

# **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

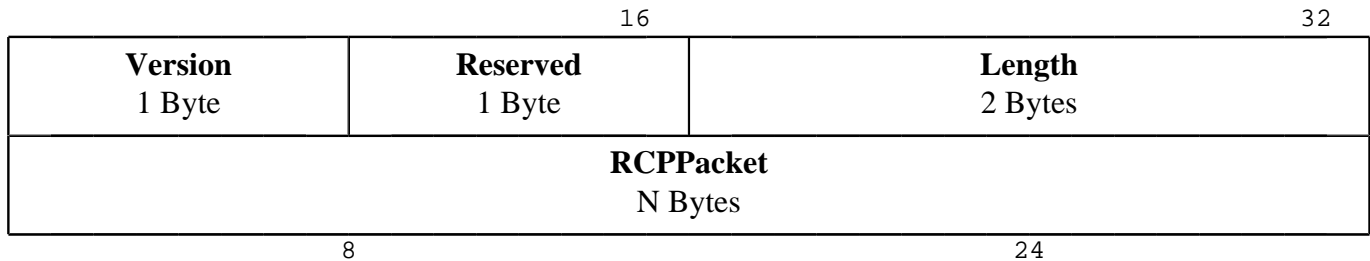
The Numeric Descriptor specifies an attribute for components which are installed more than one time inside the VideoJet, e.g. inputs or relays. The first component is always counted as 1. If this field is not applicable to the command in this packet, a value of zero should be inserted.

## **Payload Length**

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

## 1.2 Packetizing in the TCP Stream

As TCP is a stream oriented protocol, packetizing information has to be inserted to achieve proper packet reconstruction. For this purpose the TPKT structure is used.



### Version

TPKT version 3.

### Reserved

Should be set to zero.

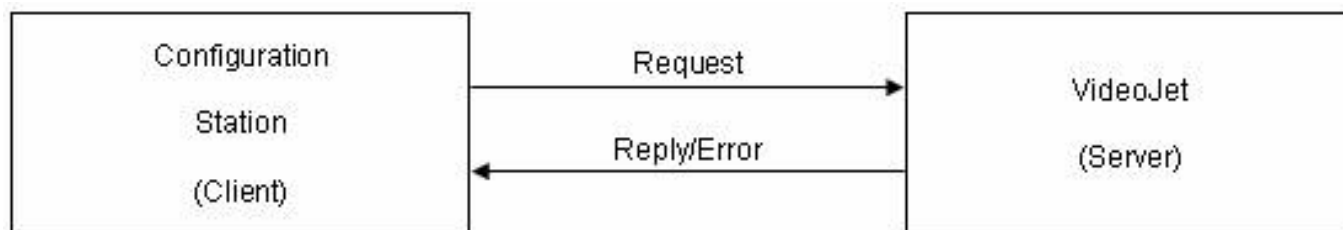
### Length

Byte count of the complete packet; RCP packet length + TPKT length (4 Bytes).

