These flags are used to specify the behavior of the command

	Mask	Name
Bit 15	0x8000	ERROR_CHECK_RECORDING
Bit 14	0x4000	ERROR_CHECK_PREMOUNTED
Bit 5	0x0020	TARGET_REINTRODUCE
Bit 4	0x0010	TARGET_RETREAT
Bit 3	0x0008	SWITCH_SPAN
Bit 2	0x0004	REPLACE_PREMOUNTED
Bit 1	0x0002	CHECK_PREMOUNTED
Bit 0	0x0001	FORCE

Recording

Primary Recording	1	(default)
Secondary Recording	2	

2.582 CONF_SPAN_USE_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09f8	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	service	Usage status of a span, see detailed description
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

Description

This messages reports the use status of a span for this device and which cammera for primary recording. If a span was opened for a planned recording, this message will be send with status MOUNTED. If the mounting fails status will be ERROR. If a span was closed after recording status will be RELEASE, if it was closed before a recording ever took place, status will be RELEASE_UNUSED. HD_SPAN_USE_STATUS_RETENTION_TIME status will be send as message if the first time an retention time update took place on the span. In case of a read request the reply payload contains this status message upto twice. the command can be used to query the actual used spans from a camera specified by the num parameter. the status for a span can be RECORDING, if the cam is actual recording on this span or MOUNTED, if the span is mounted and prepared for a future recording by this camera.

Payload Structure

Use Status Message [0] (see description)
...
Use Status Message [N] (see description)

Use Status Message

Up to 2 span use status messages. If no span is in use by the camera specified by num, the reply payload size will be 0. In case of the rcp message the payload contains always 1 span use status message.

16		32
err/spec code 1 Byte	status 1 Byte	cam 2 Bytes
target id 4 Bytes		
target idx 1 Byte	lun 1 Byte	span idx 2 Bytes
8		24

err/spec code

Additional error or status code to the status, for status HD_SPAN_USE_STATUS_ERROR_MOUNT see section 'status HD_SPAN_USE_STATUS_ERROR_MOUNT error codes', for status RELEASE and RELEASE_UNUSED see section 'status RELEASE error codes', for status MOUNTED see section 'status MOUNTED special codes'

status

Use status of this span

MOUNTED	0x00
RELEASE	0x01
RELEASE_UNUSED	0x02
ERROR	0x03
RECORDING	0x04
PENDING_SPAN_REQUEST	0x05
HD_SPAN_USE_STATUS_RETENTION_TIME	0x06
HD_SPAN_USE_STATUS_RELEASE_REMOUNT_INTENDED	0x07
HD_SPAN_USE_STATUS_ERROR_WRT_UNT_HDR	0x10
HD_SPAN_USE_STATUS_ERROR_FORMAT_REC_REGION	0x11
HD_SPAN_USE_STATUS_ERROR_MOUNT	0x12
HD_SPAN_USE_STATUS_ERROR_RETENTION_TIME	0x13

If the status is PENDING_SPAN_REQUEST, the ip will be 255.255.255.255, target index and lun will be 255, and span index will be 65535, which should be interpreted as still unknown, because this cam had requested a span, but it doesn't know yet which span it gets.

Status HD_SPAN_USE_STATUS_RELEASE_REMOUNT_INTENDED means, the cam has released the block but has left the span lock, because it will try to remount the span later. The span is stored in the span history for remount(see CONF_SPAN_HISTORY).

cam

Which camera is or was using the reported span

target id

Target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES)

target idx

Target Index of the storage device from 0 to 255.

lun

Lun of the storage device from 0 to max. 255.

span idx

Index of the span on the storage device.

Command Specific Errors

Specific errors for 'status' = 'HD_SPAN_USE_STATUS_ERROR_MOUNT' (0x12)

None	0x00
SPAN_ERROR_INTERNAL	0x01
SPAN_ERROR_INV_SPN_IDX	0x02
SPAN_ERROR_INV_HDR_TYPE	0x03
SPAN_ERROR_INV_ADDR_LIST	0x04
SPAN_ERROR_NOT_MNTD	0x05
SPAN_ERROR_INV_FS	0x06
SPAN_ERROR_INV_LUN_NFO	0x07
SPAN_ERROR_BAD_HDR_CKSM	0x08
SPAN_ERROR_INV_IDX	0x09
SPAN_ERROR_RD_ONLY	0x0a
SPAN_ERROR_NO_REC_DAT	0x0b
SPAN_ERROR_INV_PART_NFO	0x0c
SPAN_ERROR_SPAN_REQUEST_FAILED	0x0e
SPAN_ERROR_SPAN_REQUEST_RETENTION_TIME	0x0f
SPAN_ERROR_REMOUNT_REFUSED	0x10
ISCSI_ERROR_CONNECT	0x31
ISCSI_ERROR_INV_LUN	0x33
ISCSI_ERROR_LOGIN	0x34
ISCSI_ERR_PWD	0x36
ISCSI_ERR_PROTO	0x37
ISCSI_ERR_TARG_NOT_REACH	0x38
ISCSI_ERR_NO_MEM	0x3a
ISCSI_ERR_SESS_CREATE	0x3b
ISCSI_ERR_INV_PARAMS	0x3c
ISCSI_ERR_SESS_NOT_FOUND	0x3d
ISCSI_ERR_DISCONN	0x3e
ISCSI_ERR_TIMEOUT	0x3f

ISCSI_ERR SOCK	0x5f
ISCSI_ERR TARG_PM	0x6f
ISCSI_ERR SOCK_CLOSED	0x7f
ISCSI_ERR_TCP_CONN_RST	0x8f
ISCSI_ERR_INTR_NOT_SUPP	0x9f
ISCSI_ERR_IP_ZERO	0xa0
ISCSI_ERR_OUT_OF_RES	0xa1
HDD_ERROR_TIMEOUT	0x12
HDD_ERROR_CREATE_FAILED	0x22
HDD_ERROR_ACCESS_DENIED	0x32
HDD_ERROR_DEVICE_PRESENT_TIMEOUT	0x42
HD_PMM_ERROR_LUN_LOCK	0x52
HD_PMM_ERROR_INVALID_ACCESS	0x62
HD_PMM_ERROR_LUN_MGMT_FILE_NOT_FOUND	0x72
HD_PMM_ERROR_LUN_WRITE_PROTECTED	0x82
HD_PMM_ERROR_COMMON	0xf2

Specific errors for 'status' = 'RELEASE' (0x01)

None	0x00	
RELEASE_ERROR_HD_MGR_ERROR	0x01	
RELEASE_ERROR_SPAN_LIST_INCONSISTENCY	0x02	
RELEASE_ERROR_RECORD_HANDLE_DISMISS_ERROR	0x03	
RELEASE_ERROR_BIG_TIME_JUMP	0x04	
RELEASE_ERROR_CLOSED_WHILE_MOUNTING	0x05	
RELEASE_ERROR_INITIAL_MOUNT_ABORT	0x06	
RELEASE_ERROR_INITIAL_MOUNT_UNFINISHED	0x07	
RELEASE_ERROR_NEXT_SPAN_NOT_MOUNTED	0x08	
RELEASE_ERROR_RECORDING_ERROR	0x09	
RELEASE_ERROR_ENCODER_ERROR	0x0a	
RELEASE_ERROR_REPLACE	0x0b	(release was caused by CONF_SPAN_SWITCH command)
RELEASE_ERROR_SWITCH_REQUEST	0x0c	(release was caused by CONF_SPAN_SWITCH command)
RELEASE_ERROR_SPAN_TIME_LIMIT_REACHED	0x0d	(one day limit per span, if max retention configured)
RELEASE_ERROR_RECORD_FORMAT_HARD_LIMIT	0x0e	(initiated span switch by recording internal for record format related issues (gop alignment violation at span end))
RELEASE_ERROR_RECORD_FORMAT_RING_BREAK	0x0f	(initiated span switch by recording internal for record format related issues (ring limit violation at span end))

Specific errors for 'status' = 'MOUNTED' (0x00)

Standard mount	0x00
HD_MOUNT_CODE_REMOUNTED	0x01

2.583 CONF_SPAN_USE_STATUS_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a4a	video line	yes	no
Datatype	Access Level	Description	
Read p_octet	service	Span use status of the secondary recording, payload is the same as in command CONF_SPAN_USE_STATUS	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.584 CONF_STAMP

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c71	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Region Info [0] (see description)
...
Region Info [N] (see description)

Region Info

Stamping Region ID 2 Bytes	Region Payload Length 2 Bytes
Region Payload (see description)	
8	24

Stamping Region ID

All regions (global settings)	0
Time Stamp Region	1
Name Stamping Region	2
Alarm Stamping Region	3
Info Stamping Region	4
Spinner Region	5
System Controller Region 1	6
System Controller Region 2	7

System Controller Region 3	8
Seperate Logo Area	9
Custom stamp area	10

The following table shows the capabilities of each region

Note: Use CONF_ENC_STAMPING_PROPERTIES to query basic options. Read of CONF_STAMP will return all available Tags. Depending on the device different regions are available

Region Payload Length

Number of bytes of all enclosed tags inside this region.

Region Payload

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 1: Visibility

Tag = 0x0001 2 Bytes	Length = 0x0001 2 Bytes
Visibility (t_octet) 1 Byte	

Values:

Hidden	0
Visible	1

Tag 2: Position

Tag = 0x0002 2 Bytes	Length = 0x0003 2 Bytes
Position (p_octet) 3 Bytes	

Position

Position Type 1 Byte	Position X 1 Byte	Position Y 1 Byte
6	12	18
		24

Position Type

OFF	0	
Bottom	1	in this case position X and Y is ignored
Top	2	in this case position X and Y is ignored
Custom	3	

Position X

Position X is an integer value from 0 to 255, where 0 is the left border of the image and 255 is the right border of the image.

Position Y

Position Y is an integer value from 0 to 255, where 0 is the top border of the image and 255 is the bottom border of the image.

Tag 3: Text

Tag = 0x0003 2 Bytes	Length = 0x000 2 Bytes
Text (p_octet) <i>Length</i> Bytes	

Text

text encoding type (char set) 1 Byte	line length 2 Bytes	text [0] ... UTF16CharsPerLine * 16 Bits
text [0]
8	24	

text encoding type (char set)

1: utf16 2 bytes per character

line length

Characters per line, e.g. 32 utf16 symbols. Notice: please use the value 'UTF16CharsPerLine' returned by CONF_ENC_STAMPING_PROPERTIES.

text

Consists of n * UTF16CharsPerLine utf16 chars

Tag 4: Font size

will be read per region and replace preceding variant of the tag check CONF_ENC_STAMPING_PROPERTIES: customFontSupport:1 -> new variant 0-> old variant

Tag = 0x0004 2 Bytes	Length = 0x000 2 Bytes
Font size (p_octet) Length Bytes	

Font size

Payload for 'customFontSupport' of command CONF_ENC_STAMPING_PROPERTIES = 'customFontSupported'

	16	32
font mode 1 Byte	reserved 1 Byte	font size in 1/1000 of picture height 2 Bytes
reserved... 8 Bytes		
reserved ...		
8		24

font mode

Normal	0	
Big	1	
Custom	255	custom font size

Payload for any other case

	16	32
font mode 1 Byte		
8		24

font mode

Normal	0	
Big	1	

Tag 5: Transparent Background

Tag = 0x0005 2 Bytes	Length = 0x0001 2 Bytes
Transparent Background (t_octet) 1 Byte	

Values:

No transparent background	0	
Transparent background	1	

Tag 6: Color

Tag = 0x0006 2 Bytes	Length = 0x000c 2 Bytes
Color (p_octet) 12 Bytes	

Color

	16		32
Color Mode 1 Byte	Reserved 3 Bytes		
Background - Red 1 Byte	Background - Green 1 Byte	Background - Blue 1 Byte	Reserved 1 Byte
Text - Red 1 Byte	Text - Green 1 Byte	Text - Blue 1 Byte	Reserved 1 Byte
8	24		

Color Mode

RGB 0 Red, Green, Blue values are used.

Background - Red

Value 0 - 255

Background - Green

Value 0 - 255

Background - Blue

Value 0 - 255

Text - Red

Value 0 - 255

Text - Green

Value 0 - 255

Text - Blue

Value 0 - 255

2.585 CONF_STAMP_ATTR_ALARM

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0938	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

x 1 Byte	y 1 Byte	reserved 2 Bytes
attributes 4 Bytes		
reserved 2 Bytes		reserved 2 Bytes
8		24

x

X-Position (0...255) where the string should be displayed (0 is left)

y

Y-Position (0...255) where the string should be displayed (0 is up)

attributes

(use CONF_ENC_STAMPING_PROPERTIES to determine supported options)

	Mask	Name	Description
Bit 20	0x00100000	Draw Text Box	Draw a box around the text or transparent text background
Bit 9	0x00000200	cust_color	0=off, 1=on (use custom font and background color from payload)

2.586 CONF_STAMP_ATTR_DEC_FREEZE

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0933	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is used only on decoders

Payload Structure

16		32	
reserved 2 Bytes		bg_luma 1 Byte	bg_chroma 1 Byte
attributes 4 Bytes			
font_luma 1 Byte	font_chroma 1 Byte	flags 2 Bytes	
8		24	

bg_luma

Background color: 8 bit luma (Y)

bg_chroma

Background color: 2 x 4 bit chroma (U/V); 'lower 4 bit' = U, 'upper 4 bit' = V

attributes

	Mask	Name	Description
Bit 10	0x00000400	Background Box	Big text background box
Bit 8	0x00000100	Custom Font	Use custom font and background color given in bg_luma, bg_chroma, font_luma and font_chroma

font_luma

Font color: 8 bit luma (Y)

font_chroma

Font color: 2 x 4 bit chroma (U/V); 'lower 4 bit' = U, 'upper 4 bit' = V

flags

Flags not in use for freeze string, set to all-zero

2.587 CONF_STAMP_ATTR_INFO

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc1	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	p_octet	service	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.588 CONF_STAMP_ATTR_LOGO

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c0f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	p_octet	service	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.589 CONF_STAMP_ATTR_NAME

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0936	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Supported for CPP4, CPP6, CPP7 and CPP7.3. For other platforms use CONF_STAMP instead.

Payload Structure

x 1 Byte	y 1 Byte	reserved 2 Bytes
attributes 4 Bytes		
reserved 2 Bytes	flags 2 Bytes	
8	24	

x

X-Position (0...255) where the string should be displayed (0 is left)

y

Y-Position (0...255) where the string should be displayed (0 is up)

attributes

(use CONF_ENC_STAMPING_PROPERTIES to determine supported options)

	Mask	Name	Description
Bit 21	0x00200000	Draw Banner	Draw a banner from top to end of name text if y pos <= 128 from bottom if ypos > 128)
Bit 20	0x00100000	Draw Text Box	Draw a box around the text or transparent text background
Bit 9	0x00000200	cust_color	0=Off, 1=on (use custom font and background color from payload)

flags

	Mask	Name
Bit 3	0x0008	Display only logo
Bit 2	0x0004	Logo position relative to font
Bit 1	0x0002	Enable logo stamping

2.590 CONF_STAMP_ATTR_TIME

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0937	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	p_octet	service	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

Payload Structure

x 1 Byte	y 1 Byte	reserved 2 Bytes
attributes 4 Bytes		
reserved 2 Bytes	reserved 2 Bytes	
8	24	

x

X-Position (0...255) where the string should be displayed (0 is left)

y

Y-Position (0...255) where the string should be displayed (0 is up)

attributes

(use CONF_ENC_STAMPING_PROPERTIES to determine supported options)

	Mask	Name	Description
Bit 20	0x00100000	Draw Text Box	Draw a box around the text or transparent text background
Bit 9	0x00000200	cust_color	0=Off, 1=on (use custom font and background color from payload)

2.591 CONF_STAMP_DEC_FREEZE_STRING

[API: stamping]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x092f	None	yes	no
	Datatype	Access Level	Description	
Read	p_string	minimal	String displayed on the local monitor if DEC_SHOW_FREEZE is enabled and no vido data is coming in	
Write	p_string	service	String displayed on the local monitor if DEC_SHOW_FREEZE is enabled and no vido data is coming in	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.592 CONF_START_CLIENT

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b20	account info (1...MAX_ACCOUNT	no	no
Datatype	Access Level	Description	
Read t_word	service	Starts a ftp client session, might be needed for commands like CONF_FTP_CDUP, CONF_FTP_CWD, CONF_FTP_LIST, CONF_FTP_PWD. This session stays alive for 5 min. It can be should be shut down using CONF_FTP_STOP_CLIENT. This command returns a 2 byte sessionId that can be used to reference the session	
Write	-	Unavailable	
	CPP6/ CPP7/ CPP7.3	CPP13	
Available	yes	yes	

2.593 CONF_START_MULTICAST_STREAMING

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b8b	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Video streaming on coder (1st coder-> 1st octet, 2nd coder-> 2nd octet....)
Write	p_octet	service	Enable video streaming on coder. 1st Coder->1 octet, 2nd Coder ->2nd octet....
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.594 CONF_START_RECORD

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0acc	1 - primary recording, 2 - secondary recording	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Start recording on choosen cams, payload needs a variable count pairs of 32 bit fiels for cam state (posibble states: 1 : on, 0 : off) and 32 bit fiels for cam selection mask, this mask will layed over the state bit field and can be used to choose the cams specific cams, other cams will be ignored, each bit field pair represents 32 cams: first pair - cam 1 to cam 32, second pair -cam 33 to cam 64 and so on	
Write p_octet	service	Start recording on choosen cams, payload needs a variable count pairs of 32 bit fields for cam state (posibble states: 1 : on, 0 : off) and 32 bit fiels for cam selection mask, this mask will layed over the state bit field and can be used to choose the cams specific cams, other cams will be ignored, each bit field pair represents 32 cams: first pair - cam 1 to cam 32, second pair -cam 33 to cam 64 and so on	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.595 CONF_START_SPAN_RECORD

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09f7	1 - primary recording, 2 - secondary recording	no	no
Datatype	Access Level	Description	
Read t_dword p_octet	minimal	Obsolete, please use CONF_START_RECORD instead	
Write t_dword p_octet	service	Obsolete, please use CONF_START_RECORD instead	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.596 CONF_START_VIPROC_CONFIG_EDITING

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a38	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	iva Moves to the dome to the scene corresponding to the specified config and freezes the dome there. If already a config is in configuration mode, this command returns with an error. All subsequent viproc commands are related to this configuration. This command works also for non-dome devices. There it won't try to move the dome to the corresponding scene.	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.597 CONF_STARTPAGE_BACKGROUND_URL

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0x028d	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the URL of the startpage' background image (max 64 char)
Write	p_string	service	Set the URL of the startpage' background image (max 64 char)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.598 CONF_STARTPAGE_LOGO_URL

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0x028e	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the URL of the startpage' OEM logo image (max 64 char)
Write	p_string	service	Set the URL of the startpage' OEM logo image (max 64 char)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.599

CONF_STARTPAGE_PRESENTATION_SWITCHES

[API: browser]

Tag Code	Num Descriptor	Message	SNMP Support
0x028f	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get switches for HTML startpage presentation (usage is up the the user)
Write	t_dword	service	Set switches for HTML startpage presentation (usage is up the the user)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.600 CONF_STATELESS_IP_V6_PREFIX_LEN

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc6	None	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Get unit's IPv6 address prefix length (Automatic assigned IP)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.601 CONF_STATELESS_IP_V6_STR

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc7	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	IPv6 String (Automatic assigned IP)
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.602 CONF_STATIC_PRIV_MSK_OVERLAY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd3	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

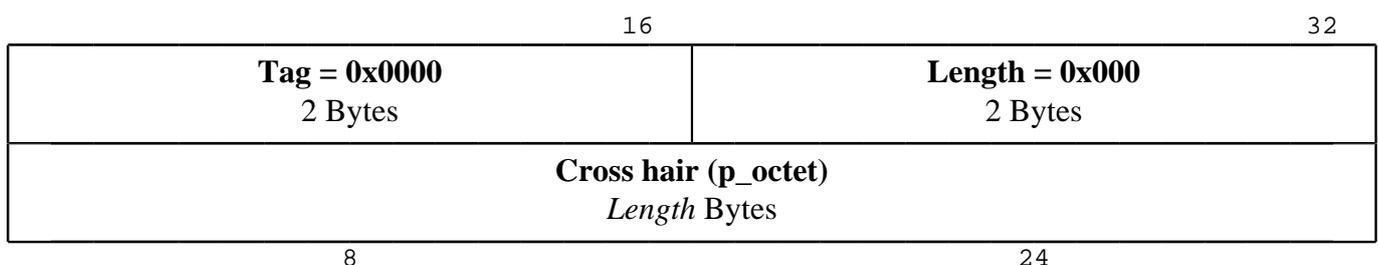
Length

Length of tagged value without length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Cross hair



Cross hair

		16			32
Enable 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte
Reserved 1 Byte					
8				24	

Enable

OFF	0
On	1

2.603

CONF_STATIC_PRIV_MSK_OVERLAY_OPTIONS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd9	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Byte[0] 0: cross hair not supported / 1: basic support of cross hair ; Byte[1-15] reserved;
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.604 CONF_STATUS_AUTO_TRACKER

[API: autotracker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b86	None	yes	no
Datatype	Access Level	Description	
Read t_octet	minimal	Gets current mode of auto tracker. 0=off; 1=idle; 2=seeking; 3=tracking active; 4=tracking passive	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.605 CONF_STD_MEDIA_CONNECTION_DIRECTION

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x030c	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

outgoing media for alarm connections 0
req. incoming media for alarm
connections 1
req. bidirectional media for alarm
connections 2

2.606

CONF_STD_MEDIA_ENCAPSULATION_PROTOKOL

[API: alarm connections]

Tag Code	Num Descriptor	Message	SNMP Support
0x0309	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Defines the standard media encapsulation protokol: 1=RTP over UDP, 2=TCP
Write	t_octet	service	Defines the standard media encapsulation protokol: 1=RTP over UDP, 2=TCP
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.607 CONF_STOP_CLIENT

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b21	SessionId (see CONF_START_CLIEN	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_word	service	Shut down the ftp session indified via the num parameter, might be needed for commands like CONF_FTP_CDUP, CONF_FTP_CWD, CONF_FTP_LIST, CONF_FTP_PWD
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.608 CONF_STOP_VIPROC_CONFIG_EDITING

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a39	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	iva Stops editing of the specified config (see CONF_START_VIPROC_CONFIG_EDITING). If the specified scene does not match the currently edited config, a dword with value 0 is returned.	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.609 CONF_STORAGE_IO

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a61	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	List the currently running storage io tasks.
Write	p_octet	service	Start or stop a storage io task.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

16	32
Lun Address... (see description)	
Lun Address ...	
Start Burst Size 4 Bytes	
End Burst Size 4 Bytes	
Burst Size Duration 4 Bytes	
Burst Size Increase 4 Bytes	
Maximum Read Rate 4 Bytes	
Maximum Write Rate 4 Bytes	
Repeat 4 Bytes	
Mode 2 Bytes	Flags 2 Bytes
ID 4 Bytes	
Action 1 Byte	Reserved... 47 Bytes

Reserved [...]	8	24
Reserved ...		
Reserved ...		

Lun Address

iSCSI IP 4 Bytes	16	32
Target Idx 4 Bytes		
Lun 4 Bytes		
Span Idx 4 Bytes	8	24

iSCSI IP

The ip address of the iscsi server

Target Idx

The index of the target on the iscsi server.

Lun

The logical unit.

Span Idx

The index of the span. Only used, if the flag RESTRICT TO SPAN is set.

Start Burst Size

The size in LBAs of the burst the test starts with. This value must be lower or equal to the end burst size.

End Burst Size

The size in LBAs of the burst the test ends with. This value may be clipped to the maximum burst value of the storage.

Burst Size Duration

The number of milliseconds each burst size is read and written.

Burst Size Increase

The number of LBAs the burst size is increased after each burst-duration.

Maximum Read Rate

The maximum datarate that is read in KBit/sec.

Maximum Write Rate

The maximum datarate that is written in KBit/sec.

Repeat

The number of times the test is repeated which means how often the specified burst sequence is run.

Mode

The test may run in the following modes. The modes RECORDING SIMULATION, LATENCY and REPLAY SIMULATION use different fields in the request packet which are not documented yet.

LINEAR	0x0000
RANDOM	0x0001
RECORDING SIMULATION	0x0002
LATENCY	0x0003
REPLAY SIMULATION	0x0004

If the mode is set to LINEAR then the test reads/writes from/to consecutive lba addresses. If the maximum lba is reached and the STORAGE_IO_FLAG_MAX_LBA_END flag is set, the test stops. Otherwise the test wraps its lba pointer to the beginning of its storage.

If the mode is set to RANDOM then the test reads/writes from/to randomly chosen lba addresses of the storage.

Flags

	Mask	Name	Description
Bit 9	0x0200	MAX LBA END	If set, the tests stops when the write pointer reaches the maximum lba address of the lun/span (only in sequential access mode).
Bit 8	0x0100	ISCSI SESSION EXCLUSIVE	If set, the tests use an exclusive iscsi session which is not shared among other tests.
Bit 7	0x0080	RESTRICT TO SPAN	If set, the tests only uses the span of the lun, which is specified in the 'Span Idx' field of the lun-address.
Bit 6	0x0040	ERROR STOP	If set, the tests stops when an io error occurs.

Bit 5	0x0020	EXP BURST INCREASE	If set, the field 'Burst Size Increase' is ignored. Instead the burst size is doubled after each run.
Bit 4	0x0010	VERIFY WRITE	If set, every lba that was written is read afterwards to verify that the data was correctly written.
Bit 3	0x0008	KEEP DATA	If set, all lbas that are written are read before so that no recording data should be destroyed. Be careful that no one else writes to this lun simultaneously. In the latter case data on the storage could be lost.
Bit 1	0x0002	WRITE ONLY	If set, only write operations are performed. May not be used simultaneously with the READ ONLY flag.
Bit 0	0x0001	READ ONLY	If set, only read operations are performed. May not be used simultaneously with the WRITE ONLY flag.

ID

Identifier of the storage io. Set to zero when starting a new storage io. Set to the from the start request returned value for stopping a storage io.

Action

STOP	0x00
START	0x01

Response Payload Structure

16	32
Lun Address... 8 Bytes	
Lun Address ...	
Start Burst Size 4 Bytes	
End Burst Size 4 Bytes	
Burst Size Duration 4 Bytes	
Burst Size Increase 4 Bytes	
Maximum Read Rate 4 Bytes	

Maximum Write Rate 4 Bytes		
Repeat 4 Bytes		
Mode 2 Bytes	Flags 2 Bytes	
ID 4 Bytes		
Status 1 Byte	Error 1 Byte	Reserved 2 Bytes
Repeat Count 4 Bytes		
Current Burst Size 4 Bytes		
Current Offset 4 Bytes		
Current Read Datarate 4 Bytes		
Current Write Datarate 4 Bytes		
Read Bytes 4 Bytes		
Write Bytes 4 Bytes		
Read Operations 4 Bytes		
Write Operations 4 Bytes		
Read Errors 4 Bytes		
Write Errors 4 Bytes		

8

24

Lun Address

	16		32
	iSCSI IP 4 Bytes		
	Target Idx 4 Bytes		
	Lun 4 Bytes		
	Span Idx 4 Bytes		
8		24	

iSCSI IP

The ip address of the iscsi server

Target Idx

The index of the target on the iscsi server.

Lun

The logical unit.

Span Idx

The index of the span. Only used, if the flag RESTRICT TO SPAN is set.

Start Burst Size

The size in LBAs of the burst the test starts with. This value must be lower or equal to the end burst size.

End Burst Size

The size in LBAs of the burst the test ends with. This value may be clipped to the maximum burst value of the storage.

Burst Size Duration

The number of milliseconds each burst size is read and written.

Burst Size Increase

The number of LBAs the burst size is increased after each burst-duration.

Maximum Read Rate

The maximum datarate that is read in KBit/sec.

Maximum Write Rate

The maximum datarate that is written in KBit/sec.

Repeat

The number of times the test is repeated which means how often the specified burst sequence is run.

Mode

The test may run in the following modes. The modes RECORDING SIMULATION, LATENCY and REPLAY SIMULATION use different fields in the request packet which are not documented yet.

LINEAR	0x0000
RANDOM	0x0001
RECORDING SIMULATION	0x0002
LATENCY	0x0003
REPLAY SIMULATION	0x0004

If the mode is set to LINEAR then the test reads/writes from/to consecutive lba addresses. If the maximum lba is reached and the STORAGE_IO_FLAG_MAX_LBA_END flag is set, the test stops. Otherwise the test wraps its lba pointer to the beginning of its storage.

If the mode is set to RANDOM then the test reads/writes from/to randomly chosen lba addresses of the storage.

Flags

	Mask	Name	Description
Bit 9	0x0200	MAX LBA END	If set, the tests stops when the write pointer reaches the maximum lba address of the lun/span (only in sequential access mode).
Bit 8	0x0100	ISCSI SESSION EXCLUSIVE	If set, the tests use an exclusive iscsi session which is not shared among other tests.
Bit 7	0x0080	RESTRICT TO SPAN	If set, the tests only uses the span of the lun, which is specified in the 'Span Idx' field of the lun-address.
Bit 6	0x0040	ERROR STOP	If set, the tests stops when an io error occurs.
Bit 5	0x0020	EXP BURST INCREASE	If set, the field 'Burst Size Increase' is ignored. Instead the burst size is doubled after each run.
Bit 4	0x0010	VERIFY WRITE	If set, every lba that was written is read afterwards to verify that the data was correctly written.
Bit 3	0x0008	KEEP DATA	If set, all lbas that are written are read before so that no recording data should be destroyed. Be careful that no one else writes to this lun

Bit 1	0x0002	WRITE ONLY	simultaneously. In the latter case data on the storage could be lost. If set, only write operations are performed. May not be used simultaneously with the READ ONLY flag.
Bit 0	0x0001	READ ONLY	If set, only read operations are performed. May not be used simultaneously with the WRITE ONLY flag.

ID

Identifier of the storage io. This value must be specified on actions other than start.

Status

STOPPING	0x00
STARTING	0x01
RUNNING	0x02
DONE	0x03
ERROR	0x04

Error

INTERNAL	0x01
LUN	0x02
INVALID	0x03
PARAMS	
READ	0x04
WRITE	0x05
WRITE VALIDATE	0x06

Repeat Count

The number of turns the test repeated so far.

Current Burst Size

The number of LBAs of the current burst.

Current Offset

The current position of the i/o pointer in percentage of the whole storage. This value is not significant in random access mode.

Current Read Datarate

The current read datarate in KBit/s.

Current Write Datarate

The current write datarate in KBit/s.

Read Bytes

The number of bytes that were read since the test was started.

Write Bytes

The number of bytes that were written since the test was started.

Read Operations

The number of read operations successfully performed since the test was started.

Write Operations

The number of write operations successfully performed since the test was started.

Read Errors

The number of read errors since the test was started.

Write Errors

The number of read errors since the test was started.

2.610 CONF_STORAGE_LIST

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a37	None	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
		Read the device storage list.	
		Write the stuff. (, not supported while recording is running)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Use this command to configure and manage local or remote storage. The storage list may contain up to 16 entries. If a remote (iscsi) storage is to be managed, the lun address has to be specified. Realize, that if you export an remote storage, the device will have performance drawbacks cause the ip- and iscsi-stack will be passed through twice. Prefer to access the remote storage directly instead.

The storage lun can be write protected. If this state was recognized, the Mgr Status will inform about this state by the value "WRITE PROTECTION". There are three ways for a storage lun to become write protected here. First to configure explicite the storage lun(Span Mgr) to be in read only mode, second by a defect storage lun, which will cause a fall back into a write protection mode, and third if the storage is set physically to write protection (e.g. user moves the lever on the sd card into the write protection position).

The storage devices will be exported through iscsi in the order of this list (storage devices with the 'iSCSI export' field set to 'For local use only' [0x00] are omitted) and the storage will appear in the same place of the target name list of an iscsi discovery on that device.

This command will be send as msg (can also be send as snmp trap with same pyload) in case of crossing the storage threshold with Mgr status ALARM THRESHOLD or in case of overwriting recording, that is still protected by unexpired retention time with mgr status ALARM OVERWRITE.

Write Payload Structure

16		32
Storage Type 4 Bytes		
Target ID 4 Bytes		
Target Index 1 Byte	Lun 1 Byte	Rec Region Size 2 Bytes

iSCSI export 1 Byte	Span Manager 1 Byte	Reserved... 4 Bytes	
Reserved ...		Flags 1 Byte	Storage threshold 1 Byte
8		24	

Storage Type

The type of the storage.

FILE	0x02
RAM	0x03
ISCSI	0x04
USB	0x05
IDE	0x08
CF	0x09
SD	0x0b
SMB	0x11
SD OVER USB	0x16

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES). Will be ignored, if the storage type is not iscsi.

Target Index

The target index on the iscsi server. Will be ignored, if the storage type is not iscsi.

Lun

The iscsi lun. Will be ignored, if the storage type is not iscsi.

Rec Region Size

Size in GB from the Storage used for recording. Default is 0 which means as much recording space as the storage size allows. The same will happen, if this Size is to big for the storage.

iSCSI export

For local use only	0x00
Make storage available through iSCSI	0x01

Span Manager

Span manager off	0x00
Span manager on	0x01
Span format lun and start span manager	0x02

Migrate lun and start span manager 0x03
 read only mode 0x04
 erase lun and format 0x05

Flags

	Mask	Name	Description
Bit 0	0x01	default setting	just info, that this is a default setting

Storage threshold

This is the threshold of free storage in percent and means that at least this amount of memory should be free. A Message of this command will be send always, this treshold is crossed in eiber direction.

Read Payload Structure

16				32
Storage Type				
4 Bytes				
Target ID				
4 Bytes				
Target Index 1 Byte	Lun 1 Byte	Fmt Progress 1 Byte	Utilization 1 Byte	
iSCSI export 1 Byte	Span Manager 1 Byte	Mgr Status 1 Byte	Mgr Error 1 Byte	
Mgr Flags 1 Byte	Reserved 1 Byte	Flags 1 Byte	Storage threshold 1 Byte	
8		24		

Storage Type

The type of the storage.

FILE 0x02
 RAM 0x03
 ISCSI 0x04
 USB 0x05
 IDE 0x08
 CF 0x09
 SD 0x0b
 SMB 0x11
 SD OVER USB 0x16

Target ID

The target id of the lun (may be the ipv4 address for older versions or with default target resolve configuration, see CONF_TARGET_ID_RESOLVE_RULES). Will be ignored, if the storage type is not iscsi.

Target Index

The target index on the iscsi server. Will be ignored, if the storage type is not iscsi.

Lun

The iscsi lun. Will be ignored, if the storage type is not iscsi.

Fmt Progress

If the storage is in state formatting, the field indicates the formatting progress in percentage.

Utilization

If the storage is span formatted, this field indicates the amount capacity used (in percentage).

iSCSI export

For local use only	0x00
Make storage available through iSCSI	0x01

Span Manager

Span manager off	0x00
Span manager on	0x01
Span format lun and start span manager	0x02
Migrate lun and start span manager	0x03
read only mode	0x04
erase lun and format	0x05

Mgr Status

The status of the span manager in the response packet. Set to zero in the request packet.

OFF	0x00
ON	0x01
FORMATING	0x02
MIGRATING	0x03
ALARM THRESHOLD (msg only) / OFFLINE (read payload only)	0x04
ALARM OVERWRITE (msg only) / ONLINE (read payload only)	0x05

STOPPING	0x06
ERROR	0x07
ONLINE (WRITE PROTECTION)	0x08

Mgr Error

If the span manager status is ERROR, this field contains details of the error that occurred. See command CONF_SPAN_USE_STATUS for possible error codes.

Mgr Flags

	Mask	Name	Description
Bit 0	0x01	lun scan running	scan job for all spans on the lun is running

Flags

	Mask	Name	Description
Bit 0	0x01	default setting	just info, that this is a default setting

Storage threshold

This is the threshold of free storage in percent and means that at least this amount of memory should be free. A Message of this command will be send always, this treshold is crossed in eiber direction.

Note: If the storage list is empty or only contains entries with the 'iSCSI export' field set to 'For local use only' (0x00), the iscsi server is stopped, if it is running, cause no targets and luns would be provided. If the list contains at least one entry with the 'iSCSI export' field set to 'Make storage available through iSCSI' (0x01), the iscsi server is started, if not already running, to provide the iscsi service. The iscsi server can be controlled through the command CONF_ISCSI_SERVER_STATE too.

2.611 CONF_STORAGE_LOAD

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bba	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Load of local storage in percent
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.612 CONF_STORAGE_MEDIUM_AVAIL

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d4	None	no	no
Datatype	Access Level	Description	
Read p_octet	always_legacy	List of dwords with available storage medium types (None = 0, USB = 5, IDE = 8, CF = 9, IMG File = 10, SD = 11, SPAN FILES = 12, SD NOT INSERTED = 14, CF NOT INSERTED = 15, IMG FILE NOT INSERTED = 16, SMB SPAN FILES = 17, SECOND SD = 18, SECOND SD NOT INSERTED = 19, SD OVER USB = 22, SD OVER USB NOT INSERTED = 23, SPAN FILES NOT INSERTED = 24)	
Write	-	Unavailable	
	CPP6/ CPP7/ CPP7.3	CPP13	
Available	yes	yes	

2.613 CONF_STORAGE_MEDIUM_TYPE

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d3	None	no	no
Datatype	Access Level	Description	
Read	t_dword	Obsolete	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.614 CONF_STORAGE_REPORT

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x09cf	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get information about the storage device
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Request Payload Structure

To get information about a storage device, a read packet with no payload must be send to the rcp server.

Response Payload Structure

Type 1 Byte	Availability 1 Byte	Access Type 1 Byte	IO Error Type 1 Byte
IO Error Count 4 Bytes			
Throughput Read 4 Bytes			
Throughput Write 4 Bytes			
iSCSI Login Connection [0] (see description)			
...			
iSCSI Login Connection [N] (see description)			
8		24	

Type

None	0x00
RAM Recording	0x03
iSCSI	0x04
USB	0x05

Error

Indicates the error that happend in that state.

2.615 CONF_STORAGE_REPORT_SECONDARY

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a50	video line	yes	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get information about the storage device of secondary recording, payload same as in command CONF_STORAGE_REPORT	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.616 CONF_STORAGE_TARGET_ID

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c09	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the storage target id, if there is no explicit configured (default 0), it returns the device unit ipv4 address
Write	t_dword	service	Set the storage target id of this device which is a system wide unique identifier, which can be used to resolve it to connect to the local iscsi exported storage (0 means default)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	yes

2.617 CONF_STRATOCAST_ONOFF

[API: stratocast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cab	None	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	Switch on or off the automatic start of stratocast service
Write	f_flag	minimal	Switch on (true) or off (false) the automatic start of stratocast service
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.618 CONF_STRATOCAST_REGISTER

[API: stratocast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cad	None	no	no
	Datatype	Access Level	Description	
Read	-	-	Unavailable	
Write	p_string	service	Register at stratocast service and switch on automatic reconnect. As payload the activation code must be provided	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.619 CONF_STRATOCAST_STATE

[API: stratocast]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb4	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the actual state of the stratocast connection (0=inactive, 1=connecting, 2=registering, 3=connected)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.620 CONF_STREAM_EXCLUSIVE_CHECK

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba0	no - addressing via Session ID	no	no
Datatype	Access Level	Description	
Read f_flag	minimal	Check if connected ROI stream session is exclusive (meaning only one instance to one client -> exclusive ROI steering).	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

non-exclusive	0
exclusive	1

2.621 CONF_STREAM_PRIORITY

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb0	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the h26x stream (1..n) which should have high priority. Set to 0 if all encoder should run free
Write	t_dword	service	Select the h26x streams (1..n) which should have high priority, by setting the enc inst bit (1<<inst). Set to 0 if all encoder should run free. Currently only one instance is supported
CPP6/ CPP7/ CPP7.3		CPP13	
Available	no	yes	

2.622 CONF_STREAM_SECURITY_OPTIONS

[API: security]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0bb9	None	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Reads rtp stream security settings options (2 bytes maxHashId, 2 bytes maxSigId, 4 bytes minSigDist, 4 bytes maxSigDist, 4 bytes minDistMid, 4 bytes minDistLow)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.623 CONF_STREAM_SECURITY_V2

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb8	None	no	no
Datatype	Access Level	Description	
Read	p_octet	user	Reads rtp stream security settings (2 bytes hash id[0=off, 1=classic watermark, 2=MD5, 3=SHA1, 4=SHA256], 2 bytes signature id[0=Off, 1=RSAwithSHA1], 4 bytes signature interval)
Write	p_octet	service	Configures rtp stream security settings (2 bytes hash id[0=off, 1=classic watermark, 2=MD5, 3=SHA1, 4=SHA256], 2 bytes signature id[0=Off, 1=RSAwithSHA1], 4 bytes signature interval, setting signature interval to 0xFFFFFFFF selects default)
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.624

CONF_STREAMING_GATEWAY_ACTIVE_LINES

[API: streaming gateway]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b25	None	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get the number of configured streaming gateway lines	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.625 CONF_STREAMING_GATEWAY_CONFIG

[API: streaming gateway]

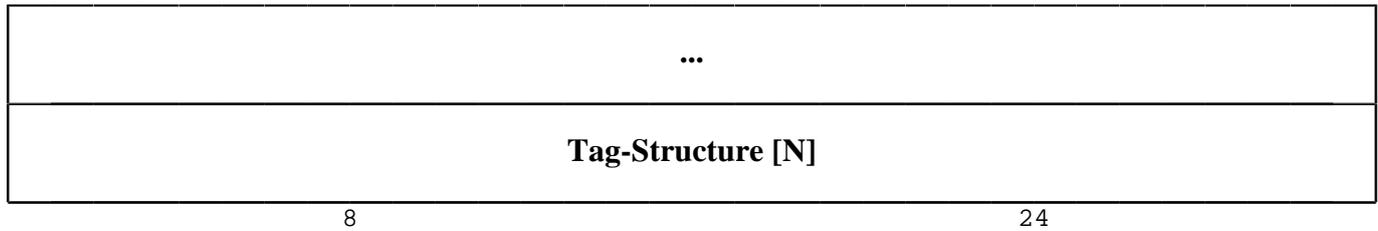
Tag Code	Num Descriptor	Message	SNMP Support
0x0b24	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read streaming gateway configuration, see detailed description
Write	p_octet	service	Write streaming gateway configuration, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

Description

This command is used to read and write the configuration of the streaming gateway. For the read direction only "gateway line" and "gateway stream" parameter are relevant for the send direction. The reply payload will contain the full parameter set. For write direction use the full parameter set to configure a streaming gate camera, if the action is "add camera". Depending on the camera type and connection type, additional optional parameters are necessary. E.g. the device simulator is able to connect to another bosch camera or device specified by the url ([ip]:[port]/[line (1,2,...)]/[coder idx (1,2,...)]). E.g. with url "10.1.10.20:80/1/1" it connects to the device on ip 10.1.10.20 and port 80 on the first line and the first video encoder.

Payload Structure

16		32	
gateway line 2 Bytes		gateway stream 1 Byte	action 1 Byte
protocol 1 Byte	version 1 Byte	connection 1 Byte	Reserved 1 Byte
manufacturer id 4 Bytes			
device type... 32 Bytes			
device type [...]			
device type ...			
Tag-Structure [0]			



gateway line

Local line of streaming gateway id

gateway stream

Local stream of streaming gateway starting with 0 for the first stream

action

Action for write direction, choose between add camera and remove camera, in case of remove camera, except this field, 'gateway line', 'gateway stream' and 'version' all other fields in the payload are irrelevant

add camera	0
remove camera	1

protocol

Choose protocol type

none	0
onvif	1
jpeg	2
bosch	3
rtsp	4
rtsp h263	5
rtsp h264	6
rtsp jpeg	7

version

Version of the command, current version is 1

connection

Connection type

udp unicast	0
udp multicast	1
tcp	2

manufacturer id

Distinguish between bosch cameras and foreign cameras

unknown 0
 bosch 1

device type

32 ascii characters including zero termination

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

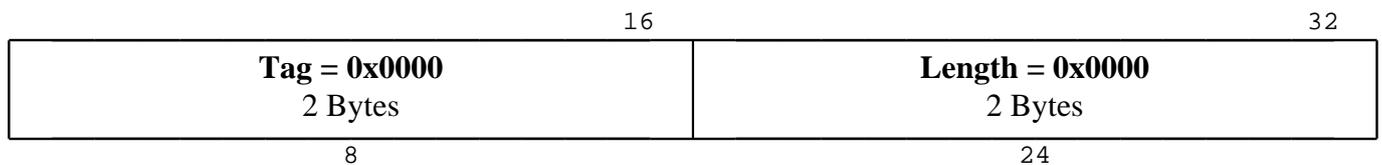
Length

Length of tagged value without length and tag field

Tag

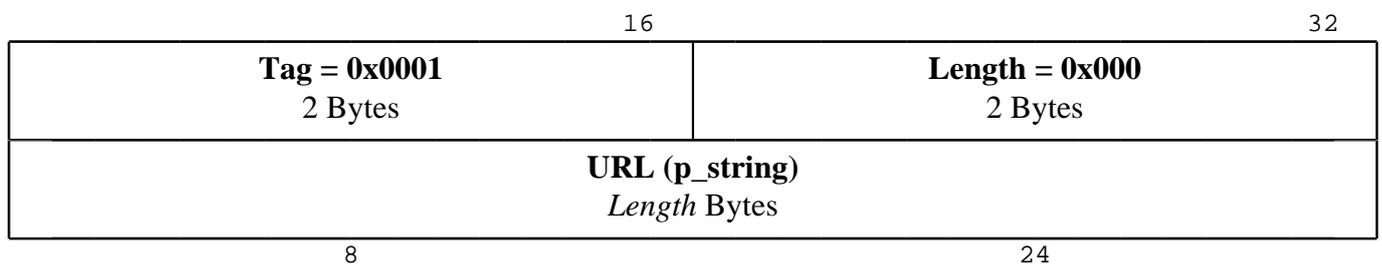
Tag specifying the encoding and meaning of the value

Tag 0: None

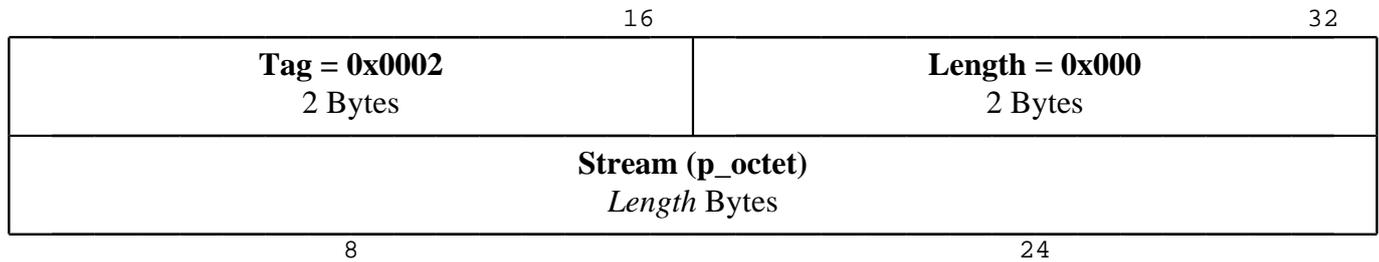


Tag 1: URL

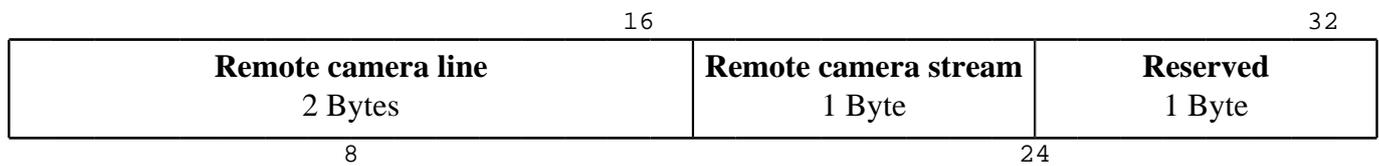
zero terminated ascii string containing the url of the remote camera. Length of the string including zero termination is limited by the 'length' of the optional parameter



Tag 2: Stream



Stream

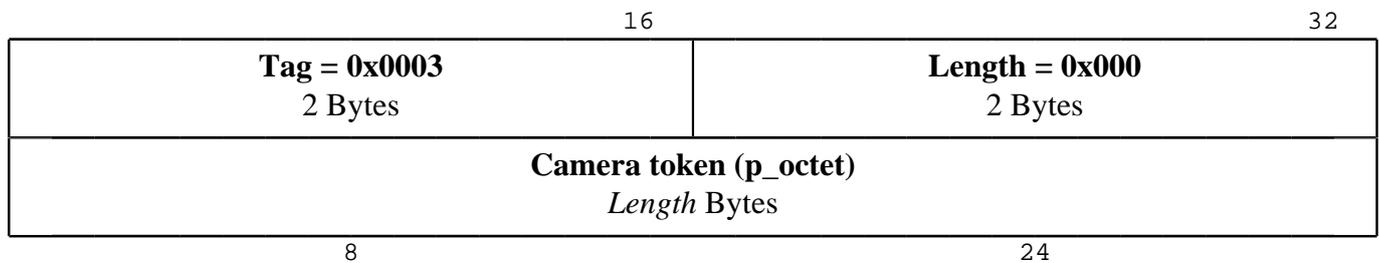


Remote camera line

In network order

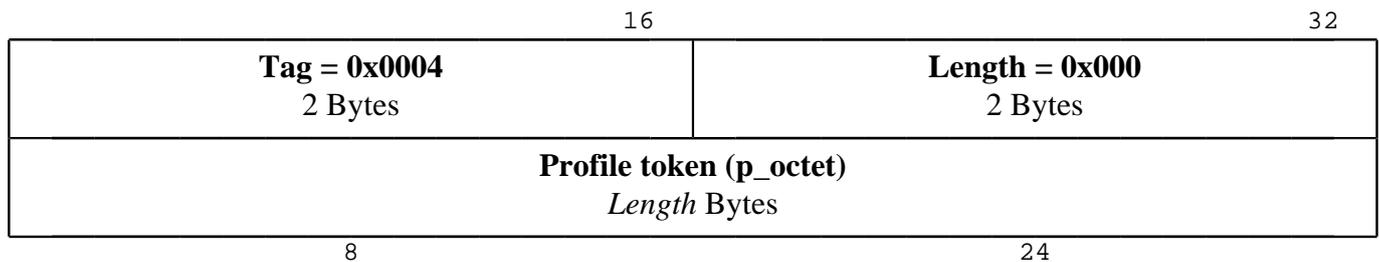
Tag 3: Camera token

see detailed description for camera token



Tag 4: Profile token

see detailed description for profile token



2.626 CONF_STREAMING_GATEWAY_MAX_LINES

[API: streaming gateway]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b26	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the max number of configurable streaming gateway lines
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	no		no

2.627 CONF_STREAMING_VAL

[API: multicast]

Tag Code	Num Descriptor	Message	SNMP Support
0x01b9	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

set multicast streaming mode to off 0
set multicast streaming mode mpeg4 to on1
set multicast streaming mode mpeg2 to on2
set multicast streaming mode 3
mpeg4+mpeg2 to on

2.628 CONF_SUBNET

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0002	0, 1 primary ip subnet, 2 auto ip subnet (read direction)	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the unit's subnet
Write	t_dword	service	Set the unit's subnet
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.629 CONF_SUBNET_STR

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x007d	0, 1 primary ip subnet, 2 auto ip subnet (read direction)	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the subnet mask using string notation (xxx.xxx.xxx.xxx)
Write	p_string	service	Set the subnet mask using string notation (xxx.xxx.xxx.xxx)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.630 CONF_SUPPORTED_UPLOAD_TARGETS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b19	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns all supported upload targets for this platform (List of n DWORDs)
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.631 CONF_SYSCONTACT

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x00ba	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the system contact required in SNMP
Write	p_string	service	Write the system contact required in SNMP
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.632 CONF_SYSLOCATION

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x00bb	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the system location required in SNMP
Write	p_string	service	Write the system location required in SNMP
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.633 CONF_SYSLOG_HOST_STR

[API: syslog]

Tag Code	Num Descriptor	Message	SNMP Support
0x0950	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Get the SYSLOG host ip address
Write	p_string	service	Set the SYSLOG host ip address
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.634 CONF_SYSLOG_LOG_LEVEL

[API: syslog]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c5e	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Get the SYSLOG log level EMERGENCY=0 .. DEBUG=7 RFC 5424; value must be one above the highest allowed event, so 0= all off
Write	t_octet	service	Set the SYSLOG log level EMERGENCY=0 .. DEBUG=7 RFC 5424; value must be one above the highest allowed event, so 0= all off
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.635 CONF_SYSLOG_MESSAGE

[API: syslog]

Tag Code	Num Descriptor	Message	SNMP Support
0x0caa	0: default log level. 1: Emergency, 2: Alert, 3: Critical, 4: Error, 5: Warning, 6: Notice, 7: Info, 8: Debug	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service Write a message string to the SYSLOG system	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.636 CONF_SYSLOG_PORT

[API: syslog]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c69	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Reads the SYSLOG host network port
Write	t_word	service	Set the SYSLOG host network port
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.637 CONF_SYSLOG_PROTOCOL

[API: syslog]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c5f	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Get the SYSLOG server protocol (0 = UDP, 1=TCP, 2=TLS)
Write	t_octet	service	Set the SYSLOG server protocol (0 = UDP, 1=TCP, 2=TLS)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.638 CONF_SYSTEM_DATETIME_V2

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba8	if set to 0xFFFF the daylight saving values are not overwritten if not present	no	no
Datatype	Access Level	Description	
Read p_string	minimal	Gets the system date and time and the daylight savings in one step: yyyy-mm-ddThh:mm:ss; PosixTimezone; optional string: yyyy->year, mm->month, dd->day, T->beginning of the time section, hh->hour, mm->minute, ss->second (all time values are utc time); The Time Zone format is specified by POSIX, refer to POSIX 1003.1 section 8.3. (the PosixTimezone string is only included if written by that command. If not present the corresponding settings are cleared).	
Write p_string	service	Writes the system date and time and the daylight savings in one step: yyyy-mm-ddThh:mm:ss; PosixTimezone; optional string: The Time Zone format is specified by POSIX, refer to POSIX 1003.1 section 8.3	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.639 CONF_SYSTEM_LOAD

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cb5	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 1: CPU_LOAD_OF_CORE_N

Container tag which contains information about current CPU-load on a single CPU-core

Length 2 Bytes	Tag = 0x0001 2 Bytes
CPU_LOAD_OF_CORE_N (p_octet) <i>Length - 4 Bytes</i>	

CPU_LOAD_OF_CORE_N

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 3: CORE_IDX

Index of the core described by the current container.

Length = 0x0021 2 Bytes	Tag = 0x0003 2 Bytes
CORE_IDX (t_octet) 1 Byte	

Tag 5: IDLE_PERC

Idle value for this core in percent

Length = 0x0021 2 Bytes	Tag = 0x0005 2 Bytes
IDLE_PERC (t_octet) 1 Byte	

Tag 6: ENC_PERC

CPU-load in percent caused by the encoder on this core. Only supported on CPP6/ CPP7/ CPP7.3, '0' otherwise

Length = 0x0021 2 Bytes	Tag = 0x0006 2 Bytes
ENC_PERC (t_octet) 1 Byte	

Tag 7: VCA_PERC

CPU-load in percent caused by the VCA on this core. Only supported on CPP6/ CPP7/ CPP7.3, '0' otherwise

Length = 0x0021 2 Bytes	Tag = 0x0007 2 Bytes
VCA_PERC (t_octet) 1 Byte	

Tag 2: RECORDER_N

Container tag which contains information about a local recording media.

The availability of a index in this tag depends on the availability of a media slot on the device, and not on whether a media is currently plugged.

This means: If a device has 2 SD-Card slots then this command always returns 2 descriptors (idx 0,1) also when only one or none card is plugged.

Length 2 Bytes	Tag = 0x0002 2 Bytes
RECORDER_N (p_octet) <i>Length - 4 Bytes</i>	

RECORDER_N

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 4: REC_IDX

Index of the media slot, e.g. SD-Card, described by the current container.

Length = 0x0021 2 Bytes	Tag = 0x0004 2 Bytes
REC_IDX (t_octet) 1 Byte	

Tag 8: RECORDING_LOAD_PERC

Current load of a local recording media in percent

Length = 0x0021 2 Bytes	Tag = 0x0008 2 Bytes
RECORDING_LOAD_PERC (t_octet) 1 Byte	

Tag 9: RECORDING_MEDIA_STATUS

Current status of a local recording media

Length = 0x0024 2 Bytes	Tag = 0x0009 2 Bytes
RECORDING_MEDIA_STATUS (t_dword) 4 Bytes	

Values:

No device plugged	1
Device detected and can be used	2
Hardware init failed	3
Hardware driver IO error	4
Hardware CRC error	5
Hardware IO timeout	6
Warning, Media has sometimes slow IO	7
Warning, Media is read-only (Either write-protected or end of life)	8
Media not suitable	9
Media too small	10

2.640 CONF_SYSUPTIME

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x00b9	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Read the system uptime in seconds
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.641 CONF_TARGET_ID_RESOLVE_RULES

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c0a	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the target id resolve rules, see detailed description
Write	p_octet	service	Set the target id resolve rules, see detailed description
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	yes

Description

This command configures the rules for resolving a storage target id to the parameter for connecting the storage server. The target id is an 32 bit system wide unique identifier and replaces the ipv4 addresses for storages. The display format of an id in text will be "xxx.xxx.xxx.xxx" like ipv4 addresses. There are special values for the target id, which are 0.0.0.0 for invalid target id, 255.255.255.255 for wildcard and 127.0.0.1 for the local target in order to be backward compatible with older devices and software which expect an ipv4 address instead. The default state for the configured rules contains only one rule for the complete range 0.0.0.1 to 255.255.255.254 and lowest priority 0 for DIRECT_IPV4 for backward compatibility. In order to change or add rules, all which shall be changed or added needs to be send including the table entry index. Entries which shall not be changed doesn't need to be send. Also the read response payload will only contain valid rules, except if the table is empty, in that case only one empty rule will be in the payload.

Payload Structure

target id resolve rule [0] (see description)
...
target id resolve rule [N] (see description)

target id resolve rule

Up to 127 target id resolve rules. The payload contains all rules to be changed or to be added in write direction or all valid rules for read direction, at least one zeroed rule if there are no rules actual configured.

16		32
target id range start 4 Bytes		
target id range end 4 Bytes		
index 2 Bytes	priority 1 Byte	type 1 Byte
reserved 4 Bytes		
type specific parameter... (optional) (see description)		
type specific parameter [...]		
type specific parameter ...		
8	24	

target id range start

Begin of the target id range including the specified id of the rule.

target id range end

End of the target id range including the specified id of the rule.

index

Index of the target id resolve table, where to change the actual entry. Valid range is 0 to 127, as the table has an actual size of 128 entries.

priority

The rules target id range may overlap, therefore the priority will be used, which rule wins in conflict case. The valid range is from 0 to 255, where 0 is the lowest priority and 255 the highest.

type

The rules target id range may overlap, therefore the priority will be used, which rule wins in conflict case. The valid range is from 0 to 255, where 0 is the lowest priority and 255 the highest.

NONE	0x00	no rule (delete rule)
DIRECT_IPV4	0x01	target id is the ipv4
ISCSI_SERVER	0x02	iscsi server parameter
SMB_SERVER	0x03	smb server parameter

type specific parameter (optional)

'type specific parameter' payload for 'type' = 'ISCSI Server' (0x02)

16		32
url... 252 Bytes		
url [...]		
url ...		
port 2 Bytes	reserved 2 Bytes	
8	24	

url

The url of the iscsi server as zero terminated ascii string. Only ipv4 as string is actual supported.

port

The port of the iscsi service socket on the server. Default 0 means use the default port. Actual it is just a place holder and other ports than the the default port are not supported.

'type specific parameter' payload for 'type' = 'SMB Server' (0x03)

16		32
url... 126 Bytes		
url [...]		
url ...		
url ...	path... 126 Bytes	
path [...]		
path ...		

path ...	
port 2 Bytes	reserved 2 Bytes
8	24

url

The url of the smb server as zero terminated ascii string. Only ipv4 or ipv6 as string is actual supported.

path

The path on the smb server as zero terminated ascii string.

port

The port of the iscsi service socket on the server. Default 0 means use the default port. Actual it is just a place holder and other ports than the the default port are not supported.

Note: On the Generic (Windows and Linux) the whole table will be persisted in the table. The generic dll won't persist it. All other devices will only persist the first four valid rules.