## 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 HTTP/1.0\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
```

SSSSSSS	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

16		32	
<b>0x99</b> 1 Byte	<b>0x39</b> 1 Byte	<b>0xA4</b> 1 Byte	<b>0x27</b> 1 Byte
<b>Sequence Number</b> 4 Bytes			
<b>0x00</b> 1 Byte	<b>0x00</b> 1 Byte	<b>Reply Port</b> 2 Bytes	
8		24	

### Sequence Number

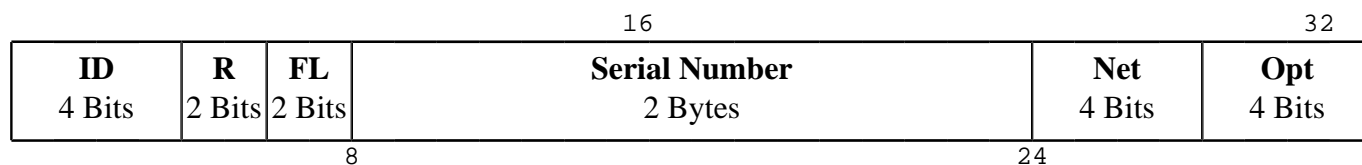
This sequence number must be a randomized number.

### Reply Port

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

## 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:

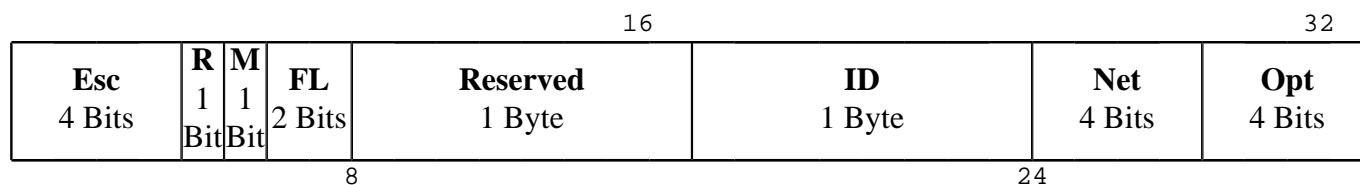
	Mask	Name
Bit 2	0x4	HARDWARE_SYSTEM_ETHERNET
Bit 0	0x1	HARDWARE_SYSTEM_OPT_ISDN

## 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	
<b>0x99</b> 1 Byte	<b>0x39</b> 1 Byte	<b>0xa4</b> 1 Byte	<b>0x27</b> 1 Byte
<b>Sequence Number</b> 4 Bytes			
<b>Hardware Address...</b> 6 Bytes			
<b>Hardware Address</b> ...		<b>0x03</b> 1 Byte	<b>ID</b> 1 Byte
<b>Device IP</b> 4 Bytes			
<b>Subnet Mask</b> 4 Bytes			
<b>Gatway IP</b> 4 Bytes			
<b>Flavor</b> 1 Byte	<b>Connections</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>ID new</b> 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>XXXXXXXXX:YYYYYYYY</serialNumber>
XXXXXXXXX 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>`  
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

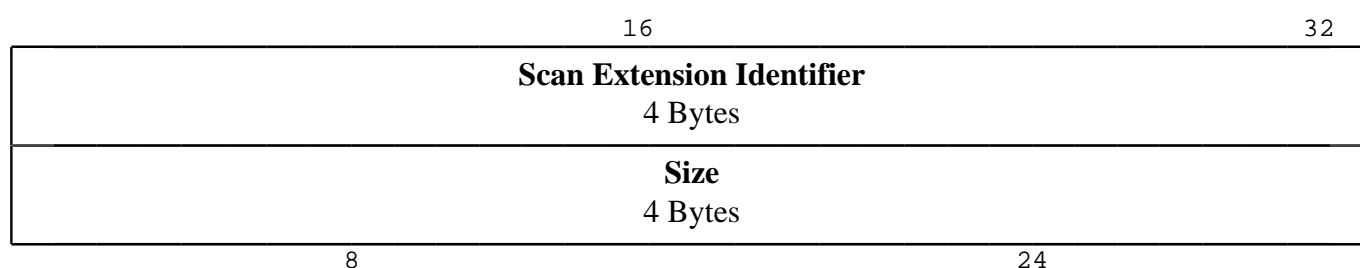
`<ClusterID>XX</ClusterID>`  
XX is index number of the above ClusterMember list of this device

`<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.

16		32	
<b>0x4B</b> 1 Byte	<b>0xA5</b> 1 Byte	<b>0xC3</b> 1 Byte	<b>0x55</b> 1 Byte
<b>Sequence Number</b> 4 Bytes			
<b>0x00</b> 1 Byte	<b>0x00</b> 1 Byte	<b>Reply Port</b> 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)

16		32	
<b>Hardware Address...</b> 6 Bytes			
<b>Hardware Address</b> ...		<b>Reserved</b> 2 Bytes	
<b>IP Address</b> 4 Bytes			
<b>Subnet Mask</b> 4 Bytes			
<b>Gateway Address</b> 4 Bytes			
<b>Reserved</b> 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)

16		32
<b>Hardware Address...</b> 6 Bytes		
<b>Hardware Address</b> ...	<b>Version</b> 1 Byte	<b>Ipv6 PrefixLen</b> 1 Byte
<b>IPv4 Address</b> 4 Bytes		
<b>IPv4 Subnet Mask</b> 4 Bytes		
<b>Gateway IPv4 Address</b> 4 Bytes		
<b>Reserved</b> 4 Bytes		
<b>IPv6AddrString</b> 64 Bytes		
<b>IPv6GatewayAddrString</b> 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	
<b>Hardware Address...</b> 6 Bytes			
<b>Hardware Address</b> ...		<b>Reserved</b> 2 Bytes	
<b>Command ID</b> 2 Bytes		<b>Payload Length</b> 2 Bytes	
<b>Payload</b> <i>Payload Length</i> Bytes			
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

16

<b>RCP Header</b>
<b>RCP Data</b>
<b>String Table Header</b> (see description)
<b>String Table Entry [0]</b> (see description)
...
<b>String Table Entry [N]</b> (see description)

## String Table Header

1632

<b>TableLenBytes</b> 4 Bytes		
<b>Version</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Num Entries</b> 2 Bytes

824

## TableLenBytes

Length of hole string table including this header.