2.642 CONF_TCP_BANDWIDTH_CHECK

[API: transcoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b64	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get tcp bandwith check max duration in ms, sessionID to address session based params
Write	t_dword	service	Set tcp bandwith check max duration in ms, sessionID to address session based params
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.643 CONF_TCP_BANDWIDTH_CHECK_RESULT

[API: transcoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b66	None	yes	no
Datatype	Access Level	Description	
Read p_octet	user	Get result of tcp_bandwidth_check (session id required), 4bytes error, 4bytes kbps	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.644 CONF_TCP_FWD

[API: transcoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b2f	yes (Forwarder index 1...max, max=4: devices, max=32: generic)	no	no
Datatype	Access Level	Description	
Read	p_octet	service	Reads the Settings of the tcp forwarder per device (WORD http listener port, WORD http forwarder port, WORD https listener port, WORD https forwarder port, string: ip)
Write	p_octet	service	Writes the Settings of the tcp forwarder per device (WORD http listener port, WORD http forwarder port, WORD https listener port, WORD https forwarder port, string: ip)
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.645 CONF_TCP_RATE_CONTROL

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b4c	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Enables/disables tcp rate control
Write	t_dword	service	Enables/disables tcp rate control
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.646 CONF_TELNET_PORT

[API: debug]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a18	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Get the local Telnet TCP port number
Write	t_word	service	Set the local Telnet TCP port number
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.647 CONF_TEMP_SENS

[API: system.status]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09c5	temperature sensor	yes	no
	Datatype	Access Level	Description	
Read	t_dword	user	Value of the temperature sensor in tenths of degrees Celsius, specified by numdes	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.648 CONF_TIME_HRS

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x002d	None	no	no
Datatype	Access Level	Description	
Read	t_octet p_string	minimal	Read the hours
Write	t_octet p_string	service	Set the hours, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.649 CONF_TIME_MIN

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x002c	None	no	no
Datatype	Access Level	Description	
Read	t_octet p_string	minimal	Read the minutes
Write	t_octet p_string	service	Set the minutes, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.650 CONF_TIME_SC_CONNECT_FAIL_MSG

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ce0	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.651 CONF_TIME_SEC

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x002b	None	no	no
Datatype	Access Level	Description	
Read	t_octet p_string	minimal	Read the seconds
Write	t_octet p_string	service	Set the seconds, not supported while recording is running or configured to active
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.652 CONF_TIME_STAMP_RESOLUTION

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a7f	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	0=second, 1=ms
Write	t_octet	user	0=second, 1=ms
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes

2.653 CONF_TIME_STAMP_VAL

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0085	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Deprecated! Use CONF_STAMP instead.
Write	t_octet	user	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.654 CONF_TIMEZONE

[API: local time and time server settings and configuration]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x024e	None	no	no
	Datatype	Access Level	Description	
Read	t_int	minimal	The timezone in which the unit has to operate (GMT +- nbr of seconds +- nbr of seconds DLS)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.655 CONF_TPPP_PORT

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca8	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Gets the port of the third party protocol proxy (0 means off)
Write	t_word	service	Sets the port of the third party protocol proxy (0 means off)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.656 CONF_TRANSCODER_CAPABILITIES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c0d	None	no	no
Datatype	Access Level	Description	
Read	p_octet	Returns capabilities of a transcoder device in a tagged format	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

Payload Structure

Number of tagged elements 4 Bytes
Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

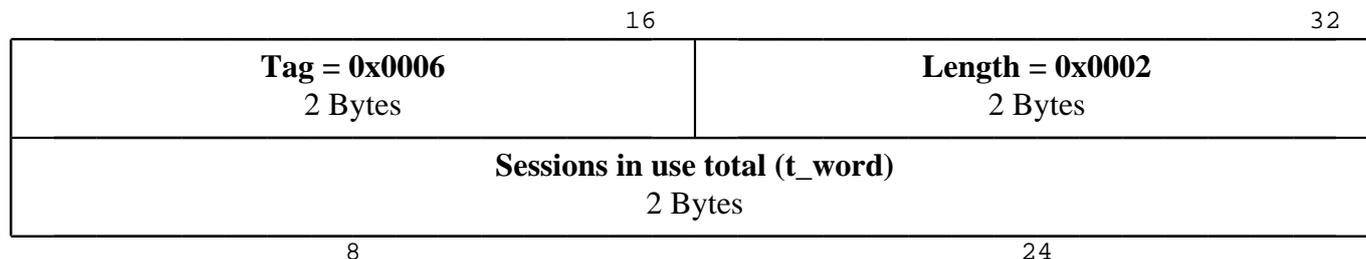
Length

Length of tagged value without length and tag field

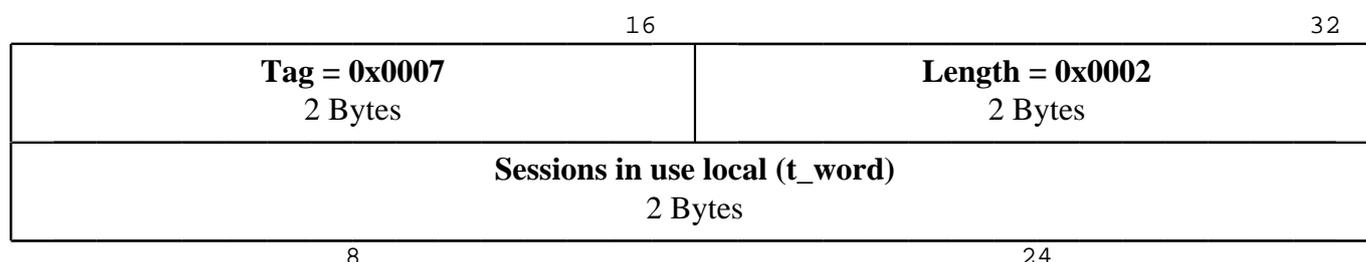
Tag

Tag specifying the encoding and meaning of the value

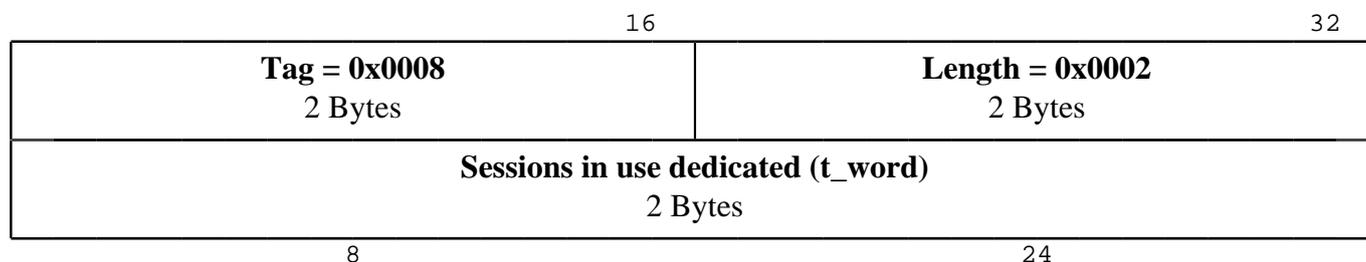
Tag 6: Sessions in use total



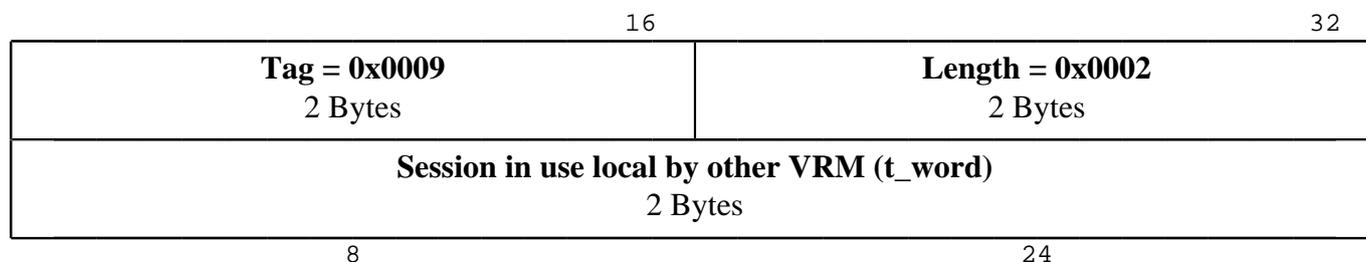
Tag 7: Sessions in use local



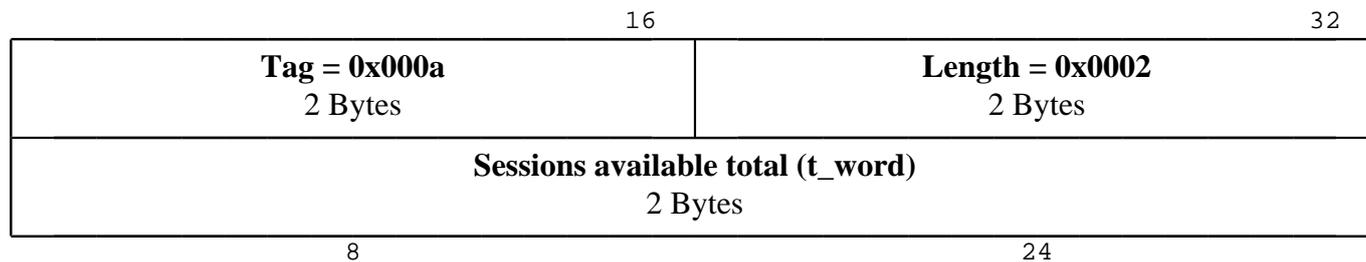
Tag 8: Sessions in use dedicated



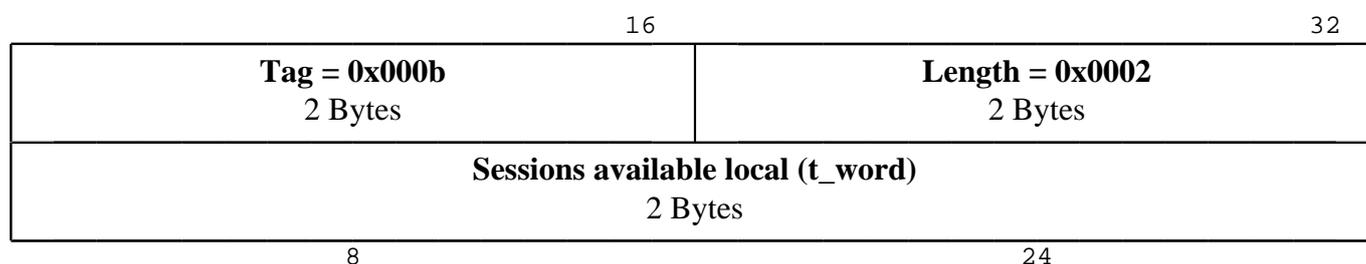
Tag 9: Session in use local by other VRM



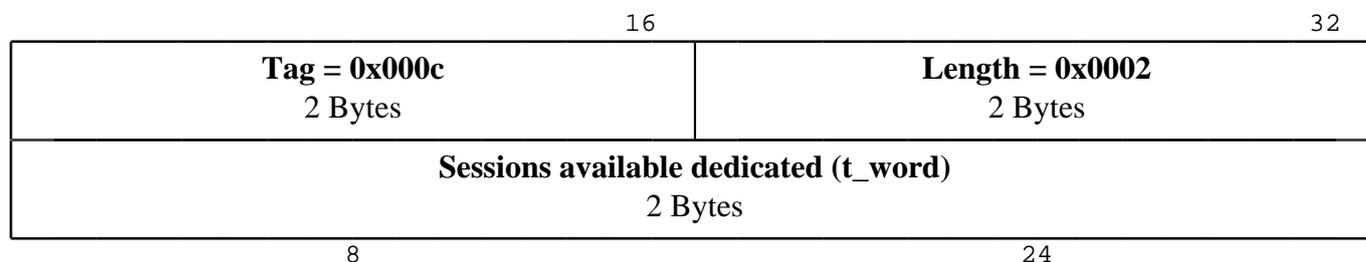
Tag 10: Sessions available total



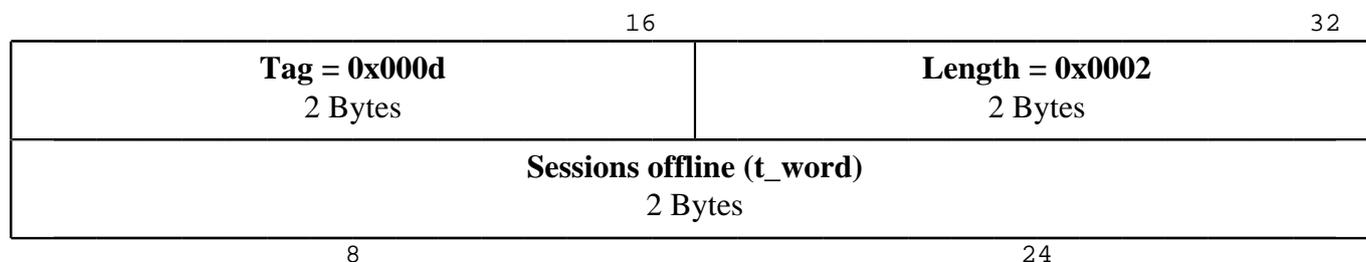
Tag 11: Sessions available local



Tag 12: Sessions available dedicated



Tag 13: Sessions offline



2.658 CONF_TRANSPARENT_DATA_OVER_IP

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af2	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Check availability in device capabilities, set IP-address and port to accept transparent data, first, 4 bytes define the IP-address (0 represents off) and second, two bytes are the defined port
Write	p_octet	iva	Check availability in device capabilities, set IP-address and port to accept transparent data, first, 4 bytes define the IP-address (0 represents off) and second, two bytes are the defined port
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.659 CONF_UNIT_ID

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0025	None	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Read the unit ID
Write	p_unicode	service	Set unit ID (max 31 unicode character + null delimiter)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.660 CONF_UNIT_NAME

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0024	None	no	no
Datatype	Access Level	Description	
Read	p_unicode	always_legacy	Read the unit name
Write	p_unicode	service	Set unit name (max 31 unicode character + null delimiter)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.661

CONF_UNSOLICITED_AUTODETECT_REPLY_TIME

[API: rcp.discovery]

Tag Code	Num Descriptor	Message	SNMP Support
0x0957	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Get the time in seconds, when the VJ shall send out unsolicited autodetect reply to the RCP port(off when set to 0)
Write	t_dword	service	Set the time in seconds, when the VJ shall send out unsolicited autodetect reply to port 1800 (off when set to 0); uses broadcast, and multicast if AUTODETECT_REPLY_GROUP is set
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.662 CONF_UPLINK_KBPS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c03	None	no	no
Datatype	Access Level	Description	
Read	t_dword	service	Uplink bandwidth of system in kbps
Write	t_dword	service	Uplink bandwidth of system in kbps
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes

2.663 CONF_UPLOAD_HISTORY

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b44	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_UPLOAD_HISTORY allows to get insights on what was uploaded to the queried device lately. The order of the entries in the upload history is always a chronological order. New entries are appended at the end. In case all ten entries of the list are filled, the oldest entry is overwritten. Therefore, the Latest Entry number in the header needs to be considered to find the latest entry in the list. The 2nd newest entry is the preceding one in the list, and so on. While finding timely preceding entries, make sure to wrap in the list to the last entry, where necessary. Handling the order of the entries in the list this way makes parsing slightly more complicated than absolutely necessary, but helps to raise the MTBF of the flash hardware. Considering these two aspects lead to the aforementioned organization of the upload history.

Uploads interrupted by power failure and consequent recovery measures like upload of a new firmware via the recovery application APP0 can make it necessary to interpret the content of the upload history manually with the help of the given flags, the firmware version, the file type and the date.

Response Payload Structure

16	32
Upload History Header... (see description)	
Upload History Header ...	
Upload History Entry [0] ... (see description)	
Upload History Entry ...	
Upload History Entry ...	
8	24

Upload History Header

16		32
Upload Started Count 2 Bytes		Upload Success Count 2 Bytes
Upload Failed Count 2 Bytes	Latest Entry 1 Byte	Reserved 1 Byte
8	24	

Upload Started Count

Number of Uploads started on this Device.

Upload Success Count

Number of Uploads completed successfully on this Device.

Upload Failed Count

Number of Uploads completed with an Error on this Device.

Latest Entry

Number that points to the most recent entry in the upload history.

Reserved

Reserved Bits.

Upload History Entry

The upload history consists of 10 entries. Not more, not less. Format of each entry is the following:

16		32
Firmware Version 4 Bytes		
Upload Start Time 4 Bytes		
Upload File Type 1 Byte	Upload Error Code 1 Byte	Flags 2 Bytes
8	24	

Firmware Version

Version Information of the Firmware, that was uploaded.

Upload Start Time

Time, when the upload was started. Format: Seconds since 1st of January of the year 2000

Upload File Type

File type that was uploaded.

Possible Values:

BSP_ROM_AREA_UNKNOWN
BSP_ROM_AREA_APP_0
BSP_ROM_AREA_APP_1

Note: Other file type values are possible, but documentation of those is kept confidential.

Upload Error Code

Error code, that was encountered during upload.

Possible Values:

UPLOAD_GEN_ERR_NO_ERR
UPLOAD_GEN_ERR_FLUSH_NO_HEADER
UPLOAD_GEN_ERR_FLUSH_WRITE
UPLOAD_GEN_ERR_FLUSH_READBACK
UPLOAD_GEN_ERR_FLUSH_VERIFY
UPLOAD_GEN_ERR_FINALFLUSH_FLASH_CHKSUM
UPLOAD_GEN_ERR_FINALFLUSH_HEADER_CHKSUM
UPLOAD_GEN_ERR0MAGIC
UPLOAD_GEN_ERR1VERSION_TOO_LOW
UPLOAD_GEN_ERR2VERSION_VS_FLASH
UPLOAD_GEN_ERR3CHECK_DEVICE
UPLOAD_GEN_ERR4FILE_ENTRY_MARKER
UPLOAD_GEN_ERR5CHUNK_TOO_BIG
UPLOAD_GEN_ERR6AREA_ALREADY_WRITTEN
UPLOAD_GEN_ERR7BLACK_WHITE_LIST_CHECK
UPLOAD_GEN_ERR8SIGNATURE_REQUIRED
UPLOAD_GEN_ERR9SIGNATURE_INVALID

Flags

Flags related to this upload history entry.

	Mask	Name	Description
Bit 4	0x0010	DEVICE_RESTARTED	If set, the device restarted after this upload successfully.
Bit 3	0x0008	UPLOAD_SUCCESS	If set, the upload was finished successfully.

Bit 2	0x0004	UPLOAD_FAILED	If set, the upload was finished with an error.
Bit 1	0x0002	UPLOAD_FINISHED	If set, the upload was finished at all.
Bit 0	0x0001	UPLOAD_STARTED	If set, the upload was started.

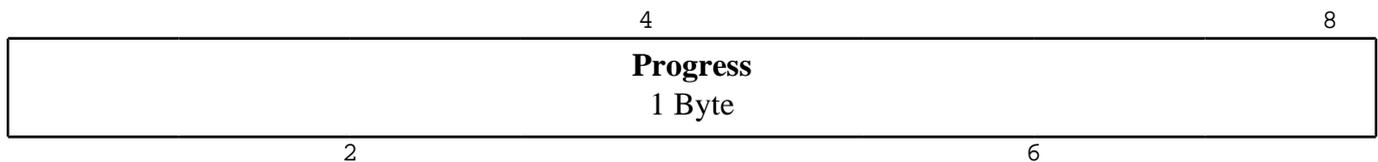
Note: For a successful upload, all defined bits should be set, except for the UPLOAD_FAILED bit.

2.664 CONF_UPLOAD_PROGRESS

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0701	None	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure



Progress

Informs about current progress of an upload or possible error states. Values in the range of 1 ... 100 represent the upload progress in percent. Other values need to be handled as error during the upload and inform about the kind of the error that was encountered during the upload.

Percent	1 - 100	
header error	101	
write error	102	
read back error	103	
verify error	104	
checksum mismatch written data	105	read back flash content vs. written data
checksum mismatch received data	106	announced in header vs. received data
magic error	110	
version too low	111	
flash type incompatible	112	
device check failed	113	
file entry marker failed	114	
chunk size error	115	
area already written	116	
black white list check	117	
wrong or no signature	118	
signature invalid	119	
invalid file name	130	
ROM init error	131	

ROM write error	132
ROM close error	133
socket error	134
overflow error	135
final flush error	136
file format error	137
logo size error (size of picture is limited to 128x128 pixel)	138
logo compression error (only uncompressed bitmap files allowed)	139
logo colour error (max. 256 colour bitmap supported)	140
certificate/key already exists (filename must be unique)	141
certificate/key format error	142
no matching certificate found for uploaded key (upload certificate first or upload combined file)	143
no free key entry available	144
no certificate storage space available	145
device not fully booted	146
password required for this upload (encrypted config file)	147
no memory to store the file	148
file is to large for that type of upload	149

2.665 CONF_UPNP_SEARCH_IP_CONN_SERVICE

[API: upnp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b59	if set to 0xFFFF a extended payload is returned	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Searches for devices that support the upnp WANIPConnection service. Returns a list of devices entries (64 bytes addr, 64 bytes name, opt. 64 byte unique id (if extended payload is requested))	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.666 CONF_UPNP_TCP_FWD

[API: upnp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5a	index of the remote device (1...4); local device: 0	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Configures port forwarding in a upnp device that support the WANIPConnection:1 service. Input 64 bytes: address of the WANIPConnection:1 service in the router (returned by CONF_UPNP_SEARCH_IP_CONN_SERVICE
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.667 CONF_USER_AUTH_MODE

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be3	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

Command CONF_USER_AUTH_MODE allows to query or enable/disable user authentication modes.

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

2.668 CONF.UTC_ZONEOFFSET

[API: local time and time server settings and configuration]

Tag Code	Num Descriptor	Message	SNMP Support
0x031f	None	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	The timezone in which the unit has to operate (GMT +- nbr of seconds)
Write	t_int	service	The timezone in which the unit has to operate (GMT +- nbr of seconds)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.669 CONF_VCA_BRIGHTNESS_INFO

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c25	video line	yes	no
Datatype	Access Level	Description	
Read t_octet	minimal	Luminance (1..255), the value 0 means N/A	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.670 CONF_VCA_MASK_DOME_PTZ_POS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c70	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: vca mask dome ptz

Length 2 Bytes	Tag = 0x0000 2 Bytes
vca mask dome ptz (p_octet) Length - 4 Bytes	
8	24

vca mask dome ptz

Command 1 Byte	Mask Id 1 Byte	Reserved... 6 Bytes
Reserved ...		
8	24	

Command

MoveDomeToDefinedPos @Pos Move dome to position stored at maskId

Mask Id

Use CONF_VCA_MSK_OPTIONS to query number of supported masks (@CONF_VCA_MSK_OPTIONS Byte[4] maxNrOfVcaMasks per line). Define maskID which is used in conjunction with the command

2.671 CONF_VCA_MSK_OPTIONS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6f	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

Payload Structure

	16	16	32
reserved 1 Byte	Rectangle Support 1 Byte	Polygon Support 1 Byte	Max Number Of Polygon Vertices 1 Byte
Max Number Of Priv Masks Per Line 1 Byte	reserved 1 Byte	reserved 1 Byte	rcp vca mask support @ dome 1 Byte
reserved 1 Byte	reserved 1 Byte	reserved 1 Byte	reserved 1 Byte
reserved 1 Byte	reserved 1 Byte	reserved 1 Byte	reserved 1 Byte

Rectangle Support

No 0
 Yes 1

Polygon Support

No 0
 Yes 1 May not be self intersecting

Max Number Of Polygon Vertices

Maximum points for polygon definition

Max Number Of Priv Masks Per Line

Maximum Number Of VCA Masks Per Line

rcp vca mask support @ dome

No	0
Yes	1

2.672 CONF_VCA_MSK_POLY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6e	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	iva	Configure polygon VCA mask (aka 'virtual mask')
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 2: Polygon description

16	32
Length 2 Bytes	Tag = 0x0002 2 Bytes
Polygon description (p_octet) <i>Length - 4 Bytes</i>	
8	24

Polygon description

Enable 1 Byte	Id 1 Byte	Number Of Vertices 1 Byte	Reserved... 5 Bytes
Reserved ...			
Vertex [0] (see description)			
...			
Vertex [Number Of Vertices - 1] (see description)			
8		24	

Enable

Inactive	0	vca mask is not active
Active	1	vca mask is active

Id

0... max number vca masks (defined via CONF_VCA_MSK_OPTIONS)

Number Of Vertices

0... max number points (defined via CONF_VCA_MSK_OPTIONS)

Vertex

X 2 Bytes	Y 2 Bytes
8	24

X

X Coordinate 0 - 32678

2.673 CONF_VCA_ORIENTATION_INFO

[API: viproc]

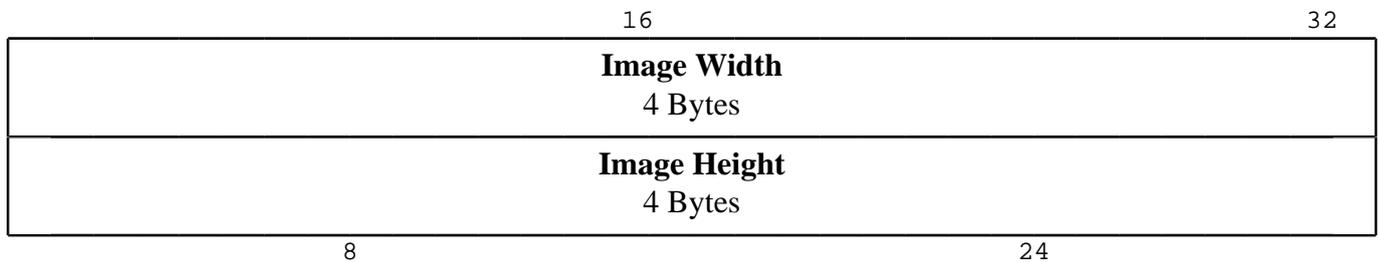
Tag Code	Num Descriptor	Message	SNMP Support
0x0cf4	video line	yes	no
Datatype	Access Level	Description	
Read t_dword	minimal	Reads the current difference in the orientation of the camera. The difference is an angle in units of $2 \cdot \pi / 2^{32}$.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.674 CONF_VCA_OUTPUT_FORMAT

[API: vipro]c]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca7	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure



2.675 CONF_VCA_SHAPES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc8	video coder	no	no
Datatype	Access Level	Description	
Read	t_dword	live	SessionID references the transcoder session; enable vca shape overlay
Write	t_dword	live	SessionID references the transcoder session; enable vca shape overlay;
CPP6/ CPP7/ CPP7.3		CPP13	
Available	no		yes

2.676 CONF_VCA_SUGGESTED_FIREMASK

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c31	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get suggested fire mask from algorithm (payload beyond the scopr of this document)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.677 CONF_VCA_TASK_RUNNING_STATE

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a96	video line	yes	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	Returs the current processing state of the VCA engine; TRUE when vca engine is running with no problems; FALSE if vca engine lack cpu performance	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.678 CONF_VCD_OPERATOR_PARAMS

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a1b	video line	yes	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Read parametrization of vcd operator which corresponds to line <num>	
Write	p_octet	iva	Configures the vcd manager. if configuration fails an error is returned.	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.679

CONF_VID_H264_ENC_BASE_OPERATION_MODE_CAPS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af9	video line	no	no
Read	Datatype	Access Level	Description
	p_octet	always_legacy	Get the base operation mode capability list of the h.264 encoders per line. The list contains all possible mode combinations for all streams.
Write	-	-	Unavailable
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no

Payload Structure

16	32
Number of streams 4 Bytes	
Mode Combination [0] (see description)	
...	
Mode Combination [N] (see description)	
8	24

Mode Combination

Mode [0] 4 Bytes
...
Mode [Number of streams - 1] 4 Bytes



Mode

See 'Stream Operation Mode' of command 'CONF_VIDEO_H264_ENC_BASE_OPERATION_MODE' for details.

2.680 CONF_VID_IN_BRIGHTNESS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x092a	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the brightness value (0-255)
Write	t_octet	service	Sets the brightness value (0-255)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.681 CONF_VID_IN_CONTRAST

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x092b	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the contrast value (0-255)
Write	t_octet	service	Sets the contrast value (0-255)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.682 CONF_VID_IN_SATURATION

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x092c	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the saturation value (0-255)
Write	t_octet	service	Sets the saturation value (0-255)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.683 CONF_VIDEO_ALARM_STATE

[API: alarm]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x01c2	video line	yes	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	0=video alarm is off; 1=video alarm is on (no video signal detected at video input)	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.684 CONF_VIDEO_BITRATE_AVERAGING_PERIOD

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0622	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the (maximum) period in seconds for bitrate averaging (0=no bitrate averaging)	
Write	t_dword	service	Sets the (maximum) period in seconds for bitrate averaging (0=no bitrate averaging)	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.685 CONF_VIDEO_CURRENT_PARAMS_CODNBR

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0982	video coder	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Get the current profile preset number for the specified encoder (NumDesc)	
Write	t_dword	service	Sets the video encoder (given by NumDesc) to a preset (payload). If recording is running and the iframe distance is 0, the iframe distance of the preset will be patched to a recording suitable value. For transcoder: if the request contains the replay session id and no num descriptor, the device will assign the preset to the transcoder of the replay session. If the preset is empty the transcoder will be disabled. For exclusive (dual) stream instances: if the request contains the session id and the num descriptor is 0, the previously configured preset with its session based (non-permanent) modifications will be applied to the encoder.	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.686 CONF_VIDEO_ENC_P_REF_LIST_SIZE

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0627	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Max. number of reference frames used by a P-slices in H.26x streams with 0 = unrestricted	
Write	t_octet	service	Max. number of reference frames used by a P-slice in H.26x streams with 0 = unrestricted. Query largest support value via GET_P_REF_LIST_SIZE_LIMIT	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.687 CONF_VIDEO_ENC_Prio

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a81	None	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Reads the video encoder priorisation 0:= no, 1:=h26x, 2:=jpeg, 3:=h26x_2nd stream
Write	t_dword	service	Writes the video encoder priorisation 0:=no, 1:=h26x, 2:=jpeg, 3:=h26x_2nd stream
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.688 CONF_VIDEO_ENC_STREAMING

[API: multicast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x099a	None	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Video streaming on coder (video encoder n: coderbits=1<<(n-1))	
Write	t_dword	service	Enables video streaming on coder (video encoder n: coderbits=1<<(n-1))	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.689 CONF_VIDEO_ENC_TEMP_QUANT_ADJ

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0626	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get temporary encoding quality adjustment see
Write	p_octet	live	Temporary encoding quality adjustmens see
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

The encoder, to which the quality adjustment is to be applied is identified via the RCP session.

The area, in which the quality is adjusted is characterized by the position of the edges of a rectangle within a virtual coordinate system with a nominal range of [0..+32768]x[0..32768] for the complete encoded picture (0=top/left edge, 32768=bottom/right edge). The actually adjusted area will be enlarged as needed by the encoder.

Note, that the payload may contain only first octet, if enable is set to 0

Payload Structure

16	32	
En 1 Bit	DeltaQp 7 Bits	Reserved 3 Bytes
	Left 2 Bytes	Right 2 Bytes
	Top 2 Bytes	Bottom 2 Bytes
8	24	

En

Setup temporary quality adjustments:

Enable	0
Disable	1

DeltaQp

Intended quality adjustment in H.264 QP units. If enable is 0, this field must also be set to 0. Otherwise the allowed range is -51..51 with negative values indicating higher quality and positive ones lower quality.

Left

Relative position of the left edge of the adjustment region within the complete encoded image

Right

Relative position of the right edge of the adjustment region within the complete encoded image

Top

Relative position of the upper edge of the adjustment region within the complete encoded image

Bottom

Relative position of the lower edge of the adjustment region within the complete encoded image

2.690 CONF_VIDEO_ENCODER_ENCODED_BYTES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af6	video coder	no	no
Datatype	Access Level	Description	
Read t_dword	minimal	Get encoded bytes (32 Bit Counter) since bootup. Only supported for h.264 and Jpeg encoder.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.691 CONF_VIDEO_ENCODER_STATUS

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x09df	video coder	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Get encoder status (8bytes) 4 (high order) bytes 10*frames per sec, 4 (low order) bytes KBPS	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.692 CONF_VIDEO_ENCODER_STATUS_EXT

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a90	video coder	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Get encoder status (20 bytes) 1st DWORD: 10*frames per sec, 2nd DWORD: KBPS, 3rd DWORD: grab frame fps*10, 4th lost frame fps*10 due to overload, 5th DWORD skipped frame fps*10 due to configured enc interval in profile or STREAM_PRIORITY	
Write -	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.693

CONF_VIDEO_H264_ENC_BASE_OPERATION_MODE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad3	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	Get the base operation mode of the h.264 encoders per line. First DWORD stream 1, second DWORD stream 2...
Write	p_octet	service	Set up the base operation mode of the h.264 encoders per line. First DWORD stream 1, second DWORD stream 2...
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

Stream Operation Mode [0] 4 Bytes
...
Stream Operation Mode [N] 4 Bytes

Stream Operation Mode

Copy other stream	0
compatibility mode to H2.64 BP+ (bitrate limited)	1
h.264 MP SD	3
h.264 MP 720p	4
h.264 MP 720p full frame rate	5
h.264 MP 1080p	6
h264 MP 720p skip=3	7
h264 MP 720p skip=4	8
h264 MP 1080p skip=7	9
h.264 MP SD ROI PTZ	10
h.264 MP HD 2592x1944	11
h.264 MP 400x720 upright (cropped)	12
h.264 MP SD 4CIF resolution 4:3 format (cropped)	13

h.264 MP SD dual stream with independent ROI PTZ	14
h.264 MP HD 1280x960 4:3 (cropped)	15
h.264 MP HD 1440x1080	16
h.264 MP HD 1280x1024	17
h.264 MP 576x1024 upright (cropped)	18
h.264 MP HD 720p (cropped)	19
h.264 MP HD 2704x2032	20
h.264 MP HD 2992x1680	21
h.264 MP HD 3840x2160	22
h.264 MP HD 4000x3000	23
h.264 MP HD 3584x2016	24
h.264 MP HD 800x600	25
h.264 MP HD 1024x768	26
h.264 MP HD 1280x960	27
h.264 MP HD 1600x1200	28
h.264 MP HD 3648x2160	29
h.264 MP HD 2640x2640	30
h.264 MP HD 1792x1792	31
h.264 MP HD 1024x1024	32
h.264 MP HD 800x800	33
h.264 MP HD 1536x864	34
h.264 MP HD 2560x1440	35
h.264 MP HD 2560x960	36
H264_FEDC_MODE_MP_3648x1080	37
h.264 MP HD 1824x1080 with ROI PTZ	38
h.264 MP HD 1824x540	39
h.264 MP HD 1280x480	40
h.264 MP HD 1536x1536	41
h.264 MP HD 800x800 with ROI PTZ	42
h.264 MP 768x768	43
h.264 MP 768x288	44
h.264 MP 2048x1152	45
h.264 MP 2688x800	46
h.264 MP 672x200	47
h.264 MP 608x360	48
h.264 MP 640x240	49
h.264 MP 768x576	50
h.264 MP 3584x504	51
h.264 MP SD VGA (cropped)	52
h.264 2992x1680 @ SKIP 3	53
h.264 2704x2032 @ SKIP 3	54
h.264 2640x2640 @ SKIP 6	55
h.264 1792x1792 @ SKIP 2	56
h.264 1824x1080	57
h.264 1216x720	58
h.264 1280x1024 5:4 (cropped)	59
h.264 2048x1536	60

h.264 1920x1080 @ SKIP 2	61
h.264 1920x1080 (cropped)	62
h.264 3072x1728	63
h.264 3072x1728 @ SKIP 3	64
h.264 2688x1512	65
h.264 2304x1296	66
h.264 2688x1512 @ SKIP 2	67
h.264 2304x1296 @ SKIP 2	68
SD dual stream	69
3264x1840	70
3264x1840 @ SKIP 3	71
dual stream 480x480 + 1024x1024	72
dual stream 1280x720 + 640x360	73
1920x1080 @ SKIP2 + 176x120	74
3840x2160 @ SKIP6	75
3840x2160 @ SKIP3	76
3584x2016 @ SKIP8	77
3264_1840 @ SKIP3	78
3072_1728 @ SKIP2	79
3584x2016 @ SKIP6	80
3584x2016 @ SKIP2	81
1920x1440_CROP	82
2720x1530	83
2720x1530 @ SKIP2	84
1440x1440	85
2688x1520	86
2688x1520 @ SKIP2	87
1920x1080 @ SKIP4	88
1920x1080 @ SKIP3	89
1280x720 @ SKIP2	90
1536x864 @ SKIP2	91

Note: Query supported resolutions via CONF_H264_ENC_BASE_OP_MODE_CAPS_VERBOSE. bit 24 signals that width and height need to be exchanged (picture is rotated by 90 degrees). Ids are not needed in this case! Do not use ids directly! They are only intended for legacy code!

2.694 CONF_VIDEO_H264_ENC_CONFIG

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad2	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the profile for each h.264 encoder per line for each time. DWORD 1: Mode, 0=live mode, 1-10: schedule number; DWORD 2: profile for first stream, DWORD 3: profile for second stream...
Write	p_octet	service	Set the profile for each h.264 encoder per line for each time. DWORD 1: Mode, 0=live mode, 1-10: schedule number; DWORD 2: profile for first stream, DWORD 3: profile for second stream... (if recording on that cam isn't running, the setting for live mode(0) will take place immediately); Notice: the number of expected streams can be queried with CONF_NBR_OF_ENC_STREAMS
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.695 CONF_VIDEO_H264_ENC_CONFIG_BULK

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad9	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Get the profiles for each h.264 encoder per line for each time; this request will supply all Modes 0-10 in one reply; returns: DWORD 1: NbrOfStreamsPerMode, remaining payload 11x payload of VIDEO_H264_ENC_CONFIG
Write	p_octet	service	Set the profiles for each h.264 encoder per line for each time; this request must supply all Modes 0-10 in one request; DWORD 1: NbrOfStreamsPerMode, remaining payload 11x payload of VIDEO_H264_ENC_CONFIG; Notice: the expected 'NbrOfStreamsPerMode' can be queried with CONF_NBR_OF_ENC_STREAMS
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.696 CONF_VIDEO_H264_ENC_CONFIG_DEFAULTS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b4d	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_dword	service	Set the default profile for each h.264 encoder per line for each time. Payload: Mode, 0=live mode, 1-10: recording schedule number. (if recording on that cam isn't running, the setting for live mode(0) will take place imidiatly)
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.697 CONF_VIDEO_H264_ENC_CURRENT_PROFILE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad4	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Returns the current active profile number for the h.264 streams (first DWORD: stream 1, second DWORD: stream 2...)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.698 CONF_VIDEO_INPUT_DESCRIPTION

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c78	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Byte[0] 0: optical video, 1: thermal video; reserved Bytes[1-15]	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.699 CONF_VIDEO_INPUT_FORMAT

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0504	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Obsolete to be removed
Write	t_dword	service	Obsolete to be removed
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.700 CONF_VIDEO_INPUT_FORMAT_EX

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b10	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

		16	32
Video Format Mode 1 Byte	Video Format Id 1 Byte	Video Format Image Orientation 1 Byte	Reserved 1 Byte
Rotation Low Byte 1 Byte	Rotation High Byte 1 Byte	Rotation Mode 1 Byte	Reserved 1 Byte
Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte
Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte	Reserved 1 Byte
8		24	

Video Format Mode

Use CONF_VIDEO_INPUT_FORMAT_EX_VERBOSE to query valid options:

Fixed	0	
Autodetect	1	Signals during read if device is in auto state -> 1 device is in auto mode; active id will be shown in Video Format Id

1 = Autodetect can be set if CONF_VIDEO_INPUT_FORMAT_EX_VERBOSE includes id = 0

Video Format Id

Valid ids can be queried with CONF_VIDEO_INPUT_FORMAT_EX_VERBOSE

Video Format Image Orientation

rotate 0° no mirror	0
rotate 0° mirror	1
rotate 90° no mirror	2

rotate 90° mirror	3
rotate 180° no mirror	4
rotate 180° mirror	5
rotate 270° no mirror	6
rotate 270° mirror	7

Rotation Low Byte

Low byte of 2 bytes rotation angle 0 -> 0xFFFF

Rotation High Byte

High byte of 2 bytes rotation angle 0 -> 0xFFFF

Rotation Mode

Standard	0
Crop	1
Zoom	2

2.701 CONF_VIDEO_INPUT_FORMAT_EX_OPTIONS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b9b	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	Obsolete to be removed	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.702 CONF_VIDEO_INPUT_FORMAT_EX_VERBOSE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bfb	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Payload Structure

Tag-Structure [0]
...
Tag-Structure [N]

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0: Basic verbose of CONF_VIDEO_INPUT_FORMAT_EX

(must always be present)

Length 2 Bytes	Tag = 0x0000 2 Bytes
Basic verbose of CONF_VIDEO_INPUT_FORMAT_EX (p_octet) Length - 4 Bytes	
8	24

Basic verbose of CONF_VIDEO_INPUT_FORMAT_EX

Id 1 Byte	Flags 1 Byte	Rotation Options 1 Byte	Reserved 1 Byte
Width 4 Bytes			
Height 4 Bytes			
Framerate In mHz 4 Bytes			
Min Framerate In mHz (optional) 4 Bytes			

Id

Auto Mode Available ID	0	special id to signal availability of auto mode
ID	1 - 255	All available ids can be set via CONF_VIDEO_INPUT_FORMAT_EX defines (Video Format Id Byte [2])

Flags

	Mask	Name	Description
Bit 4	0x10	CustomRotationSupport	Defines if custom rotation is supported (rotation low and heigh byte in CONF_VIDEO_INPUT_FORMAT_EX)
Bit 0	0x01	Cropped	If the crop is set, the view will be changed when switching between different resolutions takes place.
Combined Values			
	Mask	Name	Description
	0x0E	nr of HDR exposure	nr of HDR exposure-1 0-> 1 exposure,1-> 2 exposure ...

Rotation Options

	Mask	Name
Bit 7	0x80	rotate 270° mirror
Bit 6	0x40	rotate 270° no mirror
Bit 5	0x20	rotate 180° mirror
Bit 4	0x10	rotate 180° no mirror

Bit 3	0x08	rotate 90° mirror
Bit 2	0x04	rotate 90° no mirror
Bit 1	0x02	rotate 0° mirror
Bit 0	0x01	rotate 0° no mirror

Width

Maximum available picture width for encoding

Height

Maximum available picture height for encoding

Framerate In mHz

Maximum available framerate for encoding

Min Framerate In mHz (optional)

Minimum available framerate for encoding

Example

Rotation Options = 0x44

-> bit 2 and bit 6 are available (of bit 0...7)

-> rotate 90° no mirror = 2 and rotate 270° no mirror = 6 are supported

2.703 CONF_VIDEO_LINE_DEWARPING_MODE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf6	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Gets the dewarping mode of a virtual line. octet[0] is the selected id. If the request is applied to a physical line, the value 0 is returned. (Do not check the length of the command in the future may additional tags will be added). If only the first Byte is set for addition parameters defaults will be used. See CONF_VIDEO_LINE_DEWARPING_MODE for possible values.
Write	p_octet	minimal	Sets the dewarping mode of a virtual line octet[0] sets the selected id. (Do not check the length of the command in the future may additional tags will be added). If only the first Byte is set for addition parameters defaults will be used. See CONF_VIDEO_LINE_DEWARPING_MODE for possible values.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.704

CONF_VIDEO_LINE_DEWARPING_MODE_CAPS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf7	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Returns a list of possible dewarping modes of a virtual line. Each mode is a 8 bit value: 0: no dewarping, 1: virtual PTZ, 2: quad view, 3: panoramic, 4: double panoramic, 5: corridor, 6: full panoramic	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.705 CONF_VIDEO_LINE_DUO

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca9	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Duo line support (0=off, 1=on), use CONF_DEVICE_CAPABILITIES tag 41 to detect support
Write	t_dword	service	Duo line support (0=off, 1=on), use CONF_DEVICE_CAPABILITIES tag 41 to detect support
CPP6/CPP7/CPP7.3		CPP13	
Available	no	yes	

2.706 CONF_VIDEO_OUT_CROPPING

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x070c	output line	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Enable cropping at video output if the aspect ratio of the incoming video doesn't fit	
Write t_octet	service	Enable cropping at video output if the aspect ratio of the incoming video doesn't fit	
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

2.707 CONF_VIDEO_OUT_DISPLAY_FORMAT

[API: decoder/videoout]

Tag Code	Num	Message	SNMP Support
0x070a	output line	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	(analog) display format:
Write	t_word	service	(analog) display format.
CPP6/CPP7/CPP7.3		CPP13	
Available	no	no	

Read Payload Structure

	8		16
flags 1 Byte		flags2 1 Byte	
4		12	

flags

AUTO/ 0
 ANAMORPH
 4:3 1
 ANAMORPH 16:9 2

flags2

crop all other 2
 reserved (set to 0)

Write Payload Structure

	8		16
flags 1 Byte		flags2 1 Byte	
4		12	

flags

AUTO/ ANAMORPH	0
4:3	1
ANAMORPH 16:9	2

flags2

crop	2
------	---

2.708 CONF_VIDEO_OUT_MONITOR_SPEC

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x0708	output line	no	no
Read	Datatype	Access Level	Description
	p_octet	minimal	Read active monitor specification of a video out line
Write	p_octet	service	Override default monitor timing spec
CPP6/ CPP7/ CPP7.3		CPP13	
Available	no	no	no

Payload Structure

16		32		
width_mm 2 Bytes	height_mm 2 Bytes			
native_width 2 Bytes	native_height 2 Bytes			
hSyncMin 4 Bytes				
hSyncMax 4 Bytes				
vSyncMin 4 Bytes				
vSyncMax 4 Bytes				
dotClockMax 4 Bytes				
Reserved 20 Bits	Sync Flags 4 Bits	compSync 4 Bits	sepSync 4 Bits	
Reserved... 32 Bytes				

Reserved [...]
Reserved ...
8 24

width_mm

Physical width of the actual display region in mm

height_mm

Physical height of the actual display region in mm

native_width

(maximum) width of the active display in pixel

native_height

(maximum) height of the active display in pixel

hSyncMin

Lowest supported scan line (hsync) frequency in Hz

hSyncMax

Highest supported scan line (hsync) frequency in Hz

vSyncMin

Lowest supported vertical refresh frequency in mHz

vSyncMax

Highest supported vertical refresh frequency in mHz

dotClockMax

Upper limit on the pixel clock

Sync Flags

	Mask	Name	Description
Bit 0	0x1	SyncOnGreen	1: Supported, 0: Not supported

compSync

Supported composite sync signals:

	Mask	Name	Description
Bit 3	0x8	H_Low_V_Low	h-sync active low, v-sync active low
Bit 2	0x4	H_High_V_Low	h-sync active high, v-sync active low
Bit 1	0x2	H_Low_V_High	h-sync active low, v-sync active high
Bit 0	0x1	H_High_V_High	h-sync active high, v-sync active high

sepSync

Supported separate sync signals:

	Mask	Name	Description
Bit 3	0x8	H_Low_V_Low	h-sync active low, v-sync active low
Bit 2	0x4	H_High_V_Low	h-sync active high, v-sync active low
Bit 1	0x2	H_Low_V_High	h-sync active low, v-sync active high
Bit 0	0x1	H_High_V_High	h-sync active high, v-sync active high

Note: In addition to the specified limits, default modes corresponding to the respective physical connector (e.g. standard VGA timing on a VGA connector, PAL/NTSC on BNC) are typically also assumed to be supported by the display device. The device will only allow video output timings (see CONF_VIDEO_OUT_CURRENT_SPEC, CONF_VIDEO_OUT_STANDARD) within these limits and may use the mentioned default timings as fallback values.

2.709 CONF_VIDEO_OUT_STANDARD

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x0700	output line	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Select video output standard: 0=AUTO; 1=PAL; 2=NTSC; 3, 4, 5, 6, 7, 8, 9, 10=VGA modes; 11=720p50; 12=720p60; 13=1080i50; 14=1080i60; 15=1080p25; 16=1080p30; 0xff=OFF	
Write t_octet	service	Select video output standard: 0=AUTO; 1=PAL; 2=NTSC; 3, 4, 5, 6, 7, 8, 9, 10=VGA modes; 11=720p50; 12=720p60; 13=1080i50; 14=1080i60; 15=1080p25; 16=1080p30; 0xff=OFF	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	no	no	

2.710 CONF_VIDEO_OUT_STANDARD_FORCE

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x070b	output line	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Force video output standard (e.g. for HDMI)
Write	t_octet	service	Force video output standard (e.g. for HDMI)
CPP6/CPP7/CPP7.3		CPP13	
Available	no		no

2.711 CONF_VIDEO_OVER_SSL

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b65	None	no	no
Datatype	Access Level	Description	
Read	t_dword	user	Returns if video over ssl is supported or not
Write	t_dword	user	Enables/disables video over ssl
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

Values:

disabled

0

2.712 CONF_VIDEO_QUALITY

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a82	profile preset	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Gets the video quality for a selected preset (0=auto, 1(worst)..100(best))	
Write	t_dword	service	Sets the video quality for a selected preset (0=auto, 1(worst)..100(best))	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.713 CONF_VIDEO_STATIC_SCENE_REGIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0623	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Description

The actual payload of this command consist of a sequence of variable length records, each specifying a region and a corresponding category to be used during encoding. The region is characterized by a mandatory rectangle and optionally a shape. Up to 8 regions and in total up to 96 32-bit data for shapes are supported. Depending on the firmware version the shape data may be ignored. In this case the rectangle is used instead. This may also happen, if the restrictions indicated below are violated by the shape data.

Normally the "background" category is used for unimportant parts of the scene and the "object" category for important ones. For this two categories, specific quality adjustments can be defined via the encoding profile of every encoder. An area not belonging to any region is implicitly assigned to the "Default" category with no specific adjustments. The forth category is currently assigned via the VIDEO_ENC_TEMP_QUANT_ADJ command separately for each encoder.

Note, that by using overlapping regions, more than one category can be assigned to some areas of the scene. In this case the category with the best quality adjustment for an encoder takes precedence. Therefore it may be usefull to assign the "Default" category explicitly to some regions.

Payload Structure

Region Specification [0] (see description)
...
Region Specification [N] (see description)

Region Specification

Preset id 1 Byte	Exclude 1 Byte	Reserved 5 Bits	Category 2 Bits	Shrink 1 Bit	N 1 Byte
Left Edge 2 Bytes			Right Edge 2 Bytes		
Upper Edge 2 Bytes			Lower Edge 2 Bytes		
Vertex [0] (see description)					
...					
Vertex [N] (see description)					

8

24

Preset id

Only valid for a Dome

Exclude

This bitmask indicates for which encoders this area shall NOT be used. The bits are allocated according to the the relative coder number starting with the rightmost bit (LSB) for the relative coder number 1.

	Mask	Name
Bit 1	0x02	Coder 2
Bit 0	0x01	Coder 1

Category

By default the complete scene is assumed to belong to the 'default' category.

Default	0
Background	1
Objects	2
Reserved	3

Shrink

Depending on the encoding resolution, the quality may only be adjusted on quite a coarse grid. This bit allows to specify whether the required rounding shall be performed by shrinking or enlarging the specified region.

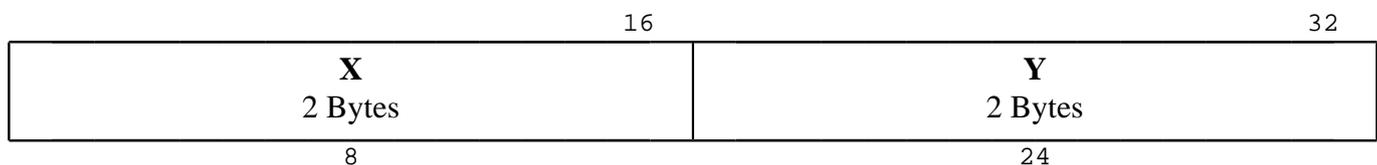
Enlarge as needed 0
Shrink as needed 1

N

This field indicates the number of 32-bit items defining the optional shape of this region and therefore also specifies indirectly the total size of this record ($12 + N * 4$ octets). For compatibility with future version of this RCP PLUS specification, clients SHOULD set this item to 0 for any region which they define or modify, but keep it and the corresponding shape data unmodified for regions they don't change.

Vertex

32-bit item used for shape data. The item describes a vertex of a polygonal shape boundary in the order as included in the record (the closing edge between vertex N and vertex 1 is added automatically). The vertices should all be different and the edges between them should have no point in common beside the vertex between them. (If the resulting area inside the polygon is not single connected the behaviour is undefined)



X

X Coordinate 0 - 32768

Y

Y Coordinate 0 - 32768

The rectangles and the future shapes are specified via a virtual coordinate system with a nominal range of $0..32768 \times 0..32768$ for the usable sensor area (or incoming video). All rectangles and shapes should be completely inside this area, otherwise, the exact behaviour is undefined.

2.714 CONF_VIDEO_TERMINATION_RESISTOR_OFF

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0275	video line	no	no
Datatype	Access Level	Description	
Read f_flag	minimal	State of the analog video termination resistor (75 Ohms on/off)	
Write f_flag	service	Switch the analog video termination resistor (75 Ohms on/off),	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Values:

enabled	1	75 Ohms on
disabled	0	75 Ohms off

2.715 CONF_VIDEO_TERMINATION_RESISTOR_ON

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0274	video line	no	no
Datatype	Access Level	Description	
Read	f_flag	minimal	State of the analog video termination resistor (75 Ohms on/off)
Write	f_flag	service	Switch the analog video termination resistor (75 Ohms on/off),
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Values:

enabled	1	75 Ohms on
disabled	0	75 Ohms off

2.716 CONF_VIN_BASE_FRAMERATE

[API: video input]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0ad6	video line	no	no
	Datatype	Access Level	Description	
Read	t_dword	minimal	Obsolete use CONF_VIDEO_INPUT_FORMAT_EX_VERB	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.717 CONF_VIPROC_ALARM

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0807	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The message is sent whenever any of the bit values changes. Additionally it is sent once per 10 seconds when any of the bits is set.

Payload Structure

Alarm Flags 2 Bytes	Detector 2 Bytes	ConfigId 1 Byte
10	30	40

Alarm Flags

	Mask	Name
Bit 15	0x8000	default task
Bit 14	0x4000	global change flag
Bit 13	0x2000	signal too bright flag
Bit 12	0x1000	signal too dark flag
Bit 11	0x0800	reserved
Bit 10	0x0400	image too blurry flag
Bit 9	0x0200	signal loss flag
Bit 8	0x0100	reference image check failed flag
Bit 7	0x0080	invalid configuration flag
Bit 6	0x0040	flame detection flag
Bit 5	0x0020	smoke detection flag

Detector

State of the detectors. 0x0001 corresponds to detector one, 0x0002 to detector two and so on.

ConfigId

Identification number of the VCA profile caused this alarm.

2.718 CONF_VIPROC_ALARM_AGGREGATION_TIME

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0aca	video line	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Obsolete, please use VIPROC_ALARM_EXT_AGGREGATION_TIME	
Write	t_octet	iva	Obsolete, please use VIPROC_ALARM_EXT_AGGREGATION_TIME	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.719

CONF_VIPROC_ALARM_EXT_AGGREGATION_TIME

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba7	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Obsolete, please use rule engine script. read the alarm aggregation time of the video line (unit is 0.1 seconds, thus, 16 corresponds to 1.6 seconds). The return value has to bytes is a word beginning with the upper byte and followed by the lower byte.
Write	p_octet	iva	Obsolete, please use rule engine script. write the duration of the alarm aggregation time in 0.1 seconds (1.6 sec corresponds to a value 16). The payload consists of an upper and a lower byte resulting in a maximal time of 6553.6 seconds. Note, this parameter belongs to a viproc config.
CPP6/CPP7/CPP7.3			CPP13
Available	yes		yes

2.720 CONF_VIPROC_ALARM_MASK

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a23	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read which of the 32 bits produced by the viproc +ruleengine are considered for the CONF_VIPROC_ALARM. see CONF_VIPROC_ALARM for the meaning of the 32 bits.
Write	p_octet	iva	Configures which of 32 bits produced by the viproc +ruleengine are considered for the CONF_VIPROC_ALARM see CONF_VIPROC_ALARM for the meaning of the 32 bits.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.721

CONF_VIPROC_CONFIG_CHANGE_IN_RECORDING

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a60	video line	yes	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.722 CONF_VIPROC_CONFIG_NAME

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a40	video line	no	no
Datatype	Access Level	Description	
Read	p_unicode	minimal	Returns the name of the currently active viproc configuration.
Write	p_unicode	iva	Writes the name of the currently active viproc configuration. The name can have at most 15 unicode characters.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.723 CONF_VIPROC_CUSTOM_PARAMETERS

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0802	video line	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Reads the video content analysis (VCA) custom parameters, payload is beyond the scope of this document	
Write	p_octet	iva	Sets the VCA custom parameters, payload is beyond the scope of this document	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.724 CONF_VIPROC_CUSTOM_PARAMETERS_TAGS

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bac	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Reads one or more parameter tags from viproc configuration, payload is beyond the scope of this document
Write	p_octet	iva	Sets one or more tags in the VCA custom parameters, payload is beyond the scope of this document
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.725 CONF_VIPROC_DEFAULT

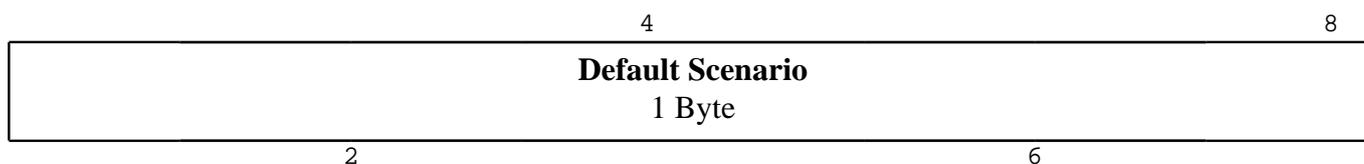
[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cbb	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	t_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This commands deploys a dedicated config file to set VCA config. The list of available scenario defaults can be retrieved with the command VIPROC_DEFAULT_LIST. In case of an error this command may return with a command specific error code. For a list of the specific error code see below. The value associated to scenario will be kept constant.

Payload Structure



Default Scenario

Default	0
Intrusion (one field)	1
Intrusion (two fields)	2
People counting	3
Traffic incidents	4
Traffic wrong way	5

Command Specific Errors

Default scenario not available	0x01
Calibration missing	0x02
Internal error	0xF0

2.726 CONF_VIPROC_DEFAULT_LIST

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cba	video line	no	no
Datatype	Access Level	Description	
Read p_string	minimal	List of available IVA default configuration sets, value: string ... eg, 0=default 1=line_crsossing.iva 2=inside_field.iva	
Write	-	Unavailable	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.727 CONF_VIPROC_DETECTOR_PARAMS

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c96	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Reads VCA detector params
Write	p_octet	iva	Sets VCA detector params
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.728 CONF_VIPROC_DLL_NAME

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0804	video line	no	no
Datatype	Access Level	Description	
Read	p_string	always_legacy	Reads the name of currently selected VCA component
Write	p_string	iva	Specify the name of the VCA component
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.729 CONF_VIPROC_DLL_NAME_LIST

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0808	video line	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	List of viproc component names
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.730 CONF_VIPROC_FIRE_PARAMETERS

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0c0c	video line	no	no
	Datatype	Access Level	Description	
Read	p_octet	minimal	Gets the VCA fire detector settings (no vca profiles), payload is beyond the scope of this document	
Write	p_octet	iva	Sets the VCA fire detector settings (not part of the vca profiles), payload is beyond the scope of this document	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.731 CONF_VIPROC_GLOBAL_PARAMETERS

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b68	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Reads the VCA global parameters, payload is beyond the scope of this document
Write	p_octet	iva	Sets the VCA global parameters, payload is beyond the scope of this document
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.732 CONF_VIPROC_GLOBAL_PARAMETERS_TAGS

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c68	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Reads the VCA global parameters, payload is beyond the scope of this document
Write	p_octet	iva	Sets the VCA global parameters, payload is beyond the scope of this document
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.733 CONF_VIPROC_HOLIDAYS_SCHEDULE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a67	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns the holidays VCA schedule of the specified line. The format of the payload is the same as the one of the CONF_HD_RECORD_HOLIDAYS command.
Write	p_octet	iva	Sets the holidays VCA schedule of the specified line. The format of the payload is the same as the one of the CONF_HD_RECORD_HOLIDAYS command.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.734 CONF_VIPROC_ID

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0803	video line	yes	no
Datatype	Access Level	Description	
Read t_dword	always_legacy	Get the viproc interface id (0:= no viproc), nb: message is sent in host byte order	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.735 CONF_VIPROC_MODE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a65	video line	no	no
Datatype	Access Level	Description	
Read	t_octet	always_legacy	Switches between silent vca(0)/ manual(1..16)/off(0xfd)/ scheduler(0xfe)/script mode(0xff) of the video content analysis (VCA). In case of a moving dome and a preset with activated VCA profile the active Id is returned. (if vca is turned off then 0xfd is returned).
Write	t_octet	iva	Switches between silent vca(0)/ manual(1..16)/off(0xfd)/ scheduler(0xfe)/script mode(0xff) of the video content analysis (VCA). Command should not be used while configuring a profile (i.e. start_viproc_config_editing is active). On the gen4 dome, the modes 0xfe and 0xff are not supported. Any value between 0 and 16 is interpreted as on and 0xfd as off.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.736 CONF_VIPROC_MOTION_DEBOUNCE_TIME

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0acb	video line	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	Read the motion alarm debounce time of the video line (4, 3s == 43). Note, this parameter belongs to a viproc config.	
Write t_octet	iva	Write the duration of the motion alarm debounce time of the video line (1, 6sec == 16). Note, this parameter belongs to a viproc config.	
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

2.737

CONF_VIPROC_OLD_AGGREGATION_TIME_USED

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cf3	video line	no	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	Returns if old aggregation times are used or not	
Write	-	-	Unavailable	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.738 CONF_VIPROC_ONOFF

[API: viproc]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0800	video line	no	no
	Datatype	Access Level	Description	
Read	f_flag	minimal	Reads the VCA status 0=off, 1=on. command is obsolete with firmware 4.0 and replaced by VIPROC_MODE.	
Write	f_flag	iva	Switches on/off the video content analysis (VCA). command is obsolete with firmware 4.0 and replaced by VIPROC_MODE.	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		yes	

2.739 CONF_VIPROC_RE_TASK_NAMES

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b2b	video line	yes	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read the current rule engine task names which corresponds to line <num>
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

Description

This command reads out the task names of the current configured rule engine.

Response Payload Structure

16	32
Algorithm type 2 Bytes	Number of tasks 2 Bytes
Task [0] (see description)	
...	
Task [N] (see description)	
8	24

Algorithm type

- IVA algorithm 1
- IVA flow algorithm 2
- Motion algorithm 4

Number of tasks

Number of configured user tasks.

Task

Id 1 Byte	Type 1 Byte	Name... 64 Bytes
Name [...]		
Name ...		
Name ...		
8	24	

Id

Id of the user task. Defines the alarm bit of the CONF_VIPROC_ALARM message.

Type

Object in field	1
Line crossing	2
Loitering	3
ConditionChange	5
FollowingRoute	6
Tampering	7
RemovedObject	8
IdleObject	9
EnteringField	10
LeavingField	11
SimilaritySearch	13
CrowdDetection	14
Counter	15
BEV people counter	16
Line Counter	17
Occupancy	18
Man over Board	19
FlowInField	40
CounterFlowInField	41
MotionInField	42

Name

The task name is UTF8 encoded and maximal 64 byte. Zero termination is not mandatory.

2.740 CONF_VIPROC_REF_ORIENTATION

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf2	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read tamper reference orientation
Write	p_octet	iva	Write tamper reference orientation
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.741

CONF_VIPROC_REFERENCE_IMAGE_FILENAME

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0806	video line	no	no
Datatype	Access Level	Description	
Read	p_string p_octet	minimal	Reads the current reference image filename
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		yes

2.742 CONF_VIPROC_SAVE_REFERENCE_IMAGE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0805	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	f_flag	iva Triggers the VCA to create a reference image, but only if possible (e.g. not a dome camera)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.743 CONF_VIPROC_SCENE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3b	video line	no	no
Datatype	Access Level	Description	
Read	t_dword	minimal	Returns the scene for which the active config is defined.
Write	t_dword	iva	Writes the scene number of the active viproc configuration
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.744 CONF_VIPROC_SENSITIVE_AREA

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b78	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Sets the sensitive area of the object based VCA algorithm in the active (or last loaded) config profile, see detailed description
Write	p_octet	iva	Sets the sensitive area of the object based VCA algorithm in the active (or last loaded) config profile
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command reads/sets the sensitivity mask of the viproc algorithm. Please use the read functionality to get the dimensions. All values are in pixel. If no viproc algorithm is running the command fails.

Payload Structure

16		32	
Width 2 Bytes		Height 2 Bytes	
Cells X 1 Byte	Cells Y 1 Byte	Step X 1 Byte	Step Y 1 Byte
Start X 1 Byte	Start Y 1 Byte	Bitmask... N Bytes	
Bitmask ...			
8		24	

Width

Image width of the viproc algorithm.

Height

Image height of the viproc algorithm.

Cells X

Number of cells in X direction.

Cells Y

Number of cells in Y direction.

Step X

Number of cell size in X direction.

Step Y

Number of cell size in Y direction.

Start X

Offset of bit mask from left edge.

Start Y

Offset of bit mask from upper edge.

Bitmask

Bitstream which signals which cell is activated or not. Upper left cell is the first going to the left and then down.

Example:

A 3x3 mask with cross activated:

```
0x0  
xx0  
0x0
```

has the following binary 0b010110010 or hexadecimal 0x590 structure. Alignment bits can be set to zero but will be ignored.

2.745 CONF_VIPROC_SET_REF_ORIENTATION

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cf1	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	iva	Set current orientation of acceleration sensor as reference
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.746 CONF_VIPROC_TAGGED_CONFIG

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a42	yes	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Read a list of viproc items in an atomar way. see detailed description
Write	p_octet	iva	Writes any viproc commands in an atomar way. see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

Description

This command is an extension of the already existing RCP+ commands CONF_VIPROC_DLL_NAME, CONF_VIPROC_ONOFF, CONF_VIPROC_SCENE, CONF_VIPROC_CONFIG_NAME, CONF_VIPROC_CUSTOM_PARAMETERS, CONF_VCD_OPERATOR_PARAMS, CONF_VIPROC_ALARM_MASK, CONF_VIPROC_ALARM_AGGREGATION_TIME, and CONF_VIPROC_MOTION_DEBOUNCE_TIME. Each of these commands can only access one specific item of the currently active viproc configuration. The new command allows an atomic access to an arbitrary subset of configuration items, not only of the currently active one but of any configuration of a line.

Num Descriptor Values

VideoLine Any The video line to which the configuration belongs

Payload Structure

16	32
Config ID 4 Bytes	
Tag-Structure [0]	
...	
Tag-Structure [N]	
0x00000000 4 Bytes	
8	24

Config ID

An integer between 1 and the maximum number of configurations available for this line (this maximum number can be retrieved by the command CONF_NUMBER_OF_VIPROC_CONFIGS).

Tag-Structure

Payload containing tagged values. Each tag structure consists of a length and a tag field defining the meaning of the following data.