## Version

Must be 1.

## Reserved

Must be 0.

## Num Entries

Number of entries in the table

## String Table Entry

16		32
<b>Length</b> 2 Bytes	<b>Datatype</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Data</b> N Bytes		
8	24	

## Length

Length of this entry including this header in bytes.

## Datatype

### Type of content:

IPv4	0	IPv4 binary encoded value (always 4 bytes)
IPv6	1	IPv6 binary encoded value (always 16 bytes)
HostName	2	HostName or IPv4/IPv6 Address String (encoded as zero terminated string)

## Reserved

Must be 0.

## Data

N bytes of entry data.

## Rules for using the table

- The "StringTable" extension is an option.
- If the RCP-Data contain any IP-Address which current(!) value is other than an IPv4 type then the StringTable option must be used.
- If the RCP-Data does not contain any IP-Address which current(!) value is other than an IPv4 type then the StringTable option should NOT be used to be compatible with older firmware versions and with commands which might not (yet) support this feature.
- 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

		16		32
<b>Command Tag</b> 2 Bytes		<b>Datatype</b> 1 Byte		<b>Direction</b> 1 Byte
<b>Action</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Client ID</b> 2 Bytes		
<b>Reserved</b> 4 Bytes				
<b>NumDes</b> 2 Bytes		<b>Count</b> 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.....	720
CONF_DROPBOX_AUTH_ADDR.....	349
CONF_DROPBOX_AUTH_STATUS.....	350
CONF_DROPBOX_TOKEN_V2.....	352
CONF_DROPBOX_AUTH_V2.....	351
CONF_ACCOUNT_STATUS.....	72
CONF_FTP_SERVER_PORT.....	434
CONF_FTP_PWD.....	433
CONF_ACCOUNT_LIST.....	61
CONF_ACCOUNTS_CREATE_FOLDER.....	73
CONF_ACCOUNTS_DELETE_FOLDER.....	74
CONF_FTP_CWD.....	431
CONF_FTP_CDUP.....	430
CONF_START_CLIENT.....	959
CONF_STOP_CLIENT.....	975
CONF_FTP_FILE_NAME.....	432
CONF_ACCOUNT_LOGIN_TEST.....	62

### alarm

CONF_VIDEO_ALARM_STATE.....	1091
CONF_MOTION_ALARM_STATE.....	674
CONF_NBR_OF_ALARM_OUT.....	722
CONF_NBR_OF_MOTION_DETECTORS.....	733
CONF_HD_MGR_SIGNAL_ALARM.....	461
CONF_VIRTUAL_ALARM_STATE.....	1177
CONF_SET_VIRTUAL_ALARM_ID.....	888
CONF_NBR_OF_VIRTUAL_ALARMS.....	740
CONF_MANIPULATION_ALARM_STATE.....	663
CONF_NBR_OF_MANIPULATION_ALARMS.....	732
CONF_VIRTUAL_ALARM_PARAMETER.....	1174
CONF_NBR_OF_ALARM_IN.....	721
CONF_INPUT_PIN_NAME.....	560
CONF_INPUT_PIN_STATE.....	561
CONF_ALARM_INPUT_LH_VAL.....	95
CONF_ALARM_INPUT_SUPERVISED.....	96
CONF_ALARM_INPUT_CAPABILITIES.....	94
CONF_EVENT_SCRIPT.....	405

### alarm connections

CONF_ALARM_CONNECT_TO_IP_STR.....	90
-----------------------------------	----

CONF_ALARM_CONNECT_TO_IP.....	89
CONF_NBR_OF_ALTERNATIVE_ALARM_IPS.....	723
CONF_AUTO_DISCONNECT_TIME.....	136
CONF_DEFAULT_CONNECTION_MODE.....	309
CONF_STD_MEDIA_CONNECTION_DIRECTION.....	973
CONF_STD_MEDIA_ENCAPSULATION_PROTOKOL.....	974
CONF_DEFAULT_CAM.....	308
CONF_ALARM_CONNECTION_DESTINATION_PORT.....	91
CONF_ALARM_CONNECTION_USE_SSL.....	92
CONF_CONNECT_URL.....	270
CONF_REMOTE_PASSWORD.....	844

## app management

CONF_LIST_APPS.....	641
CONF_MANAGE_APPS.....	660
CONF_APP_MGMT_GET_DEVICE_IDS.....	104
CONF_APP_MGMT_INSTALL_LICENSE.....	105