Length

Length of tagged value including length and tag field

Tag

Tag specifying the encoding and meaning of the value

Tag 0x0800: CONF_VIPROC_ONOFF

16	32
Tag = 0x0800 2 Bytes	Length 2 Bytes
CONF_VIPROC_ONOFF (p_octet) (See Command)	
8	24

Tag 0x0804: CONF_VIPROC_DLL_NAME

16	32
Tag = 0x0804 2 Bytes	Length 2 Bytes
CONF_VIPROC_DLL_NAME (p_octet) (See Command)	
8	24

Tag 0x0a3b: CONF_VIPROC_SCENE

16	32
Tag = 0x0a3b 2 Bytes	Length 2 Bytes
CONF_VIPROC_SCENE (p_octet) (See Command)	
8	24

Tag 0x0a40: CONF_VIPROC_CONFIG_NAME

16	32
Tag = 0x0a40 2 Bytes	Length 2 Bytes
CONF_VIPROC_CONFIG_NAME (p_octet) (See Command)	
8	24

Tag 0x0802: CONF_VIPROC_CUSTOM_PARAMETERS

16	32
Tag = 0x0802 2 Bytes	Length 2 Bytes
CONF_VIPROC_CUSTOM_PARAMETERS (p_octet) (See Command)	
8	24

Tag 0x0a1b: CONF_VCD_OPERATOR_PARAMS

16	32
Tag = 0x0a1b 2 Bytes	Length 2 Bytes
CONF_VCD_OPERATOR_PARAMS (p_octet) (See Command)	
8	24

Tag 0x0a23: CONF_VIPROC_ALARM_MASK

16		32	
Tag = 0x0a23 2 Bytes	Length 2 Bytes		
CONF_VIPROC_ALARM_MASK (p_octet) (See Command)			
8		24	

Tag 0x0aca: CONF_VIPROC_ALARM_AGGREGATION_TIME

16		32	
Tag = 0x0aca 2 Bytes	Length 2 Bytes		
CONF_VIPROC_ALARM_AGGREGATION_TIME (p_octet) (See Command)			
8		24	

Tag 0x0ba7: CONF_VIPROC_ALARM_EXT_AGGREGATION_TIME

16		32	
Tag = 0x0ba7 2 Bytes	Length 2 Bytes		
CONF_VIPROC_ALARM_EXT_AGGREGATION_TIME (p_octet) (See Command)			
8		24	

Tag 0x0acb: CONF_VIPROC_MOTION_DEBOUNCE_TIME

16		32	
Tag = 0x0acb 2 Bytes	Length 2 Bytes		
CONF_VIPROC_MOTION_DEBOUNCE_TIME (p_octet) (See Command)			
8		24	

2.747 CONF_VIPROC_TAGGED_CONFIG_INTERNAL

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a43	video line	no	no
Datatype	Access Level	Description	
Read p_octet	minimal	Read a list of viproc items in an atomar way.	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.748 CONF_VIPROC_WEEKLY_SCHEDULE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a66	video line	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	Returns the weekly VCA schedule of the specified line. The format of the payload is the same as the one of the CONF_HD_RECORD_SCHEDULE command.
Write	p_octet	iva	Sets the weekly VCA schedule of the specified line. The format of the payload is the same as the one of the CONF_HD_RECORD_SCHEDULE command.
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.749 CONF_VIRTUAL_ALARM_PARAMETER

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba6	virtual alarm nbr	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Activate/deactivate virtual alarms with parameter, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

This command is used to trigger a virtual alarm along with parameters for alarm recording. The alarm can be activated, deactivated or triggered as single shot, which is an activate and deactivate within on command. Its also possible to trigger a silent alarm, by setting the activate and deactivate flag to zero. This works like a single shot alarm, the user data will be recorded and backups between the recordings will be scheduled, but the virtual alarm won't be triggered. If silent alarm is used, the num parameter doesn't choose the virtual alarm number, but it is mapped directly to the recording line. The command can have user data which can be recorded as meta data along to the video data. Also the pre and post alarm time can be specified but is only valid, if the alarm recording is done via backup recording setup and the Flag ALARM_IGNORE_ALARM_TIME_PARAMETER isn't set. This will cause an alarm backup from the recording (primary or secondary, depending on the virtual alarm configuration and encoder index configuration) with this parameter, but the pre alarm time is limited by the max pre alarm time which is the same as the configured prealarm time of the secondary recording on the internal storage. It is also limited by the storage space of the internal storage. The max pre alarm time is also the delay for the recording. That means the recording of the alarm file triggered by an alarm will be started after this delay expires. Until that time the records of that file are only available on the internal storage. When a new alarm is triggered by activate, the reply returns an alarm content handle (only on activation, not on single shot). The limit for open content handle at the same time per line (includes also deactivated alarms or alarm shots within the post alarm time) is 32. This handle can be used to deactivate the alarm later by sending this command with the handle in the payload or it can be used to retrigger the alarm with new user data. For retrigger the payload looks the same as for activate, except a valid handle is required. Only for deactivation or retrigger of the alarm, the handle is required for in payload. A valid handle is a non zero handle, if the handle is set to zero, it will be interpreted as wild card on deactivate, which will deactivate/close all active handles or as invalid. In case of activate, a new handle will be opened and returned in the reply, if the handle is invalid/zero. If a handle(or all handles) will be deactivated/closed, it will decay with the post alarm time. An alarm can also used on first activation to add the "protected" attribute to the file, which includes the record data of the alarm. The limit for pending intervals for protection are limited to 32 per line. Pending is an interval in the time from the occurrence of the protecting alarm and the backup of the alarm record data.

Payload Structure

	16	32
flags 1 Byte	reserved 3 Bytes	
alarm content handle 4 Bytes		
pre alarm time 4 Bytes		
post alarm time 4 Bytes		
user data len 4 Bytes		
user data <i>user data len</i> Bytes		
8	24	

flags

	Mask	Name	Description
Bit 4	0x10	ALARM_USER_DATA_1X	user data will be recorded only once
Bit 3	0x08	ALARM_IGNORE_ALARM_TIME_PARAMETER	If PARAMETER time has no meaning, parameter from the record profiles will be used instead
Bit 2	0x04	ALARM_FILE_PROTECTION	protects the file, which contains the alarm video data (only on activate or shot)
Bit 1	0x02	ALARM_DEACTIVATE	deactivate the alarm
Bit 0	0x01	ALARM_ACTIVATE	activate the alarm
Combined Values			
	Mask	Name	Description
	0x03	ALARM_SINGLE_SHOT	activate and then deactivate the alarm (ALARM_ACTIVATE ALARM_DEACTIVATE)

alarm content handle

Handle for the alarm(required for deactivation or retrigger, returned in reply on activation) non zero value or zero for wild card in case of deactivate

pre alarm time

Pre alarm time in seconds

post alarm time

Post alarm time in seconds

user data len

Length in bytes of the following user data, max 4000 bytes

user data

User data which will be recorded repeatedly, as long as the alarm is aktive or while within the post alarm time of the alarm

2.750 CONF_VIRTUAL_ALARM_STATE

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a8b	virtual alarm number	yes	no
Datatype	Access Level	Description	
Read	f_flag	minimal	0=virtual alarm off; 1=virtual alarm on
Write	f_flag	user	0=virtual alarm off; 1=virtual alarm on
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	yes

2.751 CONF_VIRTUAL_AUDIO_LINES

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf5	None	no	no
Datatype	Access Level	Description	
Read	p_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The command returns which audio input lines are virtual and which is the associated physical line. A physical line is physical audio input - that's the usual case. A virtual line is just a copy of a physical line and supports only a subset of the RCP commands compared to a physical line. Some commands only make sense on physical line (e.g. input volume). Those commands fail on virtual lines and must be applied on the associated physical line instead. The required information can be read out using this command. Virtual lines are introduced to provide a copy to an existing physical line. A single physical audio input can be associated to multiple video input lines. This keeps our known behaviour to have an audio line with the same number as the video line.

Payload Structure

No. of Entries 2 Bytes	Length per entry 2 Bytes
Entry [0] (see description)	
...	
Entry [N] (see description)	
8	24

No. of Entries

The number of virtual line descriptions.

Length per entry

The number of bytes per line description. This value is currently 4 but may be increased later when more information per entry must be provided. New fields will be appended to the entry and should be ignored by the client when unknown.

Entry

No. of virtual line 2 Bytes	No. of physical Line 2 Bytes
8	24

No. of virtual line

The number of the line which is a virtual line. Counting starts as usual from 1. Every audio input line is either a physical line (default) or a virtual line. All lines listed here are virtual lines.

No. of physical Line

The number of the physical line which is associated to the named virtual line in the previous field. This line must be addressed for RCP commands that fail on the virtual line.

2.752 CONF_VIRTUAL_LINES

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf4	None	no	no
Datatype	Access Level	Description	
Read	p_octet	always_legacy	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

Description

The command returns which video input lines are virtual and which is the associated physical line. A physical line has its own video signal - that's the usual case. A virtual line is derived from a physical line and supports only a subset of the RCP commands compared to a physical line. Some commands only make sense on physical line (e.g. brightness, contrast, ...). Those fail on virtual lines and must be applied on the associated physical line instead. The required information can be read out using this command. Virtual lines are introduced to provide a second view on an existing physical line. This is useful e.g. to have a dewarped image on a 180 or 360 degree camera. Furthermore each virtual line has its own video analysis meta data stream (a.k.a. "VCD stream") which is also derived from the image on the physical line but already preprocessed (cropped, dewarped, ...) to fit the view on the virtual line.

Payload Structure

No. of Entries 2 Bytes	Length per entry 2 Bytes
16	32
Entry [0] (see description)	
...	
Entry [N] (see description)	
8	24

No. of Entries

The number of virtual line descriptions.

Length per entry

The number of bytes per line description. This value is currently 4 but may be increased later when more information per entry must be provided. New fields will be appended to the entry and should be ignored by the client when unknown.

Entry

No. of virtual line 2 Bytes	No. of physical Line 2 Bytes
8	24

No. of virtual line

The number of the line which is a virtual line. Counting starts as usual from 1. Every video input line is either a physical line (default) or a virtual line. All lines listed here are virtual lines.

No. of physical Line

The number of the physical line which is associated to the named virtual line in the previous field. This line must be addressed for RCP commands that fail on the virtual line.

2.753 CONF_WATERMARK

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0924	None	no	no
Datatype	Access Level	Description	
Read t_octet	minimal	0=disables watermark; 1=classic watermark, 2=video authentication(low profile), 3=video authentication(mid profile), 4=video authentication(high profile)	
Write t_octet	service	0=disables watermark; 1=classic watermark, 2=video authentication(low profile), 3=video authentication(mid profile), 4=video authentication(high profile)	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	

2.754 CONF_WIFI_CONFIG_TOKEN

[API: security]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c29	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	service	Store WifiConfigToken; used for residential cloud services APP as a secret to change the Wifi network settings after initial configuration
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	yes	no

2.755 CONF_WLAN_DEFAULT_CHANNEL

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0945	None	no	no
Datatype	Access Level	Description	
Read	t_octet	minimal	Read the WLAN channel
Write	t_octet	service	Write the WLAN channel
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.756 CONF_WLAN_IOCTL

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c4c	None	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_octet	service	Execute ioctl with wifi driver
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.757 CONF_WLAN_LINK_QUALITY

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b1c	None	no	no
Datatype	Access Level	Description	
Read	t_int	minimal	Read WLAN link signal level
Write	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.758 CONF_WLAN_LINK_TEST

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b23	None	no	no
Datatype	Access Level	Description	
Read t_int	service	Test WLAN setup (try ability to associate to AP with current settings and return result 0=error, 1=success)	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.759 CONF_WLAN_OPERATING_MODE

[API: wlan]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0ac7	None	no	no
	Datatype	Access Level	Description	
Read	t_octet	minimal	Gets the operating mode of WLAN (0=\off\	
Write	t_octet	service	1=\ "auto (Station only)\	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.760 CONF_WLAN_REGION_CODE

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0acf	None	no	no
Datatype	Access Level	Description	
Read	t_word	minimal	Gets the region code for WLAN adapter (0x10=\US\
Write	t_word	service	0x20=\"CA\
CPP6/CPP7/CPP7.3		CPP13	
Available	yes		no

2.761 CONF_WLAN_SCAN

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ac6	None	no	no
Datatype	Access Level	Description	
Read p_octet	service	Performs a WLAN network scan, see detailed description	
Write -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

Number of Entries 4 Bytes
Entry [0] (see description)
...
Entry [N] (see description)

Number of Entries

Number of scan entries

Entry

16	32
SSID... 32 Bytes	
SSID [...]	
SSID ...	
MAC Address... 6 Bytes	
MAC Address ...	Strength... 4 Bytes

Strength ...	Channel... 4 Bytes
Channel ...	Flags... 4 Bytes
Flags ...	
8	24

SSID

Name of network.

MAC Address

MAC address of AccessPoint

Strength

Signal strength in range [0;5]

Channel

Channel used by AccessPoint [0;14]

Flags

	Mask	Name	Description
Bit 3	0x00000008	WPS encryption	Is set when WPS encryption is supported.
Bit 2	0x00000004	WPA2 encryption	Is set when WPA2 encryption is supported.
Bit 1	0x00000002	WPA encryption	Is set when WPA encryption is supported.
Bit 0	0x00000001	WEP encryption	Is set when WEP encryption is supported.

2.762 CONF_WLAN_SSID

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0943	None	no	no
Datatype	Access Level	Description	
Read	p_string	minimal	Read the WLAN ssid
Write	p_string	service	Write the WLAN ssid
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no

2.763 CONF_WLAN_WPA_PSK

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ac3	None	no	no
Datatype	Access Level	Description	
Read	p_string	service	Read the WPA pre shared key
Write	p_string	service	Write the WPA pre shared key
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.764 CONF_WLAN_WPS_SETUP

[API: wlan]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0bc4	None	no	no
	Datatype	Access Level	Description	
Read	p_string	minimal	Reports the camera WPS PIN to be entered in the access point.	
Write	p_string	service	Starts a WiFi Protected Setup (WPS) session with the provided PIN (4 or 8 digits) and SSID.PIN: The string contains the pin, a plus sign and the SSID. E.g.: \12345678 + MyAccessPoint"Push-button configuration (PBC): leave string emptyIf the SSID is omitted	
	CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes		no	

2.765 CONF_WLAN_WPS_STATUS

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc5	None	yes	no
Datatype	Access Level	Description	
Read	t_octet	minimal	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

Payload Structure

Status 1 Byte

Status

Mask Name
Combined Values
Mask Name
 0xF0 Status

Not 0
 started
 Ongoing 1
 Successful
 Rejected 3
 by the
 access
 point
 Timeout 4
 Invalid 5
 PIN

0x0F Mode

None 0
 PBC 1
 PIN 2

2.766 CONF_WPS_BUTTON_ENABLED

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be8	None	no	no
Datatype	Access Level	Description	
Read f_flag	user	Returns if the WPS button is enabled (1) or not (0). Default is enabled.	
Write f_flag	service	Enables or disabled the WPS button. When the button is disabled, pressing the button has no effect.	
CPP6/CPP7/CPP7.3		CPP13	
Available	yes	no	

2.767 CONF_WRITE_XML_TO_VCD

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0baf	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
Write	p_string	iva	Write payload to vcd stream within a XML VCD-tag, data can be refound in VCD layer 0 and VCD layer 14. The reply is a UTC time (first 4 bytes are the seconds since 2000 followed by two bytes residual milliseconds). The payload is limited to 1400 bytes. A very simple xml validation is performed -> tags can only have 31 bytes length and nesting is limited, CDATA is not allowed. Everything before the first xml element and after the last xml element is skipped. Only utf 8 encoding is supported.
CPP6/ CPP7/ CPP7.3		CPP13	
Available	yes	yes	

3 Appendix

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3.1 Sample application in C

This is a sample application to interface the RCP Plus server inside the VideoJet.

This application provides six steps:

- Connecting to the RCP server over TCP port 1756
- Register at the server
- Reading the software version
- Connecting to a second unit
- Disconnect the devices
- Wait for messages

For compiling the source code we suggest Microsoft Visual C++ V5.00. Other compiler should also work fine except the winsock initialization.

Find a sample session logfile below

If you are not supplied with the source file, contact support@vcs.com and request RCPSample.c

RCPSample.c

```
/*  
  
RCPSample.c  
  
Sample RCP Plus Version 3 application  
  
Tested with VJ400 V6.00, VJ1000 V1.0  
  
Compilation tested under Microsoft Visual C++ 5.0  
  
-- make sure wsock32.lib is included in project->settings->linker-  
>Object/Library Modules !!! --  
  
includes a possible output listing at the end of this file  
  
*/  
  
#include <stdio.h>  
#include <winsock.h>  
  
#define RCP_NETWORK_PORT          (1756)  
  
//definable IP addresses for this test  
  
//the VJ for testing the RCP connection - this should be an video  
encoder  
#define REMOTE_VJ_IP              0x0a000001 //is "10.0.0.1"
```

```
//a second VJ with video decoder for testing interconnect via the RCP
'connect to' command
#define DECODER_IP                0x0a000002 //is "10.0.0.2"

//password and length
//this is a just a default password; replace this if a password is set
on the VJ
//if no password ist set, all password will be accepted
#define LOGIN_STRING              "+service:pass+"
#define LOGIN_STRING_LENGTH      14

//some datatypes
typedef unsigned long             DWORD;
typedef unsigned short           WORD;
typedef unsigned char            OCTET;

//structures for the RCP header and commands

//the TPKT header
struct TPKT_header
{
    OCTET    version;
    OCTET    reserved;
    WORD     size;
};

//the RCP header
struct RCPPlus_header
{
    WORD     command;
    OCTET    datatype;
    OCTET    rd_wr      :4, //Note swap these lines on big endian
machines !!
    version  :4; //Note swap these lines on big endian
machines !!
    OCTET    method;
    OCTET    reserved;
    WORD     client_id;
    DWORD    session_id;
    WORD     num;
    WORD     len;
};
```

```
//the fix part of the RCP Register command
struct h_RCP_ClientRegister
{
    OCTET    RegType;
    OCTET    Reserved;
    WORD     ClientID;

    OCTET    PwdEncryption;
    OCTET    PwdLen;
    WORD     NbrOfMessages;

    //followed by
    //WORD    Messages[n];
    //OCTET   Password[nn];
};
```

```
//the replay to the RCP register command
struct h_RCP_ClientRegisterReply
{
    OCTET    Result;
    OCTET    Level;
    WORD     ClientID;
};
```

```
//the RCP 'connect to' command
struct connect_to_header
{
    DWORD    Dest_IP;
    WORD     Reserved1;
    WORD     Flags;

    DWORD    PutChannels;
    DWORD    GetChannels;
};
```

```
//the RCP disconnect reply command
struct discon_prim_reply_header
{
    OCTET    status;
    OCTET    reserved1;
    WORD     reserved2;
    DWORD    remote_host;
};
```

```
int      SendPacket( SOCKET Socket, OCTET *TPKT_hdr, int TPKT_hdr_len,
OCTET *RCP_hdr, int RCP_hdr_len,
                OCTET *Payload, int Payload_len);
int      GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen);
void     view_hex(void *pv, int l);
WORD     Register( SOCKET Socket);
DWORD   GetSoftwareVersion( SOCKET Socket, WORD ClientID);
DWORD   ConnectTo(SOCKET Socket, WORD ClientID, DWORD RemoteIP);
int      Disconnect(SOCKET Socket, WORD ClientID, DWORD SessionID);
```

```
void main(int argc, char* argv[])
{
    WORD          wVersionRequested;    //for initial access
to the winsocks
    WSADATA       wsaData;              //for initial access
to the winsocks
    SOCKET        Socket;               //socket for the TCP
connection
    struct sockaddr_in remote_sin;      //remote address

    WORD          ClientID;             //to be assigned after
RCP registration
    DWORD         SoftwareVersion;     //demo access
    DWORD         SessionID;          //to be assigned after
RCP 'connect to'

    char          RX_Buf[2048];         //buffer for data from
socket
    struct RCPPlus_header *prcp_hdr;   //pointer to access
the RCP header inside a buffer
    int          len;                  //length of a received
packet
    OCTET        *Payload;             //pointer to the
payload section

    //init winsock
    wVersionRequested = MAKEWORD( 2, 2 );
```

```
if ( WSASStartup( wVersionRequested, &wsaData ) != 0 )
{
    printf("Error starting winsock\n");
    exit(0);
}

//create a socket and connect to the RCP server
Socket = socket (AF_INET, SOCK_STREAM, 0);
if (Socket != INVALID_SOCKET)
{
    remote_sin.sin_family      = AF_INET;
    remote_sin.sin_port        = htons (RCP_NETWORK_PORT);
    remote_sin.sin_addr.s_addr = htonl (REMOTE_VJ_IP);

    connect(Socket, (struct sockaddr*)&remote_sin, sizeof(struct
sockaddr));
}
else
{
    exit(0);
}

printf("=====\n");
printf("\n\nTry to register...\n");
Sleep(2000);
ClientID = Register(Socket);
Sleep(3000);

printf("=====\n");
printf("\n\nTry to read out the software version...\n");
Sleep(2000);
SoftwareVersion = GetSoftwareVersion(Socket, ClientID);
printf("Software version %08x\n", SoftwareVersion);
Sleep(3000);

printf("=====\n");
printf("\n\nNow try to connect to a second VJ...\n");
Sleep(2000);
SessionID = ConnectTo(Socket, ClientID, DECODER_IP);
printf("connected with SessionID %08x\n",SessionID);
Sleep(5000);

printf("=====\n");
printf("\n\nEnough for today; close connection...\n");
Sleep(2000);
Disconnect(Socket, ClientID, SessionID);
Sleep(3000);
```

```
printf("=====\n");
printf("\n\nNow waiting for messages...\n");

//waiting for messages
while(1)
{
    len = GetPacket(Socket, RX_Buf, sizeof(RX_Buf));

    //position to RCP header
    prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for valid message
    if(prcp_hdr->method == 0x02)
    {
        printf("Message %04x num %04x type %02x\n"      ,ntohs(prcp_hdr-
>command), ntohs(prcp_hdr->num)
                                                    , prcp_hdr-
>datatype);

        len -= sizeof(struct RCPPlus_header);

        //position to payload section
        Payload = (OCTET *)(RX_Buf + sizeof(struct RCPPlus_header));
        printf("Payload (%d bytes)\n", len);
        view_hex(Payload, len);
    }
}
}
```

```
WORD Register(SOCKET Socket)
{
    struct TPKT_header          tpkt_hdr;           //
the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr; //
the RCP header and a pointer for
                                                    //
access inside an RX buffer
    struct h_RCP_ClientRegister *prcp_reg_hdr;    //
pointer to the RCP registration struct
    struct h_RCP_ClientRegisterReply *rcp_reg_reply_hdr; //
pointer to access the RCP registration
```

```

                                                                    //
reply inside a buffer
    WORD                                NbrOfMessages, n;           //
counts the number of messages in the
                                                                    //
registration command
    WORD                                Messages[]={0xFFC3, 0x01C0}; //
the messages to be registerd
    OCTET                               *Payload , *pw;           //
pointer to access the payload section
    WORD                                PayloadLen, wTPKTsize;     //
length descriptors
    char                                RX_Buf[2048];              //
buffer for data from socket
    WORD                                ClientID;                  //
assigned client IP; to be taken
                                                                    //
from the reply

    //fill out the RCP registration
    PayloadLen = sizeof(struct h_RCP_ClientRegister) + sizeof(Messages)
+ LOGIN_STRING_LENGTH;
    Payload = malloc(PayloadLen);
    if(!Payload)
    {
        return 0;
    }

    //use pw as a write pointer
    pw = Payload;

    //write fix header
    prcp_reg_hdr = (struct h_RCP_ClientRegister*)pw;
    prcp_reg_hdr->RegType          =          0x01;
        //Normal registration
    prcp_reg_hdr->Reserved          =          0;
    prcp_reg_hdr->ClientID          = htons( 0x0000);
        //no ClientID in normal

        //registration
    prcp_reg_hdr->PwdEncryption     =          0x00;
        //Plain text password encrytion
    prcp_reg_hdr->PwdLen            =          LOGIN_STRING_LENGTH;
        //Length of password

        //string (without '\0')
```

```
NbrOfMessages          =          sizeof(Messages) /
sizeof(WORD);
prcp_reg_hdr->NbrOfMessages  = htons( NbrOfMessages);
    //Nbr of messages that follow
pw += sizeof(struct h_RCP_ClientRegister);

//write message array
for(n=0;n<NbrOfMessages;n++)
{
    ((WORD*)pw)[n]          = htons( Messages[n]);
    //fill in message requests
}
pw+=sizeof(Messages);

//write password string
memcpy(pw,                LOGIN_STRING,
LOGIN_STRING_LENGTH); //fill the password string itself

//fill out the RCP header
rcp_hdr.command          = htons( 0xFF00);
    //Command 'RCP register'
rcp_hdr.datatype         =          0x0c;
    //Datatype P_OCTET
rcp_hdr.rd_wr            =          0x1;
    //WRITE
rcp_hdr.version          =          0x3;
    //Version 3
rcp_hdr.method           =          0x00;
    //REQUEST
rcp_hdr.reserved         =          0;
rcp_hdr.client_id        = htons( 0x0000);
    //currently no ClientID available
rcp_hdr.session_id       = htonl( 0x00000000);
    //currently no SessionID available
rcp_hdr.num              = htons( 0x0000);
    //no num parameter needed
rcp_hdr.len              = htons( PayloadLen);
    //length of the payload section

//fill out TPKT
tpkt_hdr.version         = 3;
    //TPKT version 3
tpkt_hdr.reserved        = 0;
wTPKTsize                = PayloadLen + sizeof(rcp_hdr) +
sizeof(tpkt_hdr);
tpkt_hdr.size            = htons( wTPKTsize);
    //overall length
```

```
        //(including TPKT itself)

//send to packet to the network
if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
(OCTET*)&rcp_hdr, sizeof(rcp_hdr),
Payload, PayloadLen))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(struct h_RCP_ClientRegisterReply))
{
    //position to RCP header
    prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
    if(prcp_hdr->method == 0x03)
    {
        OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
        printf("An error was returned code %02x\n",*ErrorCode);
        return 0;
    }

    //position to payload section
    rcp_reg_reply_hdr = (struct h_RCP_ClientRegisterReply *) (RX_Buf
+ sizeof(struct RCPPlus_header));

    //get assigned ClientID
    ClientID = ntohs(rcp_reg_reply_hdr->ClientID);

    printf("Register reply:\n");
    printf("Result:      %02x\n",rcp_reg_reply_hdr->Result);
    printf("Level:       %02x\n",rcp_reg_reply_hdr->Level);
    printf("ClientID    %04x\n",ClientID);
}
else
{
    printf("Register failed\n");
}

return ClientID;
```

}

```
DWORD GetSoftwareVersion(SOCKET Socket, WORD ClientID)
{
    struct TPKT_header          tpkt_hdr;          //the TPKT
header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr; //the RCP
header and a pointer for access
//inside
an RX buffer
    char          RX_Buf[2048]; //buffer
for data from socket
    DWORD        *pDWORD;      //pointer
to the reply payload
    DWORD        version=0;

    //Next task; read out the software version number
    //fill out the RCP header
    rcp_hdr.command          = htons( 0x002F);      //Command
'Software version'
    rcp_hdr.datatype         =          0x08;      //Datatype
T_DWORD
    rcp_hdr.rd_wr            =          0x0;      //READ
    rcp_hdr.version          =          0x3;      //Version
3
    rcp_hdr.method           =          0x00;      //REQUEST
    rcp_hdr.reserved         =          0;
    rcp_hdr.client_id        = htons( ClientID);    //use
clientID from register reply
    rcp_hdr.session_id       = htonl( 0x00000000); //
currently no SessionID available
    rcp_hdr.num              = htons( 0x0000);     //no num
parameter needed
    rcp_hdr.len              = 0;                  //no
payload in READ command
```

```
//fill out TPKT
tpkt_hdr.version          = 3;                               //TPKT
version 3
tpkt_hdr.reserved        = 0;
//overall length(including TPKT itself)
tpkt_hdr.size            = htons( sizeof(rcp_hdr) +
sizeof(tpkt_hdr));

//send to packet to the network
if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
(OCTET*)&rcp_hdr, sizeof(rcp_hdr),
NULL, 0))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(DWORD))
{
    //position to RCP header
    prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
    if(prcp_hdr->method == 0x03)
    {
        OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
        printf("An error was returned code %02x\n",*ErrorCode);
        return 0;;
    }

    //position to payload section
    pDWORD = (DWORD *)(RX_Buf + sizeof(struct RCPPlus_header));

    version = ntohl(*pDWORD);
}
else
{
    printf("failed to read software version\n");
}

return version;
}
```

```
DWORD ConnectTo(SOCKET Socket, WORD ClientID, DWORD RemoteIP)
{
    struct TPKT_header          tpkt_hdr;
    //the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr;
    //the RCP header and a pointer for

    //access inside an RX buffer
    char                        RX_Buf[2048];
    //buffer for data from socket
    struct connect_to_header    rcp_con_hdr,
    *rcp_con_reply_hdr; //the connect command and a pointer

    //for access inside an RX buffer
    DWORD                        sessionID=0;

    //fill out the RCP connect to header
    rcp_con_hdr.Dest_IP          = htonl( RemoteIP);
    //the remote IP address
    rcp_con_hdr.Reserved1       = htons( 0);
    rcp_con_hdr.Flags           = htons( 0);
    //use no flags
    rcp_con_hdr.PutChannels     = htonl( 0x00000001);
    //put video
    rcp_con_hdr.GetChannels     = htonl( 0x00000000);
    //no get channels

    //fill out the RCP header
    rcp_hdr.command             = htons( 0xFFCC);
    //Command 'RCP connect to'
    rcp_hdr.datatype            =          0x0c;
    //Datatype P_OCTET
    rcp_hdr.rd_wr               =          0x1;
    //WRITE
    rcp_hdr.version             =          0x3;
    //Version 3
}
```

```
    rcp_hdr.method          =          0x00;
//REQUEST
    rcp_hdr.reserved        =          0;
    rcp_hdr.client_id       =  htons( ClientID);
//use clientID from register reply
    rcp_hdr.session_id      =  htonl( 0x00000000);
//currently no SessionID available
    rcp_hdr.num             =  htons( 0x0000);
//no num parameter needed
    rcp_hdr.len             =  htons( sizeof(rcp_con_hdr));
//length of the payload section

    //fill out TPKT
    tpkt_hdr.version        =  3;
//TPKT version 3
    tpkt_hdr.reserved       =  0;
//overall length(including TPKT itself)
    tpkt_hdr.size           =  htons( sizeof(rcp_con_hdr) +
sizeof(rcp_hdr) + sizeof(tpkt_hdr));

    //send to packet to the network
    if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                      (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                      (OCTET*)&rcp_con_hdr,
sizeof(rcp_con_hdr)))
    {
        printf("Send packet error\n");
        exit(0);
    }

    //get the reply
    if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(struct connect_to_header))
    {
        //position to RCP header
        prcp_hdr = (struct RCPPlus_header*)RX_Buf;

        //check for error message
        if(prcp_hdr->method == 0x03)
        {
            OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
            printf("An error was returned code %02x\n", *ErrorCode);
            return 0;
        }

        //position to payload section
```

```
    rcp_con_reply_hdr = (struct connect_to_header *) (RX_Buf +
sizeof(struct RCPPlus_header));

    printf("connect to reply:\n");
    printf("Dest IP:      %08x\n",ntohl(rcp_con_reply_hdr-
>Dest_IP));
    printf("PutChannels  %08x\n",ntohl(rcp_con_reply_hdr-
>PutChannels));
    printf("GetChannels  %08x (Note VJ1000 V1.0 may return invaild
data here)\n",ntohl(rcp_con_reply_hdr->GetChannels));

    sessionID = ntohl(prcp_hdr->session_id);
}
else
{
    printf("Connect to failed\n");
}

return sessionID;
}
```

```
int Disconnect(SOCKET Socket, WORD ClientID, DWORD SessionID)
{
    struct TPKT_header          tpkt_hdr;          //the
TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr; //the
RCP header and a pointer for
//
access inside an RX buffer
    char                       RX_Buf[2048];      //
buffer for data from socket
    struct discon_prim_reply_header *rcp_discon_reply_hdr; //the
pointer for access inside
//an RX
buffer

    //Next task; read out the software version number
```

```

    //fill out the RCP header
    rcp_hdr.command          = htons( 0xFF0D);           //
Command 'disconnect'
    rcp_hdr.datatype        =          0x0c;           //
Datatype P_OCTET
    rcp_hdr.rd_wr           =          0x1;           //WRITE
    rcp_hdr.version         =          0x3;           //
Version 3
    rcp_hdr.method          =          0x00;           //
REQUEST
    rcp_hdr.reserved        =          0;
    rcp_hdr.client_id       = htons( ClientID);         //use
clientID from register reply
    rcp_hdr.session_id     = htonl( SessionID);       //use
clientID from connect to reply
    rcp_hdr.num             = htons( 0x0000);         //no
num parameter needed
    rcp_hdr.len             = 0;                      //no
payload needed here

    //fill out TPKT
    tpkt_hdr.version        = 3;                      //TPKT
version 3
    tpkt_hdr.reserved       = 0;
    //overall length(including TPKT itself)
    tpkt_hdr.size           = htons( sizeof(rcp_hdr) +
sizeof(tpkt_hdr));

    //send to packet to the network
    if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,   sizeof(rcp_hdr),
                                NULL,                0))
    {
        printf("Send packet error\n");
        exit(0);
    }

    //get the reply
    if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(struct discon_prim_reply_header))
    {
        //position to RCP header
        prcp_hdr = (struct RCPPlus_header*)RX_Buf;

        //check for valid error message
        if(prcp_hdr->method == 0x03)
        {

```

```
        OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
        printf("An error was returned code %02x\n",*ErrorCode);
        exit(0);
    }

    //position to payload section
    rcp_discon_reply_hdr = (struct discon_prim_reply_header*)(RX_Buf
+ sizeof(struct RCPPlus_header));

    printf("Disconnect reply:\n");
    printf("Status      %02x\n",rcp_discon_reply_hdr->status);
    printf("Remote Host %08x\n",ntohl(rcp_discon_reply_hdr-
>remote_host));
    }
    else
    {
        printf("Disconnect failed\n");
    }

    return 0;
}
```

```
int SendPacket (
    SOCKET Socket,
    OCTET *TPKT_hdr,  int TPKT_hdr_len,
    OCTET *RCP_hdr,  int RCP_hdr_len,
    OCTET *Payload,  int Payload_len
)
{
    int err=0;

    printf("\n");

    //send in 3 parts (this is allowed)

    //send the TPKT header
    err += send(Socket, (char*)TPKT_hdr,  TPKT_hdr_len,  0);
    printf("snd TPKT hdr:\n"); view_hex(TPKT_hdr, TPKT_hdr_len);
}
```

```
//send the RCP header
err += send(Socket, (char*)RCP_hdr, RCP_hdr_len, 0);
printf("snd RCP_hdr:\n"); view_hex(RCP_hdr, RCP_hdr_len);

//send the payload, if one
if(Payload_len)
{
    err += send(Socket, (char*)Payload, Payload_len, 0);
    printf("snd Payload:\n"); view_hex(Payload, Payload_len);
}

printf("\n");

//have all bytes been sent ?
if (err != TPKT_hdr_len + RCP_hdr_len + Payload_len )
{
    return -1;
}
return 0;
}
```

```
int GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen)
{
    int len, wait_bytes;
    struct TPKT_header *ptpkt_hdr;

    printf("\n");

    if(RX_BufMaxLen < sizeof(struct TPKT_header))
    {
        return -1;
    }

    //wait for reply

    //wait for the TPKT header to be arrived completely
    do
```

```
{
    //just check; do not empty TCP buffer
    len = recv(Socket, RX_Buf, sizeof(struct TPKT_header),
MSG_PEEK);
    } while(len != sizeof(struct TPKT_header));
    //all bytes arrived - empty TCP buffer
    recv(Socket, RX_Buf, sizeof(struct TPKT_header), 0);

    printf("rcv TPKT hdr:\n"); view_hex(RX_Buf, len);

    //Now the length of the entire RCP packet can be determined
    ptpkt_hdr = (struct TPKT_header*)RX_Buf;
    wait_bytes = ntohs(ptpkt_hdr->size) - sizeof(struct TPKT_header);

    if(RX_BufMaxLen < wait_bytes)
    {
        return -1;
    }

    do
    {
        //just check; do not empty TCP buffer
        len = recv(Socket, RX_Buf, wait_bytes, MSG_PEEK);
    } while(len != wait_bytes);
    //all bytes arrived - empty TCP buffer
    recv(Socket, RX_Buf, wait_bytes, 0);

    printf("rcv Payload:\n"); view_hex(RX_Buf, len);
    printf("\n");

    return wait_bytes;
}
```

```
void view_hex(void *pv, int l)
{
    //improved display of hex strings
    OCTET *p = (OCTET *)pv;
```

```
int i;

for (i=0;i<l;i++)
{
    if(!(i%16) && i) printf("\n");

    printf("%02x ",p[i]);
}
printf("\n");
}

/*

//Possible output when running this test program

(<<-- Note: xxxxx...xxx are additional comments)

=====

Try to register...

snd TPKT hdr:
03 00 00 2e
snd RCP hdr:
ff 00 0c 31 00 00 00 00 00 00 00 00 00 00 00 1a
snd Payload:
01 00 00 00 00 0e 00 02 ff c3 01 c0 2b 73 65 72
76 69 63 65 3a 70 61 73 73 2b

rcv TPKT hdr:
03 00 00 18
rcv Payload:
ff 00 0c 31 01 00 00 77 00 00 00 00 00 00 00 04
01 02 00 77

Register reply:
Result:    01
Level:    02
```

```
ClientID      0077 <!-- Note: this may vary
=====
```

Try to read out the software version...

```
snd TPKT hdr:
03 00 00 14
snd RCP hdr:
00 2f 08 30 00 00 00 77 00 00 00 00 00 00 00
```

```
rcv TPKT hdr:
03 00 00 18
rcv Payload:
00 2f 08 30 01 00 00 77 00 00 00 00 00 00 04
11 00 06 00
```

```
Software version 11000600
=====
```

Now try to connect to a second VJ...

```
snd TPKT hdr:
03 00 00 24
snd RCP hdr:
ff cc 0c 31 00 00 00 77 00 00 00 00 00 00 10
snd Payload:
0a 00 00 02 00 00 00 00 00 00 01 00 00 00 00
```

```
rcv TPKT hdr:
03 00 00 24
rcv Payload:
ff cc 0c 31 01 00 00 77 c8 28 00 26 00 00 10
0a 00 00 02 00 00 00 00 00 00 01 00 00 00 00
```

```
connect to reply:
Dest IP:      0a000002
PutChannels   00000001
GetChannels   00000000 (Note VJ1000 V1.0 may return invaild data here)
connected with SessionID c8280026 <!-- Note: this may vary
=====
```

Enough for today; close connection...

```
snd TPKT hdr:
03 00 00 14
snd RCP hdr:
ff 0d 0c 31 00 00 00 77 c8 28 00 26 00 00 00 00
```

```
rcv TPKT hdr:
03 00 00 1c
rcv Payload:
ff 0d 0c 31 01 00 00 77 c8 28 00 26 00 00 00 08
01 00 ca e4 0a 00 00 02
```

```
Disconnect reply:
Status      01
Remote Host 0a000002
=====
```

<<-- Note: these messages will only be received if an input event on the VJ takes place

Now waiting for messages...

```
rcv TPKT hdr:
03 00 00 15
rcv Payload:
01 c0 00 30 02 00 00 77 00 00 00 00 00 01 00 01
00
```

```
Message 01c0 num 0001 type 00
Payload (1 bytes)
00
```

```
rcv TPKT hdr:
03 00 00 15
rcv Payload:
01 c0 00 30 02 0b 00 77 00 00 00 00 00 01 00 01
01
```

```
Message 01c0 num 0001 type 00
Payload (1 bytes)
01
```

```
rcv TPKT hdr:
03 00 00 15
rcv Payload:
01 c0 00 30 02 00 00 77 00 00 00 00 00 01 00 01
00
```

```
Message 01c0 num 0001 type 00  
Payload (1 bytes)  
00
```

```
rcv TPKT hdr:  
03 00 00 15  
rcv Payload:  
01 c0 00 30 02 00 00 77 00 00 00 00 01 00 01  
01
```

```
Message 01c0 num 0001 type 00  
Payload (1 bytes)  
01
```

```
*/
```

3.2 Sample code for connecting to a VideoJet using the UDP protocol

This is a sample application to interface the RCP Plus server inside the VideoJet.

This application provides six steps:

- Connecting to the RCP server over TCP port 1756
- Register at the server
- Open a UDP socket for receiving video data
- Send a connect primitive
- Receives video data
- Send keep-alives to the VideoJet

For compiling the source code we suggest Microsoft Visual C++ V5.00. Other compiler should also work fine except the winsock initialization.

If you are not supplied with the source file, contact support@vcs.com and request RCPConnect_UDP.c

RCPConnect_UDP.c

```
/*  
  
RCPConnect_UDP.c  
  
Sample RCP Plus Version 3 application  
  
Tested with VJ400 V6.00, VJ1000 V1.0  
  
Compilation tested under Microsoft Visual C++ 5.0  
  
-- make sure wsock32.lib is included in project->settings->linker->  
>Object/Library Modules !!! --  
  
includes a possible output listing at the end of this file  
  
*/  
  
#include <stdio.h>  
#include <winsock.h>  
  
#define RCP_NETWORK_PORT          (1756)  
  
//definable IP addresses for this test  
  
//the VJ for testing the RCP connection - this should be an video  
encoder
```

```
#define REMOTE_VJ_IP                0x0a000001 //is "10.0.0.1"

//password and length
//this is a just a default password; replace this if a password is set
  on the VJ
//if no password ist set, all password will be accepted
#define LOGIN_STRING                "+service:pass+"
#define LOGIN_STRING_LENGTH         14

//port for UDP video receiving; this could also be a dynamically
  assignd port from the stack
//see socket binding
#define VIDEO_RX_PORT               1234

//some datatypes
typedef unsigned long                DWORD;
typedef unsigned short              WORD;
typedef unsigned char               OCTET;

//structures for the RCP header and commands

//the TPKT header
struct TPKT_header
{
    OCTET    version;
    OCTET    reserved;
    WORD     size;
};

//the RCP header
struct RCPPlus_header
{
    WORD     command;
    OCTET    datatype;
    OCTET    rd_wr      :4, //Note swap these lines on big endian
machines !!
    version  :4; //Note swap these lines on big endian
machines !!
    OCTET    method;
    OCTET    reserved;
    WORD     client_id;
```

```
    DWORD    session_id;
    WORD     num;
    WORD     len;
};

//the fix part of the RCP Register command
struct h_RCP_ClientRegister
{
    OCTET    RegType;
    OCTET    Reserved;
    WORD     ClientID;

    OCTET    PwdEncryption;
    OCTET    PwdLen;
    WORD     NbrOfMessages;

    //followed by
    //WORD    Messages[n];
    //OCTET   Password[nn];
};

//the replay to the RCP register command
struct h_RCP_ClientRegisterReply
{
    OCTET    Result;
    OCTET    Level;
    WORD     ClientID;
};

//structures and defines for requesting video
struct con_prim_header
{
    OCTET    method;
    OCTET    media;
    OCTET    status;
    OCTET    reverse_login;
    DWORD    reserved2;
};

#define METHOD_GET                0x00
#define METHOD_PUT                0x01

#define MEDIA_CHANNEL_VIDEO      0x01
#define MEDIA_CHANNEL_AUDIO      0x02
```

```

#define MEDIA_CHANNEL_DATA          0x03

#define CODING_MPEG4                0x0004
#define CODING_MPEG2                0x0008
#define CODING_META                 0x0010

#define RESOLUTION_QCIF             0x0001
#define RESOLUTION_CIF              0x0002
#define RESOLUTION_2CIF             0x0004
#define RESOLUTION_4CIF             0x0008
#define RESOLUTION_CUSTOM           0x0010

#define MEP_RTP                     0x01
#define MEP_TCP_OUTBAND              0x04

struct media_desc_video
{
    OCTET    media_encapsulation;
    OCTET    flags;
    WORD     media_port;
    DWORD    media_host;

    OCTET    coder;
    OCTET    line;
    WORD     media_ctrl_port;
    DWORD    media_ctrl_host;

    WORD     coding;
    WORD     resolution;
    WORD     reserved6;
    WORD     bandwidth;
};

int      SendPacket( SOCKET Socket, OCTET *TPKT_hdr, int TPKT_hdr_len,
    OCTET *RCP_hdr, int RCP_hdr_len,
    OCTET *Payload, int Payload_len);
int      GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen);
void     view_hex(void *pv, int l);
WORD     Register( SOCKET Socket);
DWORD    SendConnectPrimitive(SOCKET Socket, WORD ClientID, WORD
    local_UDP_Port);
int      SendConnectionKeepAlive(SOCKET Socket, WORD ClientID, DWORD
    SessionID);
int      Disconnect(SOCKET Socket, WORD ClientID, DWORD SessionID);

```

```

void main(int argc, char* argv[])
{
    WORD                wVersionRequested;    //for initial access
to the winsocks
    WSADATA             wsaData;             //for initial access
to the winsocks
    SOCKET              Socket;              //socket for the TCP
connection
    struct sockaddr_in  remote_sin;          //remote address

    WORD                ClientID;            //to be assgined after
RCP registration
    DWORD               SessionID;          //to be assgined after
RCP 'connect to'

    char                RX_Buf[2048];        //buffer for data from
socket
    int                 len;                 //length of a received
packet
    DWORD               cnt=0;               //used for a simple
timeout mechanism
    unsigned long int   nNoBlock=1;         //for setting sockets
to non-blocking
    struct sockaddr_in  stFrom;              //binding structure
for UDP rx socket
    SOCKET              VideoDataSocket;    //the video receivinbg
socket

    //init winsock
    wVersionRequested = MAKEWORD( 2, 2 );
    if ( WSStartup( wVersionRequested, &wsaData ) != 0 )
    {
        printf("Error starting winsock\n");
        exit(0);
    }
}

```

```

//create a socket and connect to the RCP server
Socket = socket (AF_INET, SOCK_STREAM, 0);
if (Socket != INVALID_SOCKET)
{
    remote_sin.sin_family      = AF_INET;
    remote_sin.sin_port       = htons (RCP_NETWORK_PORT);
    remote_sin.sin_addr.s_addr = htonl (REMOTE_VJ_IP);

    connect(Socket, (struct sockaddr*)&remote_sin, sizeof(struct
sockaddr));
}
else
{
    exit(0);
}

printf("=====\n");
printf("\n\nTry to register...\n");
Sleep(2000);
ClientID = Register(Socket);
Sleep(3000);

printf("=====\n");
printf("\n\nOpen UDP socket for receiving video data...\n");

//open a UDP port for receiving the video data
VideoDataSocket = socket(AF_INET,SOCK_DGRAM,0);
if (VideoDataSocket == SOCKET_ERROR)
{
    exit(0);
}

// Bind a receive port to the socket
stFrom.sin_family      = AF_INET;
stFrom.sin_port       = htons(VIDEO_RX_PORT);
stFrom.sin_addr.s_addr = htonl(INADDR_ANY);
if (SOCKET_ERROR == bind (VideoDataSocket, (struct sockaddr *)
(&stFrom), sizeof (stFrom)))
{
    exit(0);
}

//make UDP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(VideoDataSocket, FIONBIO,
&nNoBlock))

```

```
{
    exit(0);
}

SessionID = SendConnectPrimitive(Socket, ClientID, VIDEO_RX_PORT);

//make RCP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(Socket, FIONBIO, &nNoBlock))
{
    exit(0);
}

while(1)
{
    cnt++;

    //a very, very simple timeout mechanism; a timeout retrigger
    should be sent every 2-5 seconds
    if(!(cnt%100000))
    {
        SendConnectionKeepAlive(Socket, ClientID, SessionID);
    }

    GetPacket(Socket, RX_Buf, sizeof(RX_Buf));
    //don't check responses for the keep-alive at the moment;

    //receive the video data
    len = recvfrom(VideoDataSocket, RX_Buf, sizeof(RX_Buf), 0, NULL,
NULL);
    if(len > 0)
    {
        printf("rx %d\n", len);
    }

    Sleep(1);
}
}
```

```

WORD Register(SOCKET Socket)
{
    struct TPKT_header          tpkt_hdr;          //
the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr; //
the RCP header and a pointer for
                                                                    //
access inside an RX buffer
    struct h_RCP_ClientRegister *prcp_reg_hdr;    //
pointer to the RCP registration struct
    struct h_RCP_ClientRegisterReply *rcp_reg_reply_hdr; //
pointer to access the RCP registration
                                                                    //
reply inside a buffer
    WORD          NbrOfMessages, n;             //
counts the number of messages in the
                                                                    //
registration command
    WORD          Messages[]={0xFFC3, 0x01C0};  //
the messages to be registerd
    OCTET         *Payload , *pw;              //
pointer to access the payload section
    WORD          PayloadLen, wTPKTsize;       //
length descriptors
    char          RX_Buf[2048];                //
buffer for data from socket
    WORD          ClientID;                     //
assigned client IP; to be taken
                                                                    //
from the reply

    //fill out the RCP registration
    PayloadLen = sizeof(struct h_RCP_ClientRegister) + sizeof(Messages)
+ LOGIN_STRING_LENGTH;
    Payload = malloc(PayloadLen);
    if(!Payload)
    {
        return 0;
    }
}

```

```

//use pw as a write pointer
pw = Payload;

//write fix header
prcp_reg_hdr = (struct h_RCP_ClientRegister*)pw;
prcp_reg_hdr->RegType          =          0x01;
    //Normal registration
prcp_reg_hdr->Reserved         =          0;
prcp_reg_hdr->ClientID         = htons( 0x0000);
    //no ClientID in normal

    //registration
prcp_reg_hdr->PwdEncryption    =          0x00;
    //Plain text password encryption
prcp_reg_hdr->PwdLen           =          LOGIN_STRING_LENGTH;
    //Length of password

    //string (without '\0')
NbrOfMessages                  =          sizeof(Messages) /
sizeof(WORD);
prcp_reg_hdr->NbrOfMessages    = htons( NbrOfMessages);
    //Nbr of messages that follow
pw += sizeof(struct h_RCP_ClientRegister);

//write message array
for(n=0;n<NbrOfMessages;n++)
{
    ((WORD*)pw)[n]             = htons( Messages[n]);
    //fill in message requests
}
pw+=sizeof(Messages);

//write password string
memcpy(pw,                      LOGIN_STRING,
LOGIN_STRING_LENGTH); //fill the password string itself

//fill out the RCP header
rcp_hdr.command                 = htons( 0xFF00);
    //Command 'RCP register'
rcp_hdr.datatype                =          0x0c;
    //Datatype P_OCTET
rcp_hdr.rd_wr                   =          0x1;
    //WRITE
rcp_hdr.version                 =          0x3;
    //Version 3

```

```

rcp_hdr.method          =          0x00;
    //REQUEST
rcp_hdr.reserved        =          0;
rcp_hdr.client_id       =  htons( 0x0000);
    //currently no ClientID available
rcp_hdr.session_id      =  htonl( 0x00000000);
    //currently no SessionID available
rcp_hdr.num             =  htons( 0x0000);
    //no num parameter needed
rcp_hdr.len             =  htons( PayloadLen);
    //length of the payload section

//fill out TPKT
tpkt_hdr.version        =  3;
    //TPKT version 3
tpkt_hdr.reserved       =  0;
wTPKTsize               =  PayloadLen + sizeof(rcp_hdr) +
sizeof(tpkt_hdr);
tpkt_hdr.size           =  htons( wTPKTsize);
    //overall length

    //(including TPKT itself)

//send to packet to the network
if( -1 == SendPacket(Socket,  (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,  sizeof(rcp_hdr),
                                Payload,           PayloadLen))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(struct h_RCP_ClientRegisterReply))
{
    //position to RCP header
prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
if(prcp_hdr->method == 0x03)
{
    OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
    printf("An error was returned code %02x\n", *ErrorCode);
    return 0;
}
}

```

```

    }

    //position to payload section
    rcp_reg_reply_hdr = (struct h_RCP_ClientRegisterReply *) (RX_Buf
+ sizeof(struct RCPPlus_header));

    //get assigned ClientID
    ClientID = ntohs(rcp_reg_reply_hdr->ClientID);

    printf("Register reply:\n");
    printf("Result:      %02x\n", rcp_reg_reply_hdr->Result);
    printf("Level:       %02x\n", rcp_reg_reply_hdr->Level);
    printf("ClientID    %04x\n", ClientID);
}
else
{
    printf("Register failed\n");
}

return ClientID;
}

```

```

DWORD SendConnectPrimitive(SOCKET Socket, WORD ClientID, WORD
local_UDP_Port)
{
    struct TPKT_header          tpkt_hdr;
    //the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr;
    //the RCP header and a pointer for

    //access inside an RX buffer
    char                        TX_Buf[256], RX_Buf[2048], *po;
        //buffer for data from socket
    struct con_prim_header      *h_req;
    struct media_desc_video     *md_video;
    WORD                         payload_len;

    DWORD                        sessionID=0;

```

```

po = TX_Buf;

h_req = (struct con_prim_header*)po;

//fill out the RCP connect primitive
h_req->method          = METHOD_GET;
h_req->media           = MEDIA_CHANNEL_VIDEO;
h_req->reverse_login   = FALSE;
po += sizeof(struct con_prim_header);

md_video = (struct media_desc_video*)po;
md_video->media_encapsulation = MEP_RTP;
md_video->media_port        = htons( local_UDP_Port );
md_video->media_host        = htonl( 0 ); //transmitter shall
take the destination address from the received packet
md_video->media_ctrl_port   = htons( 0 );
md_video->media_ctrl_host   = htonl( 0 );
md_video->coding            = htons( CODING_MPEG4 );
md_video->resolution       = htons( RESOLUTION_CIF );
md_video->bandwidth        = htons( 1000 );
md_video->coder            = 0;
md_video->line             = 1;
md_video->flags            = 0;
po += sizeof(struct media_desc_video);
payload_len = (WORD)(po - TX_Buf);

//fill out the RCP header
rcp_hdr.command        = htons( 0xFF0C);
//Command 'RCP connect primitive'
rcp_hdr.datatype       = 0x0c;
//Datatype P_OCTET
rcp_hdr.rd_wr         = 0x1;
//WRITE
rcp_hdr.version       = 0x3;
//Version 3
rcp_hdr.method        = 0x00;
//REQUEST
rcp_hdr.reserved      = 0;
rcp_hdr.client_id     = htons( ClientID);
//use clientID from register reply
rcp_hdr.session_id    = htonl( 0x00000000);
//currently no SessionID available
rcp_hdr.num           = htons( 0x0000);
//no num parameter needed

```

```

    rcp_hdr.len                = htons( payload_len);
//length of the payload section

//fill out TPKT
tpkt_hdr.version             = 3;
//TPKT version 3
tpkt_hdr.reserved           = 0;
//overall length(including TPKT itself)
tpkt_hdr.size                = htons( (WORD)(payload_len +
sizeof(rcp_hdr) + sizeof(tpkt_hdr)));

//send to packet to the network
if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                TX_Buf,  payload_len))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == (int)
(sizeof(struct RCPPlus_header) + (payload_len)))
{
    //position to RCP header
    prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
    if(prcp_hdr->method == 0x03)
    {
        OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
        printf("An error was returned code %02x\n",*ErrorCode);
        return 0;
    }

    sessionID = ntohl(prcp_hdr->session_id);
}
else
{
    printf("Connect to failed\n");
}

return sessionID;
}

```

```

int SendConnectionKeepAlive(SOCKET Socket, WORD ClientID, DWORD
  SessionID)
{
  struct TPKT_header          tpkt_hdr;          //the TPKT
  header
  struct RCPPlus_header      rcp_hdr;          //the RCP
  header
  //inside
  an RX buffer

  //fill out the RCP header
  rcp_hdr.command            = htons( 0xFFC2);    //Command
  'Retrigger'
  rcp_hdr.datatype          = 0x08;            //Datatype
  T_DWORD
  rcp_hdr.rd_wr             = 0x0;            //READ
  rcp_hdr.version          = 0x3;            //Version
  3
  rcp_hdr.method           = 0x00;          //REQUEST
  rcp_hdr.reserved         = 0;
  rcp_hdr.client_id        = htons( ClientID); //use
  ClientID from register reply
  rcp_hdr.session_id       = htonl( SessionID);
  rcp_hdr.num              = htons( 0x0000); //no num
  parameter needed
  rcp_hdr.len              = 0;            //no
  payload in READ command

  //fill out TPKT
  tpkt_hdr.version         = 3;            //TPKT
  version 3
  tpkt_hdr.reserved        = 0;
  //overall length(including TPKT itself)
  tpkt_hdr.size           = htons( sizeof(rcp_hdr) +
  sizeof(tpkt_hdr));

  //send to packet to the network
  if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
  sizeof(tpkt_hdr),
  (OCTET*)&rcp_hdr, sizeof(rcp_hdr),
  NULL, 0))
  {
    printf("Send packet error\n");
    exit(0);
  }
}

```

```
    return 0;
}

int SendPacket (
    SOCKET Socket,
    OCTET *TPKT_hdr,   int TPKT_hdr_len,
    OCTET *RCP_hdr,   int RCP_hdr_len,
    OCTET *Payload,   int Payload_len
)
{
    int err=0;

    printf("\n");

    //send in 3 parts (this is allowed)

    //send the TPKT header
    err += send(Socket, (char*)TPKT_hdr,   TPKT_hdr_len,   0);
    printf("snd TPKT hdr:\n"); view_hex(TPKT_hdr, TPKT_hdr_len);

    //send the RCP header
    err += send(Socket, (char*)RCP_hdr,   RCP_hdr_len,   0);
    printf("snd RCP hdr:\n"); view_hex(RCP_hdr, RCP_hdr_len);

    //send the payload, if one
    if(Payload_len)
    {
        err += send(Socket, (char*)Payload,   Payload_len,   0);
        printf("snd Payload:\n"); view_hex(Payload, Payload_len);
    }

    printf("\n");

    //have all bytes been sent ?
    if (err != TPKT_hdr_len + RCP_hdr_len + Payload_len )
    {
        return -1;
    }
    return 0;
}
```

```
int GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen)
{
    int len, wait_bytes;
    struct TPKT_header          *ptpkt_hdr;

    if(RX_BufMaxLen < sizeof(struct TPKT_header))
    {
        return -1;
    }

    //wait for reply

    //wait for the TPKT header to be arrived completely
    do
    {
        //just check; do not empty TCP buffer
        len = recv(Socket, RX_Buf, sizeof(struct TPKT_header),
MSG_PEEK);

        if(len == SOCKET_ERROR)
        {
            //nothing to do
            return -1;
        }

    } while(len != sizeof(struct TPKT_header));
    //all bytes arrived - empty TCP buffer
    recv(Socket, RX_Buf, sizeof(struct TPKT_header), 0);

    printf("rcv TPKT hdr:\n"); view_hex(RX_Buf, len);

    //Now the length of the entire RCP packet can be determined
    ptpkt_hdr = (struct TPKT_header*)RX_Buf;
    wait_bytes = ntohs(ptpkt_hdr->size) - sizeof(struct TPKT_header);

    if(RX_BufMaxLen < wait_bytes)
    {
```

```
        return -1;
    }

do
{
    //just check; do not empty TCP buffer
    len = recv(Socket, RX_Buf, wait_bytes, MSG_PEEK);
} while(len != wait_bytes);
//all bytes arrived - empty TCP buffer
recv(Socket, RX_Buf, wait_bytes, 0);

printf("rcv Payload:\n"); view_hex(RX_Buf, len);
printf("\n");

return wait_bytes;
}
```

```
void view_hex(void *pv, int l)
{
    //improved display of hex strings
    OCTET *p = (OCTET *)pv;

    int i;

    for (i=0;i<l;i++)
    {
        if(!(i%16) && i) printf("\n");

        printf("%02x ",p[i]);
    }
    printf("\n");
}
```

3.3 Sample code for connecting to a VideoJet using the TCP protocol

This is a sample application to interface the RCP Plus server inside the VideoJet.

This application provides eight steps:

- Connecting to the RCP server over TCP port 80
- Pass over socket control to the RCP server
- Register at the server
- Send a connect primitive
- Open a TCP socket for receiving video data
- Pass over socket control to the RCP server
- Receives video data
- Send keep-alives to the VideoJet

For compiling the source code we suggest Microsoft Visual C++ V5.00. Other compiler should also work fine except the winsock initialization.

If you are not supplied with the source file, contact support@vcs.com and request request RCPConnect_TCP.c

RCPConnect_TCP.c

```

/*
RCPConnect_TCP80.c

Sample RCP Plus Version 3 application

Tested with VJ400 V6.00, VJ1000 V1.0

Compilation tested under Microsoft Visual C++ 5.0

-- make sure wsock32.lib is included in project->settings->linker-
>Object/Library Modules !!! --

includes a possible output listing at the end of this file
*/

#include <stdio.h>
#include <winsock.h>

#define RCP_NETWORK_PORT          (80) //the HTTP port

//definable IP addresses for this test

```

```
//the VJ for testing the RCP connection - this should be an video
encoder
#define REMOTE_VJ_IP                0x0a000001 //is "10.0.0.1"

//password and length
//this is a just a default password; replace this if a password is set
on the VJ
//if no password ist set, all password will be accepted
#define LOGIN_STRING                "+service:pass+"
#define LOGIN_STRING_LENGTH        14

//some datatypes
typedef unsigned long                DWORD;
typedef unsigned short              WORD;
typedef unsigned char               OCTET;

//structures for the RCP header and commands

//the TPKT header
struct TPKT_header
{
    OCTET    version;
    OCTET    reserved;
    WORD     size;
};

//the RCP header
struct RCPPlus_header
{
    WORD     command;
    OCTET    datatype;
    OCTET    rd_wr      :4, //Note swap these lines on big endian
machines !!
    version  :4; //Note swap these lines on big endian
machines !!
    OCTET    method;
    OCTET    reserved;
    WORD     client_id;
    DWORD    session_id;
```

```
    WORD    num;
    WORD    len;
};

//the fix part of the RCP Register command
struct h_RCP_ClientRegister
{
    OCTET    RegType;
    OCTET    Reserved;
    WORD     ClientID;

    OCTET    PwdEncryption;
    OCTET    PwdLen;
    WORD     NbrOfMessages;

    //followed by
    //WORD    Messages[n];
    //OCTET   Password[nn];
};

//the replay to the RCP register command
struct h_RCP_ClientRegisterReply
{
    OCTET    Result;
    OCTET    Level;
    WORD     ClientID;
};

//structures and defines for requesting video
struct con_prim_header
{
    OCTET    method;
    OCTET    media;
    OCTET    status;
    OCTET    reverse_login;
    DWORD    reserved2;
};

#define METHOD_GET                0x00
#define METHOD_PUT                0x01

#define MEDIA_DIRECTION_TX       0x00
#define MEDIA_DIRECTION_RX       0x01
```

```

#define MEDIA_CHANNEL_VIDEO      0x01
#define MEDIA_CHANNEL_AUDIO      0x02
#define MEDIA_CHANNEL_DATA       0x03

#define CODING_MPEG4              0x0004
#define CODING_MPEG2              0x0008

#define RESOLUTION_QCIF          0x0001
#define RESOLUTION_CIF           0x0002
#define RESOLUTION_2CIF          0x0004
#define RESOLUTION_4CIF          0x0008
#define RESOLUTION_CUSTOM        0x0010

#define MEP_RTP                   0x01
#define MEP_TCP_OUTBAND           0x04

```

```

struct media_desc_video
{
    OCTET    media_encapsulation;
    OCTET    flags;
    WORD     media_port;
    DWORD    media_host;

    OCTET    coder;
    OCTET    line;
    WORD     media_ctrl_port;
    DWORD    media_ctrl_host;

    WORD     coding;
    WORD     resolution;
    WORD     reserved6;
    WORD     bandwidth;
};

```

```

int      SendPacket( SOCKET Socket, OCTET *TPKT_hdr, int TPKT_hdr_len,
                   OCTET *RCP_hdr, int RCP_hdr_len,
                   OCTET *Payload, int Payload_len);
int      GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen, int
                  doprint);
void     view_hex(void *pv, int l);
WORD     Register(   SOCKET Socket);
DWORD    SendConnectPrimitive(SOCKET Socket, WORD ClientID);

```

```

int      SendConnectionKeepAlive(SOCKET Socket, WORD ClientID, DWORD
    SessionID);
int      Disconnect(SOCKET Socket, WORD ClientID, DWORD SessionID);

void main(int argc, char* argv[])
{
    WORD          wVersionRequested;    //for initial access
to the winsocks
    WSADATA       wsaData;             //for initial access
to the winsocks
    SOCKET        Socket;              //socket for the TCP
connection
    struct sockaddr_in  remote_sin;    //remote address

    WORD          ClientID;            //to be assigned after
RCP registration
    DWORD         SessionID;          //to be assigned after
RCP 'connect to'

    char          RX_Buf[2048];        //buffer for data from
socket
    int           len;                 //length of a received
packet
    DWORD         cnt=0;               //used for a simple
timeout mechanism
    unsigned long int  nNoBlock=1;    //for setting sockets
to non-blocking
    SOCKET        VideoDataSocket;    //the video receivinbg
socket

    OCTET         PassOverToRCP[] = "GET /rcp_tunnel
HTTP1.0\r\n\r\n";
    OCTET         PassVideoDataSocketToRCP[128];
    int           bufsize = 128 * 1024;

    //init winsock

```

```

wVersionRequested = MAKEWORD( 2, 2 );
if ( WSASStartup( wVersionRequested, &wsaData ) != 0 )
{
    printf("Error starting winsock\n");
    exit(0);
}

//create a socket and connect to the RCP server
Socket = socket (AF_INET, SOCK_STREAM, 0);
if (Socket != INVALID_SOCKET)
{
    remote_sin.sin_family      = AF_INET;
    remote_sin.sin_port       = htons (RCP_NETWORK_PORT);
    remote_sin.sin_addr.s_addr = htonl (REMOTE_VJ_IP);

    connect(Socket, (struct sockaddr*)&remote_sin, sizeof(struct
sockaddr));
}
else
{
    exit(0);
}

//the connect of the the socket goes to the HTTP server on the
VideoJet
//advise the HTTP server to pass the socket internally to the RCP
server

send(Socket, PassOverToRCP, strlen(PassOverToRCP), 0);

printf("=====\n");
printf("\n\nTry to register...\n");
Sleep(2000);
ClientID = Register(Socket);
Sleep(3000);

printf("=====\n");
printf("\n\nSend connect primitive...\n");

SessionID = SendConnectPrimitive(Socket, ClientID);

//make RCP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(Socket, FIONBIO, &nNoBlock))

```

```
{
    exit(0);
}

printf("=====\n");
printf("\n\nOpen TCP socket for receiving video data...\n");

//open a TCP port for receiving the video data
VideoDataSocket = socket(AF_INET,SOCK_STREAM,0);
if (VideoDataSocket != INVALID_SOCKET)
{
    remote_sin.sin_family      = AF_INET;
    remote_sin.sin_port       = htons (RCP_NETWORK_PORT);
    remote_sin.sin_addr.s_addr = htonl (REMOTE_VJ_IP);

    connect(VideoDataSocket, (struct sockaddr*)&remote_sin,
sizeof(struct sockaddr));
}
else
{
    exit(0);
}

if (SOCKET_ERROR == setsockopt(VideoDataSocket, SOL_SOCKET,
SO_RCVBUF, (char *)&buffsize, sizeof(buffsize)))
{
    exit(0);
}

//the connect of the the socket goes to the HTTP server on the
VideoJet
//advise the HTTP server to pass the socket internally to the RCP
server
//signal that this is a video receive socket to the corresponding
session ID

sprintf(PassVideoDataSocketToRCP, "GET /media_tunnel/%08lx/
%02x/%02x HTTP 1.0\r\n\r\n", SessionID, MEDIA_CHANNEL_VIDEO,
MEDIA_DIRECTION_RX);

if ((int)strlen(PassVideoDataSocketToRCP) != send(VideoDataSocket,
PassVideoDataSocketToRCP, strlen(PassVideoDataSocketToRCP), 0))
{
    exit(0);
}
```

```
//make TCP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(VideoDataSocket, FIONBIO,
&nNoBlock))
{
    exit(0);
}

while(1)
{
    cnt++;

    //a very, very simple timeout mechanism; a timeout retrigger
should be sent every 2-5 seconds
    if(!(cnt%100000))
    {
        SendConnectionKeepAlive(Socket, ClientID, SessionID);
    }

    GetPacket(Socket, RX_Buf, sizeof(RX_Buf), TRUE);
    //don't check responses for the keep-alive at the moment;

    //receive the video data
    len = GetPacket(VideoDataSocket, RX_Buf, sizeof(RX_Buf), FALSE);
    if(len > 0)
    {
        printf("rx %d\n",len);
    }

    Sleep(1);
}
}
```

```

WORD Register(SOCKET Socket)
{
    struct TPKT_header          tpkt_hdr;          //
the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr; //
the RCP header and a pointer for
//
access inside an RX buffer
    struct h_RCP_ClientRegister *prcp_reg_hdr;    //
pointer to the RCP registration struct
    struct h_RCP_ClientRegisterReply *rcp_reg_reply_hdr; //
pointer to access the RCP registration
//
reply inside a buffer
    WORD          NbrOfMessages, n;             //
counts the number of messages in the
//
regitration command
    WORD          Messages[]={0xFFC3, 0x01C0}; //
the messages to be registerd
    OCTET        *Payload , *pw;              //
pointer to access the payload section
    WORD          PayloadLen, wTPKTsize;      //
length descriptors
    char          RX_Buf[2048];              //
buffer for data from socket
    WORD          ClientID;                  //
assigned client IP; to be taken
//
from the reply

    //fill out the RCP registration
    PayloadLen = sizeof(struct h_RCP_ClientRegister) + sizeof(Messages)
+ LOGIN_STRING_LENGTH;
    Payload = malloc(PayloadLen);
    if(!Payload)
    {
        return 0;
    }

    //use pw as a write pointer
    pw = Payload;

    //write fix header
    prcp_reg_hdr = (struct h_RCP_ClientRegister*)pw;
    prcp_reg_hdr->RegType          =          0x01;
        //Normal registration

```

```

prcp_reg_hdr->Reserved          =          0;
prcp_reg_hdr->ClientID          = htons( 0x0000);
    //no ClientID in normal

    //registration
prcp_reg_hdr->PwdEncryption      =          0x00;
    //Plain text password encryption
prcp_reg_hdr->PwdLen             =          LOGIN_STRING_LENGTH;
    //Length of password

    //string (without '\0')
NbrOfMessages                   =          sizeof(Messages) /
sizeof(WORD);
prcp_reg_hdr->NbrOfMessages      = htons( NbrOfMessages);
    //Nbr of messages that follow
pw += sizeof(struct h_RCP_ClientRegister);

//write message array
for(n=0;n<NbrOfMessages;n++)
{
    ((WORD*)pw)[n]               = htons( Messages[n]);
    //fill in message requests
}
pw+=sizeof(Messages);

//write password string
memcpy(pw,                      LOGIN_STRING,
LOGIN_STRING_LENGTH); //fill the password string itself

//fill out the RCP header
rcp_hdr.command                 = htons( 0xFF00);
    //Command 'RCP register'
rcp_hdr.datatype                =          0x0c;
    //Datatype P_OCTET
rcp_hdr.rd_wr                   =          0x1;
    //WRITE
rcp_hdr.version                 =          0x3;
    //Version 3
rcp_hdr.method                  =          0x00;
    //REQUEST
rcp_hdr.reserved                =          0;
rcp_hdr.client_id               = htons( 0x0000);
    //currently no ClientID available
rcp_hdr.session_id              = htonl( 0x00000000);
    //currently no SessionID available
rcp_hdr.num                     = htons( 0x0000);
    //no num parameter needed

```

```

rcp_hdr.len                = htons( PayloadLen);
    //length of the payload section

//fill out TPKT
tpkt_hdr.version          = 3;
    //TPKT version 3
tpkt_hdr.reserved         = 0;
wTPKTsize                 = PayloadLen + sizeof(rcp_hdr) +
sizeof(tpkt_hdr);
tpkt_hdr.size             = htons( wTPKTsize);
    //overall length

    //(including TPKT itself)

//send to packet to the network
if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
(OCTET*)&rcp_hdr, sizeof(rcp_hdr),
Payload, PayloadLen))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf), TRUE)
== sizeof(struct RCPPlus_header) + sizeof(struct
h_RCP_ClientRegisterReply))
{
    //position to RCP header
prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
if(prcp_hdr->method == 0x03)
{
    OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
    printf("An error was returned code %02x\n", *ErrorCode);
    return 0;
}

    //position to payload section
rcp_reg_reply_hdr = (struct h_RCP_ClientRegisterReply *)
(RX_Buf + sizeof(struct RCPPlus_header));

    //get assigned ClientID
ClientID = ntohs(rcp_reg_reply_hdr->ClientID);

```

```

    printf("Register reply:\n");
    printf("Result:      %02x\n",rcp_reg_reply_hdr->Result);
    printf("Level:      %02x\n",rcp_reg_reply_hdr->Level);
    printf("ClientID    %04x\n",ClientID);
}
else
{
    printf("Register failed\n");
}

return ClientID;

}

```

```

DWORD SendConnectPrimitive(SOCKET Socket, WORD ClientID)
{
    struct TPKT_header          tpkt_hdr;
    //the TPKT header
    struct RCPPlus_header      rcp_hdr, *prcp_hdr;
    //the RCP header and a pointer for

    //access inside an RX buffer
    char                        TX_Buf[256], RX_Buf[2048], *po;
        //buffer for data from socket
    struct con_prim_header      *h_req;
    struct media_desc_video     *md_video;
    WORD                         payload_len;

    DWORD                        sessionID=0;

    po = TX_Buf;

    h_req = (struct con_prim_header*)po;

    //fill out the RCP connect primitive
    h_req->method                = METHOD_GET;
    h_req->media                  = MEDIA_CHANNEL_VIDEO;

```

```

h_req->reverse_login      = FALSE;
po += sizeof(struct con_prim_header);

md_video = (struct media_desc_video*)po;
md_video->media_encapsulation =      MEP_TCP_OUTBAND;
md_video->media_port        = 0;
md_video->media_host        = htonl( 0 ); //transmitter shall
take the destination address from the received packet
md_video->media_ctrl_port   = htons( 0 );
md_video->media_ctrl_host   = htonl( 0 );
md_video->coding            = htons( CODING_MPEG4 );
md_video->resolution        = htons( RESOLUTION_CIF );
md_video->bandwidth         = htons( 1000 );
md_video->coder             = 0;
md_video->line              = 1;
md_video->flags             = 0;
po += sizeof(struct media_desc_video);
payload_len = (WORD)(po - TX_Buf);

//fill out the RCP header
rcp_hdr.command           = htons( 0xFF0C);
//Command 'RCP connect primitive'
rcp_hdr.datatype         =      0x0c;
//Datatype P_OCTET
rcp_hdr.rd_wr            =      0x1;
//WRITE
rcp_hdr.version          =      0x3;
//Version 3
rcp_hdr.method           =      0x00;
//REQUEST
rcp_hdr.reserved         =      0;
rcp_hdr.client_id        = htons( ClientID);
//use clientID from register reply
rcp_hdr.session_id       = htonl( 0x00000000);
//currently no SessionID available
rcp_hdr.num              = htons( 0x0000);
//no num parameter needed
rcp_hdr.len              = htons( payload_len);
//length of the payload section

//fill out TPKT
tpkt_hdr.version         = 3;
//TPKT version 3
tpkt_hdr.reserved        = 0;
//overall length(including TPKT itself)
tpkt_hdr.size            = htons( (WORD)(payload_len +
sizeof(rcp_hdr) + sizeof(tpkt_hdr)));

```

```

    //send to packet to the network
    if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                TX_Buf,  payload_len))
    {
        printf("Send packet error\n");
        exit(0);
    }

    //get the reply
    if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf), TRUE) == (int)
(sizeof(struct RCPPlus_header) + (payload_len)))
    {
        //position to RCP header
        prcp_hdr = (struct RCPPlus_header*)RX_Buf;

        //check for error message
        if(prcp_hdr->method == 0x03)
        {
            OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
            printf("An error was returned code %02x\n",*ErrorCode);
            return 0;
        }

        sessionID = ntohl(prcp_hdr->session_id);
    }
    else
    {
        printf("Connect to failed\n");
    }

    return sessionID;
}

int SendConnectionKeepAlive(SOCKET Socket, WORD ClientID, DWORD
SessionID)
{
    struct TPKT_header          tpkt_hdr;          //the TPKT
header
    struct RCPPlus_header      rcp_hdr;          //the RCP
header

```

```

                                                                    //inside
an RX buffer
  //Next task; read out the software version number
  //fill out the RCP header
  rcp_hdr.command          = htons( 0xFFC2);          //Command
'Retrigger'
  rcp_hdr.datatype        =          0x08;          //Datatype
T_DWORD
  rcp_hdr.rd_wr           =          0x0;          //READ
  rcp_hdr.version         =          0x3;          //Version
3
  rcp_hdr.method          =          0x00;          //REQUEST
  rcp_hdr.reserved        =          0;
  rcp_hdr.client_id       = htons( ClientID);        //use
clientID from register reply
  rcp_hdr.session_id      = htonl( SessionID);
  rcp_hdr.num             = htons( 0x0000);          //no num
parameter needed
  rcp_hdr.len             = 0;                      //no
payload in READ command

  //fill out TPKT
  tpkt_hdr.version        = 3;                      //TPKT
version 3
  tpkt_hdr.reserved       = 0;
  //overall length(including TPKT itself)
  tpkt_hdr.size           = htons( sizeof(rcp_hdr) +
sizeof(tpkt_hdr));

  //send to packet to the network
  if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,   sizeof(rcp_hdr),
                                NULL,                 0))
  {
    printf("Send packet error\n");
    exit(0);
  }

  return 0;
}

```

```

int SendPacket (
    SOCKET Socket,
    OCTET *TPKT_hdr, int TPKT_hdr_len,

```

```

        OCTET *RCP_hdr,    int RCP_hdr_len,
        OCTET *Payload,   int Payload_len
    )
{
    int err=0;

    printf("\n");

    //send in 3 parts (this is allowed)

    //send the TPKT header
    err += send(Socket, (char*)TPKT_hdr,    TPKT_hdr_len,    0);
    printf("snd TPKT hdr:\n"); view_hex(TPKT_hdr, TPKT_hdr_len);

    //send the RCP header
    err += send(Socket, (char*)RCP_hdr,    RCP_hdr_len,    0);
    printf("snd RCP hdr:\n"); view_hex(RCP_hdr, RCP_hdr_len);

    //send the payload, if one
    if(Payload_len)
    {
        err += send(Socket, (char*)Payload,    Payload_len,    0);
        printf("snd Payload:\n"); view_hex(Payload, Payload_len);
    }

    printf("\n");

    //have all bytes been sent ?
    if (err != TPKT_hdr_len + RCP_hdr_len + Payload_len )
    {
        return -1;
    }
    return 0;
}

```

```

int GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen, int
doprint)
{

```

```
int len, wait_bytes;
struct TPKT_header          *ptpkt_hdr;

if(RX_BufMaxLen < sizeof(struct TPKT_header))
{
    return -1;
}

//wait for reply

//wait for the TPKT header to be arrived completely
do
{
    //just check; do not empty TCP buffer
    len = recv(Socket, RX_Buf, sizeof(struct TPKT_header),
MSG_PEEK);

    if(len == SOCKET_ERROR)
    {
        //nothing to do
        return -1;
    }

} while(len != sizeof(struct TPKT_header));
//all bytes arrived - empty TCP buffer
recv(Socket, RX_Buf, sizeof(struct TPKT_header), 0);

if(doprint)
{
    printf("rcv TPKT hdr:\n"); view_hex(RX_Buf, len);
}

//Now the length of the entire RCP packet can be determined
ptpkt_hdr = (struct TPKT_header*)RX_Buf;
wait_bytes = ntohs(ptpkt_hdr->size) - sizeof(struct TPKT_header);

if(RX_BufMaxLen < wait_bytes)
{
    return -1;
}

do
{
    //just check; do not empty TCP buffer
```

```
    len = recv(Socket, RX_Buf, wait_bytes, MSG_PEEK);
} while(len != wait_bytes);
//all bytes arrived - empty TCP buffer
recv(Socket, RX_Buf, wait_bytes, 0);

if(doprint)
{
    printf("rcv Payload:\n"); view_hex(RX_Buf, len);
    printf("\n");
}

return wait_bytes;
}
```

```
void view_hex(void *pv, int l)
{
    //improved display of hex strings
    OCTET *p = (OCTET *)pv;

    int i;

    for (i=0;i<l;i++)
    {
        if(!(i%16) && i) printf("\n");

        printf("%02x ",p[i]);
    }
    printf("\n");
}
```

3.4 Sample code for connecting to VideoJet's internal HDD and start replay

This is a sample application to interface the RCP Plus server inside the VideoJet.

This application provides eight steps:

- Connecting to the RCP server over TCP port 80
- Pass over socket control to the RCP server
- Register at the server
- Send a connect primitive
- Open a TCP socket for receiving video data
- Pass over socket control to the RCP server
- Receives video data
- Send keep-alives to the VideoJet

For compiling the source code we suggest Microsoft Visual C++ V5.00. Other compiler should also work fine except the winsock initialization.

If you are not supplied with the source file, contact support@vcs.com and request RCPConnect_REC.c

RCPConnect_REC.c

```

/*

RCPConnect_UDP.c

Sample RCP Plus Version 3 application

Tested with VJ400 V6.00, VJ1000 V1.0

Compilation tested under Microsoft Visual C++ 5.0

-- make sure wsock32.lib is included in project->settings->linker-
>Object/Library Modules !!! --

includes a possible output listing at the end of this file

*/

#include <stdio.h>
#include <winsock.h>

#define RCP_NETWORK_PORT          (1756)

//definable IP addresses for this test

```

```
//the VJ for testing the RCP connection - this should be an video
encoder
#define REMOTE_VJ_IP                0x0a000001 //is "10.0.0.1"

//password and length
//this is a just a default password; replace this if a password is set
on the VJ
//if no password ist set, all password will be accepted
#define LOGIN_STRING                "+service:pass+"
#define LOGIN_STRING_LENGTH         14

//port for UDP video receiving; this could also be a dynamically
assignd port from the stack
//see socket binding
#define VIDEO_RX_PORT               1234

//some datatypes
typedef unsigned long               DWORD;
typedef unsigned short              WORD;
typedef unsigned char               OCTET;

//structures for the RCP header and commands

//the TPKT header
struct TPKT_header
{
    OCTET    version;
    OCTET    reserved;
    WORD     size;
};

//the RCP header
struct RCPPlus_header
{
    WORD     command;
    OCTET    datatype;
    OCTET    rd_wr      :4, //Note swap these lines on big endian
machines !!
    version  :4; //Note swap these lines on big endian
machines !!
    OCTET    method;
```

```
OCTET    reserved;
WORD     client_id;
DWORD    session_id;
WORD     num;
WORD     len;
};

//the fix part of the RCP Register command
struct h_RCP_ClientRegister
{
    OCTET    RegType;
    OCTET    Reserved;
    WORD     ClientID;

    OCTET    PwdEncryption;
    OCTET    PwdLen;
    WORD     NbrOfMessages;

    //followed by
    //WORD    Messages[n];
    //OCTET   Password[nn];
};

//the replay to the RCP register command
struct h_RCP_ClientRegisterReply
{
    OCTET    Result;
    OCTET    Level;
    WORD     ClientID;
};

//structures and defines for requesting video
struct con_prim_header
{
    OCTET    method;
    OCTET    media;
    OCTET    status;
    OCTET    reverse_login;
    DWORD    reserved2;
};

#define METHOD_GET          0x00
#define METHOD_PUT          0x01
```

```
#define MEDIA_CHANNEL_VIDEO      0x01
#define MEDIA_CHANNEL_AUDIO      0x02
#define MEDIA_CHANNEL_DATA       0x03

#define CODING_MPEG4              0x0004
#define CODING_MPEG2              0x0008

#define CODING_RECORDED           0x4000

#define RESOLUTION_QCIF           0x0001
#define RESOLUTION_CIF            0x0002
#define RESOLUTION_2CIF           0x0004
#define RESOLUTION_4CIF           0x0008
#define RESOLUTION_CUSTOM         0x0010

#define MEP_RTP                    0x01
#define MEP_TCP_OUTBAND            0x04
```

```
struct media_desc_video
{
    OCTET    media_encapsulation;
    OCTET    flags;
    WORD     media_port;
    DWORD    media_host;

    OCTET    coder;
    OCTET    line;
    WORD     media_ctrl_port;
    DWORD    media_ctrl_host;

    WORD     coding;
    WORD     resolution;
    WORD     reserved6;
    WORD     bandwidth;
};
```

```
//structures for replay
typedef DWORD SEC_SINCE_2000;
```

```
struct HdPartitionFileInfo
{
    SEC_SINCE_2000 secBeg;
    SEC_SINCE_2000 secEnd;
    DWORD          flags;
    DWORD          ID;
```

```

};

#define CONNECTED                0
#define WAIT_FOR_FILE_LIST      1
#define WAIT_FOR_STOPTIME_ACK   2
#define WAIT_FOR_STARTTIME_ACK  3
#define REPLAY_RUNNING          4

int          SendPacket( SOCKET Socket, OCTET
  *TPKT_hdr, int TPKT_hdr_len, OCTET *RCP_hdr, int RCP_hdr_len,
  OCTET *Payload, int
  Payload_len);
int          GetPacket(SOCKET Socket, OCTET *RX_Buf,
  int RX_BufMaxLen);
void        view_hex(void *pv, int l);
WORD        Register( SOCKET Socket);
DWORD       SendConnectPrimitive(SOCKET Socket, WORD
  ClientID, WORD local_UDP_Port);
int          SendConnectionKeepAlive(SOCKET Socket,
  WORD ClientID, DWORD SessionID);
int          RequestFileList(SOCKET Socket, WORD
  ClientID);
struct HdPartitionFileInfo * ReadFileList(OCTET *list, DWORD len);
int          RequestReplayStoptime(SOCKET Socket,
  WORD ClientID, DWORD SessionID, SEC_SINCE_2000 Stoptime);
int          RequestReplayStarttime(SOCKET Socket,
  WORD ClientID, DWORD SessionID, SEC_SINCE_2000 Starttime);
int          RequestReplayGo(SOCKET Socket, WORD
  ClientID, DWORD SessionID, int pitch);
int          WaitForResponse(WORD cmd, OCTET *reply,
  DWORD len);
void        DisplayCurrentReplayTime(OCTET *RX_Buf,
  DWORD len);

void main(int argc, char* argv[])
{
  WORD          wVersionRequested; //for initial access
  to the winsocks

```

```

    WSADATA          wsaData;          //for initial access
to the winsocks
    SOCKET          Socket;           //socket for the TCP
connection
    struct sockaddr_in remote_sin;     //remote address

    WORD            ClientID;         //to be assigned after
RCP registration
    DWORD           SessionID;       //to be assigned after
RCP 'connect to'

    char            RX_Buf[8096];     //buffer for data from
socket
    int             len;              //length of a received
packet
    DWORD           cnt=0;            //used for a simple
timeout mechanism
    unsigned long int nNoBlock=1;    //for setting sockets
to non-blocking
    struct sockaddr_in stFrom;       //binding structure
for UDP rx socket
    SOCKET          VideoDataSocket; //the video receiveing
socket
    int             replay_state;     //status of replay
sequence
    struct HdPartitionFileInfo *p;

//init winsock
wVersionRequested = MAKEWORD( 2, 2 );
if ( WSASStartup( wVersionRequested, &wsaData ) != 0 )
{
    printf("Error starting winsock\n");
    exit(0);
}

//create a socket and connect to the RCP server
Socket = socket (AF_INET, SOCK_STREAM, 0);
if (Socket != INVALID_SOCKET)
{
    remote_sin.sin_family      = AF_INET;
    remote_sin.sin_port        = htons (RCP_NETWORK_PORT);
    remote_sin.sin_addr.s_addr = htonl (REMOTE_VJ_IP);

    connect(Socket, (struct sockaddr*)&remote_sin, sizeof(struct
sockaddr));
}

```

```
else
{
    exit(0);
}

printf("=====\n");
printf("\n\nTry to register...\n");
Sleep(2000);
ClientID = Register(Socket);
Sleep(3000);

printf("=====\n");
printf("\n\nOpen UDP socket for receiving video data...\n");

//open a UDP port for receiving the video data
VideoDataSocket = socket(AF_INET,SOCK_DGRAM,0);
if (VideoDataSocket == SOCKET_ERROR)
{
    exit(0);
}

// Bind a receive port to the socket
stFrom.sin_family      = AF_INET;
stFrom.sin_port        = htons(VIDEO_RX_PORT);
stFrom.sin_addr.s_addr = htonl(INADDR_ANY);
if (SOCKET_ERROR == bind (VideoDataSocket, (struct sockaddr *)
(&stFrom), sizeof (stFrom)))
{
    exit(0);
}

//make UDP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(VideoDataSocket, FIONBIO,
&nNoBlock))
{
    exit(0);
}

printf("=====\n");
printf("Send connect primitive\n");
SessionID = SendConnectPrimitive(Socket, ClientID, VIDEO_RX_PORT);

//make RCP socket non-blocking
if (SOCKET_ERROR == ioctlsocket(Socket, FIONBIO, &nNoBlock))
{
    exit(0);
}
```

```

replay_state = CONNECTED;

while(1)
{
    cnt++;

    switch(replay_state)
    {
        case CONNECTED:
            //first of all, request the current file list from the
VideoJet
            printf("=====\n");
            printf("Request file list\n");
            RequestFileList(Socket, ClientID);
            replay_state = WAIT_FOR_FILE_LIST;
            break;

        case WAIT_FOR_FILE_LIST:
            //when a packet arrives,...
            len = GetPacket(Socket, RX_Buf, sizeof(RX_Buf));
            if(len > 0)
            {
                //check wheather this is the reply to the file list
command,...
                if (WaitForResponse(0x0901, RX_Buf, len))
                {
                    //if so, extrace the first entry,...
                    if ( (p = ReadFileList(RX_Buf, len)) )
                    {
                        //and request setting the stop time for the next
replay.
                        printf("=====\n");
                        printf("Set the stop time for replay\n");
                        RequestReplayStoptime(Socket, ClientID,
SessionID, p->secEnd);
                        replay_state = WAIT_FOR_STOPTIME_ACK;
                    }
                }
            }
            break;

        case WAIT_FOR_STOPTIME_ACK:
            //when a packet arrives,...
            len = GetPacket(Socket, RX_Buf, sizeof(RX_Buf));
            if(len > 0)
            {

```

```

        //check wheather this is the reply to the stop time
command,...
        if (WaitForResponse(0x0904, RX_Buf, len))
        {
            //if so, request setting the start time of the next
replay.
            printf("=====  

\n");
            printf("Set the start time for replay\n");
            RequestReplayStarttime(Socket, ClientID, SessionID,
p->secBeg);
            replay_state = WAIT_FOR_STARTTIME_ACK;
        }
    }
    break;

case WAIT_FOR_STARTTIME_ACK:
    //when a packet arrives,...
    len = GetPacket(Socket, RX_Buf, sizeof(RX_Buf));
    if(len > 0)
    {
        //check wheather this is the reply to the start time
command,...
        if (WaitForResponse(0x0905, RX_Buf, len))
        {
            //if so, request starting the replay with 100% speed
            printf("=====  

\n");
            printf("Start replay with 100%% speed\n");
            RequestReplayGo(Socket, ClientID, SessionID, 100);
            //NOTE: the reply to the start command ist not
checked.
            replay_state = REPLAY_RUNNING;
        }
    }
    break;

case REPLAY_RUNNING:
    //a very, very simple timeout mechanism; a timeout
retrigger should be sent every 2-5 seconds
    if(!(cnt%100))
    {
        SendConnectionKeepAlive(Socket, ClientID, SessionID);
    }

```

```

        len = GetPacket(Socket, RX_Buf, sizeof(RX_Buf));
        //don't check responses for the keep-alive at the moment;
        if(len > 0)
        {
            //check wheather this is the reply to the start time
command,...
            if (WaitForResponse(0x0905, RX_Buf, len))
            {
                DisplayCurrentReplayTime(RX_Buf, len);
            }
        }

        //receive the video data
        len = recvfrom(VideoDataSocket, RX_Buf, sizeof(RX_Buf), 0,
NULL, NULL);
        if(len > 0)
        {
            printf("rx %d\n",len);
        }

        break;
    }

    Sleep(1);
}
}

```

```

WORD Register(SOCKET Socket)
{
    struct TPKT_header
the TPKT header

```

```

        tpkt_hdr; //

```

```

    struct RCPPlus_header          rcp_hdr, *prcp_hdr;          //
the RCP header and a pointer for
                                                                    //
access inside an RX buffer
    struct h_RCP_ClientRegister    *prcp_reg_hdr;             //
pointer to the RCP registration struct
    struct h_RCP_ClientRegisterReply *rcp_reg_reply_hdr;      //
pointer to access the RCP registration
                                                                    //
reply inside a buffer
    WORD                            NbrOfMessages, n;         //
counts the number of messages in the
                                                                    //
regitration command
    WORD                            Messages[]={0xFFC3, 0x0905}; //
the messages to be registerd
    OCTET                            *Payload , *pw;           //
pointer to access the payload section
    WORD                            PayloadLen, wTPKTsize;     //
length descriptors
    char                            RX_Buf[2048];              //
buffer for data from socket
    WORD                            ClientID;                  //
assigned client IP; to be taken
                                                                    //
from the reply

//fill out the RCP registration
PayloadLen = sizeof(struct h_RCP_ClientRegister) + sizeof(Messages)
+ LOGIN_STRING_LENGTH;
Payload = malloc(PayloadLen);
if(!Payload)
{
    return 0;
}

//use pw as a write pointer
pw = Payload;

//write fix header
prcp_reg_hdr = (struct h_RCP_ClientRegister*)pw;
prcp_reg_hdr->RegType          =          0x01;
//Normal registration
prcp_reg_hdr->Reserved         =          0;
prcp_reg_hdr->ClientID         = htons( 0x0000);
//no ClientID in normal

```

```

        //registration
prcp_reg_hdr->PwdEncryption    =          0x00;
        //Plain text password encryption
prcp_reg_hdr->PwdLen           =          LOGIN_STRING_LENGTH;
        //Length of password

        //string (without '\0')
NbrOfMessages                  =          sizeof(Messages) /
sizeof(WORD);
prcp_reg_hdr->NbrOfMessages    =  htons( NbrOfMessages);
        //Nbr of messages that follow
pw += sizeof(struct h_RCP_ClientRegister);

//write message array
for(n=0;n<NbrOfMessages;n++)
{
    ((WORD*)pw)[n]             =  htons( Messages[n]);
    //fill in message requests
}
pw+=sizeof(Messages);

//write password string
memcpy(pw,                     LOGIN_STRING,
LOGIN_STRING_LENGTH); //fill the password string itself

//fill out the RCP header
rcp_hdr.command                =  htons( 0xFF00);
        //Command 'RCP register'
rcp_hdr.datatype               =          0x0c;
        //Datatype P_OCTET
rcp_hdr.rd_wr                  =          0x1;
        //WRITE
rcp_hdr.version                =          0x3;
        //Version 3
rcp_hdr.method                 =          0x00;
        //REQUEST
rcp_hdr.reserved               =          0;
rcp_hdr.client_id              =  htons( 0x0000);
        //currently no ClientID available
rcp_hdr.session_id             =  htonl( 0x00000000);
        //currently no SessionID available
rcp_hdr.num                    =  htons( 0x0000);
        //no num parameter needed
rcp_hdr.len                    =  htons( PayloadLen);
        //length of the payload section

```

```

//fill out TPKT
tpkt_hdr.version          = 3;
    //TPKT version 3
tpkt_hdr.reserved        = 0;
wTPKTsize                = PayloadLen + sizeof(rcp_hdr) +
sizeof(tpkt_hdr);
tpkt_hdr.size            = htons( wTPKTsize);
    //overall length

    //(including TPKT itself)

//send to packet to the network
if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
(OCTET*)&rcp_hdr, sizeof(rcp_hdr),
Payload, PayloadLen))
{
    printf("Send packet error\n");
    exit(0);
}

//get the reply
if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == sizeof(struct
RCPPlus_header) + sizeof(struct h_RCP_ClientRegisterReply))
{
    //position to RCP header
prcp_hdr = (struct RCPPlus_header*)RX_Buf;

    //check for error message
if(prcp_hdr->method == 0x03)
{
    OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
    printf("An error was returned code %02x\n",*ErrorCode);
    return 0;
}

    //position to payload section
rcp_reg_reply_hdr = (struct h_RCP_ClientRegisterReply *) (RX_Buf
+ sizeof(struct RCPPlus_header));

    //get assigned ClientID
ClientID = ntohs(rcp_reg_reply_hdr->ClientID);

printf("Register reply:\n");
printf("Result:      %02x\n",rcp_reg_reply_hdr->Result);
printf("Level:       %02x\n",rcp_reg_reply_hdr->Level);

```

```

    printf("ClientID      %04x\n", ClientID);
}
else
{
    printf("Register failed\n");
}

return ClientID;

}

```

```

DWORD SendConnectPrimitive(SOCKET Socket, WORD ClientID, WORD
    local_UDP_Port)
{
    struct TPKT_header                tpkt_hdr;
    //the TPKT header
    struct RCPPlus_header             rcp_hdr, *prcp_hdr;
    //the RCP header and a pointer for

    //access inside an RX buffer
    char                               TX_Buf[256], RX_Buf[2048], *po;
    //buffer for data from socket
    struct con_prim_header             *h_req;
    struct media_desc_video            *md_video;
    WORD                               payload_len;

    DWORD                             sessionID=0;

    po = TX_Buf;

    h_req = (struct con_prim_header*)po;

    //fill out the RCP connect primitive
    h_req->method                       = METHOD_GET;
    h_req->media                         = MEDIA_CHANNEL_VIDEO;
    h_req->reverse_login                 = FALSE;
    po += sizeof(struct con_prim_header);
}

```

```

md_video = (struct media_desc_video*)po;
md_video->media_encapsulation =      MEP_RTP;
md_video->media_port           = htons( local_UDP_Port );
md_video->media_host           = htonl( 0 ); //transmitter shall
take the destination address from the received packet
md_video->media_ctrl_port      = htons( 0 );
md_video->media_ctrl_host      = htonl( 0 );
md_video->coding               = htons( CODING_MPEG4 |
CODING_RECORDED);
md_video->resolution           = htons( RESOLUTION_CIF );
md_video->bandwidth            = htons( 1000 );
md_video->coder                = 0;
md_video->line                 = 1;
md_video->flags                = 0;
po += sizeof(struct media_desc_video);
payload_len = (WORD)(po - TX_Buf);

//fill out the RCP header
rcp_hdr.command               = htons( 0xFF0C);
//Command 'RCP connect primitive'
rcp_hdr.datatype              =      0x0c;
//Datatype P_OCTET
rcp_hdr.rd_wr                 =      0x1;
//WRITE
rcp_hdr.version               =      0x3;
//Version 3
rcp_hdr.method                =      0x00;
//REQUEST
rcp_hdr.reserved              =      0;
rcp_hdr.client_id             = htons( ClientID);
//use clientID from register reply
rcp_hdr.session_id            = htonl( 0x00000000);
//currently no SessionID available
rcp_hdr.num                   = htons( 0x0000);
//no num parameter needed
rcp_hdr.len                   = htons( payload_len);
//length of the payload section

//fill out TPKT
tpkt_hdr.version              = 3;
//TPKT version 3
tpkt_hdr.reserved             = 0;
//overall length(including TPKT itself)
tpkt_hdr.size                 = htons( (WORD)(payload_len +
sizeof(rcp_hdr) + sizeof(tpkt_hdr)));

//send to packet to the network

```

```

    if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                TX_Buf,  payload_len))
    {
        printf("Send packet error\n");
        exit(0);
    }

    //get the reply
    if( GetPacket(Socket, RX_Buf, sizeof(RX_Buf)) == (int)
(sizeof(struct RCPPlus_header) + (payload_len)))
    {
        //position to RCP header
        prcp_hdr = (struct RCPPlus_header*)RX_Buf;

        //check for error message
        if(prcp_hdr->method == 0x03)
        {
            OCTET *ErrorCode = RX_Buf + sizeof(struct RCPPlus_header);
            printf("An error was returned code %02x\n",*ErrorCode);
            return 0;
        }

        sessionID = ntohl(prcp_hdr->session_id);
    }
    else
    {
        printf("Connect to failed\n");
    }

    return sessionID;
}

int SendConnectionKeepAlive(SOCKET Socket, WORD ClientID, DWORD
SessionID)
{
    struct TPKT_header          tpkt_hdr;          //the TPKT
header
    struct RCPPlus_header      rcp_hdr;          //the RCP
header
                                                //inside
an RX buffer

    //fill out the RCP header

```

```

    rcp_hdr.command          = htons( 0xFFC2);          //Command
'Retrigger'
    rcp_hdr.datatype        =          0x08;          //Datatype
T_DWORD
    rcp_hdr.rd_wr          =          0x0;          //READ
    rcp_hdr.version        =          0x3;          //Version
3
    rcp_hdr.method         =          0x00;          //REQUEST
    rcp_hdr.reserved       =          0;
    rcp_hdr.client_id      = htons( ClientID);        //use
clientID from register reply
    rcp_hdr.session_id     = htonl( SessionID);
    rcp_hdr.num            = htons( 0x0000);          //no num
parameter needed
    rcp_hdr.len            = 0;                      //no
payload in READ command

    //fill out TPKT
    tpkt_hdr.version       = 3;                      //TPKT
version 3
    tpkt_hdr.reserved      = 0;
    //overall length(including TPKT itself)
    tpkt_hdr.size          = htons( sizeof(rcp_hdr) +
sizeof(tpkt_hdr));

    //send to packet to the network
    if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,    sizeof(rcp_hdr),
                                NULL,                  0))
    {
        printf("Send packet error\n");
        exit(0);
    }

    return 0;
}

int RequestFileList(SOCKET Socket, WORD ClientID)
{
    struct TPKT_header      tpkt_hdr;                //the TPKT
header
    struct RCPPlus_header   rcp_hdr;                //the RCP
header
                                                    //inside
an RX buffer

```

```

    //fill out the RCP header
    rcp_hdr.command          = htons( 0x0901);           //Command
'File info'
    rcp_hdr.datatype        =          0x0c;           //Datatype
P_OCTET
    rcp_hdr.rd_wr           =          0x0;           //READ
    rcp_hdr.version         =          0x3;           //Version
3
    rcp_hdr.method          =          0x00;           //REQUEST
    rcp_hdr.reserved        =          0;
    rcp_hdr.client_id       = htons( ClientID);         //use
clientID from register reply
    rcp_hdr.session_id      = htonl( 0);              //session
ID is not needed for this command
    rcp_hdr.num             = htons( 0x0001);         //num
parameter for partition number
    rcp_hdr.len             = 0;                      //no
payload in READ command

    //fill out TPKT
    tpkt_hdr.version        = 3;                      //TPKT
version 3
    tpkt_hdr.reserved       = 0;
    //overall length(including TPKT itself)
    tpkt_hdr.size           = htons( sizeof(rcp_hdr) +
sizeof(tpkt_hdr));

    //send to packet to the network
    if( -1 == SendPacket(Socket, (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,   sizeof(rcp_hdr),
                                NULL,                 0))
    {
        printf("Send packet error\n");
        exit(0);
    }

    return 0;
}

struct HdPartitionFileInfo *ReadFileList(OCTET *list, DWORD len)
{
    struct RCPPlus_header *prcp_hdr;
    struct HdPartitionFileInfo *pfileinfo;

```

```

DWORD entries;

//interpret the reply from the file list command, the list is a
array of type 'struct HdPartitionFileInfo'
//we do only read the first entry if there is one

prcp_hdr = (struct RCPPlus_header*)list;

//we want to replay the first entry

pfileinfo = (struct HdPartitionFileInfo *) (list + sizeof(struct
RCPPlus_header));

entries = (len - sizeof(struct RCPPlus_header)) / sizeof(struct
HdPartitionFileInfo);

if(entries > 0)
{
    pfileinfo->secBeg = ntohl(pfileinfo->secBeg);
    pfileinfo->secEnd = ntohl(pfileinfo->secEnd);
    pfileinfo->flags = ntohl(pfileinfo->flags);
    pfileinfo->ID = ntohl(pfileinfo->ID);

    printf("=====\n");
    printf("Select first entry from file list\n");
    printf("Recording from %lu ... %lu\n",pfileinfo->secBeg,
pfileinfo->secEnd);

    return pfileinfo;
}
else
{
    printf("no recording available for replay\n");
    exit(0);
}

return NULL;
}

int WaitForResponse(WORD cmd, OCTET *reply, DWORD len)
{
    struct RCPPlus_header *prcp_hdr;

    //check the received packet if this is a vaild reply to a given
command

```

```

prcp_hdr = (struct RCPPlus_header*)reply;

if( ntohs(prcp_hdr->command) == cmd )
{
    if(prcp_hdr->method == 0x03)
    {
        printf("error in response\n");
        exit(0);
    }
    else
    {
        return TRUE;
    }
}

return FALSE;
}

int RequestReplayStoptime(SOCKET Socket, WORD ClientID, DWORD
    SessionID, SEC_SINCE_2000 Stoptime)
{
    struct TPKT_header                tpkt_hdr;                //the
TPKT header
    struct RCPPlus_header              rcp_hdr;                //the RCP
header
    DWORD                              Payload[2];

    //send the stop time, the first dword carries the stop seconds from
the file list,
    //the seconds dword is currently not used
    Payload[0] = htonl(Stoptime);
    Payload[1] = htonl(0);

    //fill out the RCP header
    rcp_hdr.command                    = htons( 0x0904);
    //Command 'RCP stop time'
    rcp_hdr.datatype                   =          0x0c;
    //Datatype P_OCTET
    rcp_hdr.rd_wr                      =          0x1;
    //WRITE
    rcp_hdr.version                    =          0x3;
    //Version 3
    rcp_hdr.method                     =          0x00;
    //REQUEST

```

```

    rcp_hdr.reserved          =          0;
    rcp_hdr.client_id        = htons( ClientID);
//use clientID from register reply
    rcp_hdr.session_id      = htonl( SessionID);
    rcp_hdr.num              = htons( 0x0000);
//no num parameter needed
    rcp_hdr.len              = htons( sizeof(Payload));
//length of the payload section

    //fill out TPKT
    tpkt_hdr.version         = 3;
//TPKT version 3
    tpkt_hdr.reserved        = 0;
//overall length(including TPKT itself)
    tpkt_hdr.size            = htons( sizeof(Payload) +
sizeof(rcp_hdr) + sizeof(tpkt_hdr));

    //send to packet to the network
    if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                     (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                     (OCTET*)&Payload,
sizeof(Payload)))
    {
        printf("Send packet error\n");
        exit(0);
    }

    return 0;
}

int RequestReplayStarttime(SOCKET Socket, WORD ClientID, DWORD
SessionID, SEC_SINCE_2000 Starttime)
{
    struct TPKT_header          tpkt_hdr;
//the TPKT header
    struct RCPPlus_header       rcp_hdr;
    DWORD                       Payload[2];

    //send the stop time, the first dword carries the start seconds
from the file list,
    //the seconds dword is currently not used
    Payload[0] = htonl(Starttime);
    Payload[1] = htonl(0);

```

```

    //fill out the RCP header
    rcp_hdr.command          = htons( 0x0905);
    //Command 'RCP stop time'
    rcp_hdr.datatype        =          0x0c;
    //Datatype P_OCTET
    rcp_hdr.rd_wr           =          0x1;
    //WRITE
    rcp_hdr.version         =          0x3;
    //Version 3
    rcp_hdr.method          =          0x00;
    //REQUEST
    rcp_hdr.reserved        =          0;
    rcp_hdr.client_id       = htons( ClientID);
    //use clientID from register reply
    rcp_hdr.session_id      = htonl( SessionID);
    rcp_hdr.num             = htons( 0x0000);
    //no num parameter needed
    rcp_hdr.len             = htons( sizeof(Payload));
    //length of the payload section

    //fill out TPKT
    tpkt_hdr.version        = 3;
    //TPKT version 3
    tpkt_hdr.reserved       = 0;
    //overall length(including TPKT itself)
    tpkt_hdr.size           = htons( sizeof(Payload) +
sizeof(rcp_hdr) + sizeof(tpkt_hdr));

    //send to packet to the network
    if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                      (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                      (OCTET*)&Payload,
sizeof(Payload)))
    {
        printf("Send packet error\n");
        exit(0);
    }

    return 0;
}

int RequestReplayGo(SOCKET Socket, WORD ClientID, DWORD SessionID, int
pitch)
{

```

```

    struct TPKT_header                tpkt_hdr;
//the TPKT header
    struct RCPPlus_header             rcp_hdr;
    int                               Payload;

//send the replay start command with the selected speed
Payload = htonl(pitch);

//fill out the RCP header
rcp_hdr.command                      = htons( 0x0902);
//Command 'RCP stop time'
rcp_hdr.datatype                     =          0x04;
//Datatype T_INT
rcp_hdr.rd_wr                        =          0x1;
//WRITE
rcp_hdr.version                      =          0x3;
//Version 3
rcp_hdr.method                      =          0x00;
//REQUEST
rcp_hdr.reserved                     =          0;
rcp_hdr.client_id                    = htons( ClientID);
//use clientID from register reply
rcp_hdr.session_id                   = htonl( SessionID);
rcp_hdr.num                           = htons( 0x0000);
//no num parameter needed
rcp_hdr.len                          = htons( sizeof(Payload));
//length of the payload section

//fill out TPKT
tpkt_hdr.version                     = 3;
//TPKT version 3
tpkt_hdr.reserved                     = 0;
//overall length(including TPKT itself)
tpkt_hdr.size                         = htons( sizeof(Payload) +
sizeof(rcp_hdr) + sizeof(tpkt_hdr));

//send to packet to the network
if ( -1 == SendPacket(Socket,      (OCTET*)&tpkt_hdr,
sizeof(tpkt_hdr),
                                (OCTET*)&rcp_hdr,
sizeof(rcp_hdr),
                                (OCTET*)&Payload,
sizeof(Payload)))
{
    printf("Send packet error\n");
    exit(0);
}

```

```

    return 0;
}

void DisplayCurrentReplayTime(OCTET *RX_Buf, DWORD len)
{
    DWORD *p = (DWORD*)(RX_Buf + sizeof(struct RCPPlus_header));

    *p = ntohl(*p);

    printf("Current replay at %lu\n", *p);
}

```

```

int SendPacket (
    SOCKET Socket,
    OCTET *TPKT_hdr,   int TPKT_hdr_len,
    OCTET *RCP_hdr,   int RCP_hdr_len,
    OCTET *Payload,   int Payload_len
)
{
    int err=0;

    printf("\n");

    //send in 3 parts (this is allowed)

    //send the TPKT header
    err += send(Socket, (char*)TPKT_hdr,   TPKT_hdr_len,   0);
    printf("snd TPKT hdr:\n"); view_hex(TPKT_hdr, TPKT_hdr_len);

    //send the RCP header
    err += send(Socket, (char*)RCP_hdr,   RCP_hdr_len,   0);
    printf("snd RCP hdr:\n"); view_hex(RCP_hdr, RCP_hdr_len);

    //send the payload, if one
    if(Payload_len)
    {
        err += send(Socket, (char*)Payload,   Payload_len,   0);
        printf("snd Payload:\n"); view_hex(Payload, Payload_len);
    }

    printf("\n");
}

```

```
//have all bytes been sent ?
if (err != TPKT_hdr_len + RCP_hdr_len + Payload_len )
{
    return -1;
}
return 0;
}

int GetPacket(SOCKET Socket, OCTET *RX_Buf, int RX_BufMaxLen)
{
    int len, wait_bytes;
    struct TPKT_header          *ptpkt_hdr;

    if(RX_BufMaxLen < sizeof(struct TPKT_header))
    {
        return -1;
    }

    //wait for reply

    //wait for the TPKT header to be arrived completely
    do
    {
        //just check; do not empty TCP buffer
        len = recv(Socket, RX_Buf, sizeof(struct TPKT_header),
MSG_PEEK);

        if(len == SOCKET_ERROR)
        {
            //nothing to do
            return -1;
        }

    } while(len != sizeof(struct TPKT_header));
}
```

```
//all bytes arrived - empty TCP buffer
recv(Socket, RX_Buf, sizeof(struct TPKT_header), 0);

printf("rcv TPKT hdr:\n"); view_hex(RX_Buf, len);

//Now the length of the entire RCP packet can be determined
ptpkt_hdr = (struct TPKT_header*)RX_Buf;
wait_bytes = ntohs(ptpkt_hdr->size) - sizeof(struct TPKT_header);

if(RX_BufMaxLen < wait_bytes)
{
    printf("pkt len exceeds\n");
    return -1;
}

do
{
    //just check; do not empty TCP buffer
    len = recv(Socket, RX_Buf, wait_bytes, MSG_PEEK);
} while(len != wait_bytes);
//all bytes arrived - empty TCP buffer
recv(Socket, RX_Buf, wait_bytes, 0);

printf("rcv Payload:\n"); view_hex(RX_Buf, len);
printf("\n");

return wait_bytes;
}
```

```
void view_hex(void *pv, int l)
{
    //improved display of hex strings
    OCTET *p = (OCTET *)pv;

    int i;

    for (i=0;i<l;i++)
```



```
{
    if(!(i%16) && i) printf("\n");

    printf("%02x ",p[i]);
}
printf("\n");
}
```

3.5 Starting a replay service on the VCS VideoJet using the VCS MPEG-Active-X

The VCS Active-X control is a software which provides

- RCP+ registration at the VideoJet
- The establishing of video, audio and data channels to the VideoJet
- A network connection to the VideoJets for sending and receiving RCP+ commands

The VCS Active-X has its own API. Please also refer to this documentation. The VCS Active-X is not essential for starting a reply service; all commands can be send using a socket communication (see sample code in appendix).

The VCS VideoJets with the HDD option are capable to record live video and audio stream to their internal HDD. The recording is scheduled by the build-in HDD recording manager which can be configured using the Webinterface. Normally the replay can also be started using the Webinterface, or alternatively by the VCS VIDOS software.

This document describes the scenario for starting a replay service step by step.

Enable the reception of RCP messages via the ActiveX.

```
m_mpeg.EnableRCPEvents(short sEnable);
```

with sEnable = 1.

Establish a RCP connection to the VideoJet for VCS MPEG Active-X.

```
m_mpeg.RegisterDeviceEx(LPCTSTR strDestination, short sClient, LPCTSTR strUserPass);
```

with strDestination being the IP address of the requested unit. Set sClient = 0 and strUserPass = NULL as long as the referenced unit is not password-protected.

The response of the unit will be forwarded via the event method.

```
RCPStateEx(short sState, short sClient);
```

If the registration succeeded, sState will be set to 4 and sClient specifies the client ID provided by the remote unit. This client ID has to be used subsequently in all RCP+ commands.

Connect the VCS MPEG Active-X with the internal HDD of the VideoJet

```
m_mpeg.ConnectVideoEx(short type, short bandwidth, short resolution, short line, bool forceUnicast)
```

with

- type = 0x80FF to accept both MPEG2 and MPEG4 recordings
- bandwidth has be unequal to 0, but is otherwise not evaluated

- resolution = 0xFFFF to accept any resolution
- line specifies the harddisk partition number to be accessed
- forceUnicast should be set to true.

The state of the video connection will be forwarded via event method

```
VideoState(short sState, long session);
```

If the connection succeeded, sState will be set to 2 and ssession specifies the session ID provided by the remote unit. This session ID has to be used subsequently in all RCP+ commands referencing this connection.

In the callback reply from the command, a session ID, assigned by the VideoJet will be retrieved. Using this session ID, all replay related commands will affect this connection to the HDD of the VideoJet.

To retrieve the current available recordings on the VideoJet, a list can be loaded from the HDD.

The RCP command is HD_PARTITION_FILE_INFO (0x0901):

```
unsigned short clientID;
unsigned char cmd[64];
cmd[0] = 0x09;
cmd[1] = 0x01;
cmd[2] = 0x0c;
cmd[3] = 0x03;
cmd[4] = 0x00;
cmd[5] = 0x00;
cmd[6] = (clientID & 0xFF00) >> 8;
cmd[7] = (clientID & 0x00FF);
cmd[8] = 0x00;
cmd[9] = 0x00;
cmd[10] = 0x00;
cmd[11] = 0x00;
cmd[12] = 0x00;
cmd[13] = 0x01;
cmd[14] = 0x00;
cmd[15] = 0x00;
```

Any RCP commands will be sent via

```
m_mpeg.SendRCP(VARIANT rcp);
```

with rcp being a VARIANT representation of the RCP command. From the above byte array the VARIANT can be built as follows:

```
VARIANT* pVar = 0;
SAFEARRAY FAR* psa;
SAFEARRAYBOUND rgsabound[1];

rgsabound[0].lLbound = 0;
```

```

rgsabound[0].cElements = size; //the number of bytes to transmit (16
  in this example)
psa = SafeArrayCreate(VT_UI1, 1, rgsabound);
if(psa != NULL)
{
  char* psafeData;
  if(SafeArrayAccessData(psa,(void HUGE* FAR*)&psafeData) == S_OK)
  {
    memcpy(psafeData,cmd,size);
    SafeArrayUnaccessData(psa);

    pVar = new VARIANT;
    if(pVar)
    {
      VariantInit(pVar);
      pVar->vt = VT_ARRAY | VT_UI1;
      pVar->parray = psa;

      //send the command
      m_mpeg.SendRCP(*pVar);

      //free the variant
      VariantClear(pVar);
      delete pVar;
    }
  }
}

```

Any RCP responses from the unit will be forwarded via event method

```
ReceivedRCP(VARIANT rcp)
```

with rcp being a VARIANT representation of the received response. The contained byte array can be extracted as follows:

```

long i;
SAFEARRAY FAR* psa = NULL;
BYTE * pbytes;
HRESULT hr;
LONG cElements, lLBound, lUBound;
VARIANT* pVariant;

// Type check VARIANT parameter. It should contain a BSTR array
// passed by reference. The array must be passed by reference it is
// an in-out-parameter.
if (RCP.vt == (VT_ARRAY | VT_UI1))

```

```

{
  psa = RCP.parray;
  if(psa == NULL)
    return FALSE;
  // Check dimensions of the array.
  if (SafeArrayGetDim(psa) != 1)
    return FALSE;

  // Get array bounds.
  hr = SafeArrayGetLBound(psa, 1, &lLBound);
  if (FAILED(hr) || lLBound != 0)
    return FALSE;
  hr = SafeArrayGetUBound(psa, 1, &lUBound);
  if (FAILED(hr))
    return FALSE;

  // Get a pointer to the elements of the array.
  hr = SafeArrayAccessData(psa, (void HUGE* FAR*)&pbytes);
  if (FAILED(hr))
    return FALSE;

  cElements = lUBound-lLBound+1;

  BYTE * pMess = new BYTE[cElements];
  if(pMess)
  {
    for (i = 0; i < cElements; i++)
    {
      *(pMess+i) = pbytes[i];
    }

    SafeArrayUnaccessData(psa);

    //here process the received byte array contained in pMess
    ...

    // free the byte array
    delete[] pMess;
  }
}

```

For the above command the VideoJet will return a list of all current recordings. The structure of this list follows this data structure:

```

struct HdPartitionFileInfo
{
  DWORD secBeg;

```

```

DWORD secEnd;
DWORD flags;
DWORD ID;
};

```

secBeg: Start of the recording (counted in seconds since the 1.1.2000 00:00)

secEnd: End of the recording (counted in seconds since the 1.1.2000 00:00)

flags:

	Mask	Name	Description
Bit 29	0x20000000	FLAG_TIME_ZONE_SIGN	The time zone sign of this file
Bit 21	0x00200000	FLAG_VIDEO_MUX	when set, multiple cameras are recorded in this file
Bit 7	0x00000080	FLAG_ALARM_RECORDING	0x00000080 when set, this is a alarm recording
Bit 6	0x00000040	FLAG_TIME_RECORDING	0x00000040 when set, this is a time recording
Bit 5	0x00000020	FLAG_VIDEO_LOSS	0x00000020 when set, a video loss alarm has been asserted since the beginning of this recording
Bit 3	0x00000008	FLAG_ALARM_MOTION	When set, a motion alarm has been asserted since the beginning of this recording
Bit 2	0x00000004	FLAG_ALARM_INPUT	When set, a input alarm has been asserted since the beginning of this recording
Bit 1	0x00000002	FLAG_OVERWRITING	When set, the recording of this file is currently overwriting a previous recording
Bit 0	0x00000001	FLAG_RECORDING	when set, the recording of this file is currently running

Combined Values

Mask	Name	Description
0x1F800000	MASK_TIME_ZONE_QH	the time zone offset in quarter hours of this file

ID: for internal use only

The total number of recordings can be calculated by the size of the reply divided by the size of the structure (16).

The application can now decide which file to replay. In addition to that, the VideoJets are capable only to replay a specified period of time.

To select the period (or the entire file), the RCP command HD_REPLAY_STOP_TIME (0x0904) will set the end marker for the replay and the command HD_REPLAY_SEEK_TIME (0x0905) will set the start marker. The time is specified by the same format as in the list (counted in seconds since 1.1.2000 00:00). There is seconds DWORD for future extensions. The structure for setting the start and stop time is:

```
struct TimeSet
{
    DWORD sec;
    DWORD unused;
};
```

Now set the stop marker:

```
unsigned long sessionID, StopTime;
unsigned short clientID;
unsigned char cmd[64];

cmd[0] = 0x09;
cmd[1] = 0x04;
cmd[2] = 0x0c;
cmd[3] = 0x13;
cmd[4] = 0x00;
cmd[5] = 0x00;
cmd[6] = (clientID & 0xFF00) >> 8;
cmd[7] = (clientID & 0x00FF);
cmd[8] = (sessionID & 0xFF000000) >> 24;
cmd[9] = (sessionID & 0x00FF0000) >> 16;
cmd[10] = (sessionID & 0x0000FF00) >> 8;
cmd[11] = (sessionID & 0x000000FF);
cmd[12] = 0x00;
cmd[13] = 0x00;
cmd[14] = 0x00;
cmd[15] = 0x08;

cmd[16] = (StopTime & 0xFF000000) >> 24;
cmd[17] = (StopTime & 0x00FF0000) >> 16;
cmd[18] = (StopTime & 0x0000FF00) >> 8;
cmd[19] = (StopTime & 0x000000FF);
cmd[20] = 0x00;
cmd[21] = 0x00;
cmd[22] = 0x00;
cmd[23] = 0x00;
```

Transfer the command into a VARIANT and send it as described above. A corresponding response via ReceivedRCP() should be waited for.

The send the start marker:

```
unsigned long sessionID, StartTime;
unsigned short clientID;
unsigned char cmd[64];

cmd[0] = 0x09;
cmd[1] = 0x05;
cmd[2] = 0x0c;
cmd[3] = 0x13;
cmd[4] = 0x00;
cmd[5] = 0x00;
cmd[6] = (clientID & 0xFF00) >> 8;
cmd[7] = (clientID & 0x00FF);
cmd[8] = (sessionID & 0xFF000000) >> 24;
cmd[9] = (sessionID & 0x00FF0000) >> 16;
cmd[10] = (sessionID & 0x0000FF00) >> 8;
cmd[11] = (sessionID & 0x000000FF);
cmd[12] = 0x00;
cmd[13] = 0x00;
cmd[14] = 0x00;
cmd[15] = 0x08;

cmd[16] = (StartTime & 0xFF000000) >> 24;
cmd[17] = (StartTime & 0x00FF0000) >> 16;
cmd[18] = (StartTime & 0x0000FF00) >> 8;
cmd[19] = (StartTime & 0x000000FF);
cmd[20] = 0x00;
cmd[21] = 0x00;
cmd[22] = 0x00;
cmd[23] = 0x00;
```

Transfer the command into a VARIANT and send it as described above. A corresponding response via ReceivedRCP() should be waited for.

Now the replay can be started by sending RCP command HD_REPLAY_START (0x0902). The integer parameter specifies the speed of the replay. Normally 100% is live speed, slow motion is less than 100% and fast forward is more than 100%. For backup purposes, the speed can be increased up to 99999. this signals the VideoJet to send the recorded data as fast as possible. A value of 0% will pause the replay.

```
int Speed=100;
unsigned long sessionID;
unsigned short clientID;
unsigned char cmd[64];

cmd[0] = 0x09;
cmd[1] = 0x02;
cmd[2] = 0x04;
cmd[3] = 0x13;
```

```

cmd[4] = 0x00;
cmd[5] = 0x00;
cmd[6] = (clientID & 0xFF00) >> 8;
cmd[7] = (clientID & 0x00FF);
cmd[8] = (sessiondID & 0xFF000000) >> 24;
cmd[9] = (sessiondID & 0x00FF0000) >> 16;
cmd[10] = (sessiondID & 0x0000FF00) >> 8;
cmd[11] = (sessiondID & 0x000000FF);
cmd[12] = 0x00;
cmd[13] = 0x00;
cmd[14] = 0x00;
cmd[15] = 0x04;

cmd[16] = (Speed & 0xFF000000) >> 24;
cmd[17] = (Speed & 0x00FF0000) >> 16;
cmd[18] = (Speed & 0x0000FF00) >> 8;
cmd[19] = (Speed & 0x000000FF);

```

Transfer the command into a VARIANT and send it as described above. A corresponding response via ReceivedRCP() should be waited for.

To jump to a certain time, the HD_REPLAY_SEEK_TIME (0x0905) can also be used during a replay service. In paused mode, the VideoJet will perform jumps to next frames or previous intra frames. The command for this is HD_REPLAY_SEEK_IFRAME (0x0907). The integer parameter specifies the number of frames to go. Positive values will lead to the next frames; negative values direct to previous intra frames. Due to the limitation of compressed video data, backward skips will lead to intra frames only. The intra frame distance is 5 seconds on VideoJet X00 and is scalable on VideoJet X000. To terminate a replay, the RCP command HD_REPLAY_STOP (0x0903) may be send.

```

unsigned long sessionID;
unsigned short clientID;
unsigned char cmd[64];

cmd[0] = 0x09;
cmd[1] = 0x03;
cmd[2] = 0x00;
cmd[3] = 0x31;
cmd[4] = 0x00;
cmd[5] = 0x00;
cmd[6] = (clientID & 0xFF00) >> 8;
cmd[7] = (clientID & 0x00FF);
cmd[8] = (sessiondID & 0xFF000000) >> 24;
cmd[9] = (sessiondID & 0x00FF0000) >> 16;
cmd[10] = (sessiondID & 0x0000FF00) >> 8;
cmd[11] = (sessiondID & 0x000000FF);
cmd[12] = 0x00;
cmd[13] = 0x00;

```

```
cmd[14] = 0x00;  
cmd[15] = 0x01;  
  
cmd[16] = 0x01;
```

Transfer the command into a VARIANT and send it as described above. A corresponding response via ReceivedRCP() should be waited for. An alternative is to disconnect the connection by calling

```
m_mpeg.DisconnectVideo();
```

During the replay certain messages are generated by the VideoJet.

Signals the current position inside the recording. This may be displayed by a slider positions in the GUI.

Signals, that the current recording has changed its duration (normally every second). The payload of this message has the same format as the file list, except, that there is only one line (the current recording)

Signals that there is an updated file list available (e.g. a new alarm recording has been started). The application may reload the file list again

3.6 Bicom Command Access Levels

The default protection level for BICOM / AUX commands is 'bl_user' for get-operations (get, getMax, getMin) and 'bl_service' for all other operations. All BICOM / AUX commands which have a protection level different from the default are listed in the following tables. 'bl_priv' means that the command is not accessible at all.

3.7 Specific error codes

Each rcp command can generate an generic RCP fault as described in the chapter "Rcp Protocol Procedure". Additional command specific error codes are defined. If an command specific error occurs the Response is 2 bytes long. The first byte is set to RCP_ERROR_COMMAND_SPECIFIC (0xf0), the second byte is set to the specific fault.

Storage specific error codes

Span errors

SPAN_ERROR_INV_SPN_IDX	0x02
SPAN_ERROR_INV_SPN_IDX	0x02
SPAN_ERROR_INV_HDR_TYPE	0x03
SPAN_ERROR_INV_ADDR_LIST	0x04
SPAN_ERROR_NOT_MNTD	0x05
SPAN_ERROR_INV_FS	0x06
SPAN_ERROR_INV_LUN_NFO	0x07
SPAN_ERROR_BAD_HDR_CKSM	0x08
SPAN_ERROR_INV_IDX	0x09
SPAN_ERROR_RD_ONLY	0x0a
SPAN_ERROR_NO_REC_DAT	0x0b
SPAN_ERROR_INV_PART_NFO	0x0c
SPAN_ERROR_CONV_REC	0x0d
SPAN_ERROR_SPAN_REQUEST_FAILED	0x0e
SPAN_ERROR_SPAN_REQUEST_RETENTION_TIME	0x0f
SPAN_ERROR_REMOUNT_REFUSED	0x10
SPAN_ERROR_OLD_LUN_NFO	0x20

HDD PMM errors

HD_PMM_ERROR_TIMEOUT	0x12
HD_PMM_ERROR_CREATE_FAILED	0x22
HD_PMM_ERROR_ACCESS_DENIED	0x32
HD_PMM_ERROR_DEVICE_PRESENT_TIMEOUT	0x42
HD_PMM_ERROR_LUN_LOCK	0x52
HD_PMM_ERROR_INVALID_ACCESS	0x62
HD_PMM_ERROR_LUN_MGMT_FILE_NOT_FOUND	0x72
HD_PMM_ERROR_LUN_WRITE_PROTECTED	0x82
HD_PMM_ERROR_COMMON	0xf2

ISCSI errors

ISCSI_ERR_CONNECT	0x31
ISCSI_ERR_INV_LUN	0x33
ISCSI_ERR_LOGIN	0x34
ISCSI_ERR_INV_TARG_IDX	0x35
ISCSI_ERR_PWD	0x36
ISCSI_ERR_PROTO	0x37
ISCSI_ERR_TARG_NOT_REACH	0x38

ISCSI_ERR_NO_MEMORY	0x3a
ISCSI_ERR_SESS_CREATE	0x3b
ISCSI_ERR_INV_PARAMS	0x3c
ISCSI_ERR_SESS_NOT_FOUND	0x3d
ISCSI_ERR_DISCONN	0x3e
ISCSI_ERR_TIMEOUT	0x3f
ISCSI_ERR_TARGET_NOT_SUPP	0x40
ISCSI_ERR_TARGET_SESSION_LIMIT	0x41
ISCSI_ERR_CMD_NOT_SUPP	0x42
ISCSI_ERR_TARGET_NOT_FOUND	0x43
ISCSI_ERR SOCK	0x5f
ISCSI_ERR_TARG_PM	0x6f
ISCSI SOCK_CLOSED	0x7f
ISCSI_ERR_TCP_CONN_RESET	0x8f
ISCSI_ERR_INTR_NOT_SUPP	0x9f
ISCSI_ERR_IP_ZERO	0xa0
ISCSI_ERR_OUT_OF_RESOURCES	0xa1

Forensic search errors

ForensicSearchErrorScriptTooLong	0x01
ForensicSearchErrorInternal	0x02
ForensicSearchErrorNoRuleSelected	0x03
ForensicSearchErrorREConfiguration	0x04
ForensicSearchErrorSyntax	0x05
ForensicSearchErrorMemory	0x06