CONF_SAST_CLOUD_CONNECTION.....	856
CONF_SAST_CLAIM_DEVICE_URI.....	855
CONF_ENABLE_DEVELOPER_MODE.....	378

## audio

CONF_AUDIO_INPUT_LEVEL.....	115
CONF_AUDIO_OUTPUT_LEVEL.....	125
CONF_AUDIO_ON_OFF.....	122
CONF_AUDIO_STARTUP_SOUND.....	129
CONF_AUDIO_NOTIFICATION_SOUND.....	121
CONF_AUDIO_INPUT.....	114
CONF_AUDIO_OUTPUT.....	124
CONF_AUDIO_INPUT_MAX.....	116
CONF_AUDIO_OUTPUT_MAX.....	126
CONF_AUDIO_MIC_LEVEL.....	119
CONF_AUDIO_MIC_MAX.....	120
CONF_AUDIO_LOUDSPEAKER_ON_OFF.....	118
CONF_AUDIO_OPTIONS.....	123
CONF_AUDIO_INPUT_PEEK.....	117
CONF_AUDIO_OUTPUT_PEEK.....	127
CONF_NBR_OF_AUDIO_OUT.....	725
CONF_NBR_OF_AUDIO_IN.....	724
CONF_AUDIO_AAC_BITRATE.....	112
CONF_VIRTUAL_AUDIO_LINES.....	1178
CONF_MPEG_AUDIO_SAMPLING_FREQ.....	675
CONF_AUPROC_CONFIG.....	132
CONF_AUPROC_MELPEGEL.....	134
CONF_AUPROC_NAME.....	135
CONF_AUPROC_ALARM.....	131

## autotracker

CONF_AUTO_TRACKER_TRACK_OBJECT.....	137
CONF_AUTO_TRACKER_TRACK_OBJECT_POS.....	138
CONF_MODE_AUTO_TRACKER.....	672
CONF_STATUS_AUTO_TRACKER.....	972

## backup

CONF_BACKUP.....	141
CONF_BACKUP_MAX_KBPS.....	144
CONF_BACKUP_STATUS.....	149
CONF_BACKUP_STOP.....	155

## bicom

CONF_BICOM_COMMAND.....	159
-------------------------	-----

## browser

CONF_STARTPAGE_BACKGROUND_URL.....	964
CONF_STARTPAGE_LOGO_URL.....	965
CONF_STARTPAGE_PRESENTATION_SWITCHES.....	966
CONF_DYNAMIC_HTML_COUNT.....	353
CONF_DYNAMIC_HTML_NAME.....	355
CONF_DYNAMIC_HTML_DATA.....	354
CONF_BROWSER_LANGUAGE_VAL.....	167
CONF_HTTP_SESSION_COOKIE_NAME.....	553

## calibration

CONF_CAMERA_POSITION.....	185
CONF_CAMERA_ORIENTATION.....	181
CONF_CAMERA_POSITION_OPTIONS.....	189
CONF_CAMERA_SURROUNDING.....	190
CONF_CAMERA_SURROUNDING_OPTIONS.....	193
CONF_CAMERA_LOCATION_METADATA.....	178
CONF_CAMERA_CALIBRATION.....	174
CONF_COMPLETE_CALIBRATION_ELEMENT.....	251
CONF_SHIFT_CALIBRATION_ELEMENT.....	889
CONF_SENSOR_ORIENTATION.....	874
CONF_PREDEFINED_MOUNTING_LIST.....	774

## Cbs

CONF_CBS_COMMISSION.....	203
CONF_CBS_STATUS.....	206
CONF_CBS_DESTINATION.....	204
CONF_REMOTE_PORTAL_INFO.....	845

## cert store

CONF_CERTIFICATE.....	208
CONF_CERTIFICATE_OPTIONS.....	216

CONF_CERTIFICATE_LIST.....	212
CONF_CERTIFICATE_REQUEST.....	217
CONF_CERTIFICATE_REQUEST_OPTIONS.....	223
CONF_CERTIFICATE_REQUEST_PROGRESS.....	224
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CONF_WLAN_DEFAULT_CHANNEL.....	1184
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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	
<b>Read</b>	p_octet	service	Access lun management information.
<b>Write</b>	p_octet	service	Access lun management information.
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	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.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	p_octet	service	Returns the response from the ftp/ dropbox LIST command
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	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;	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	

## 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	

### 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

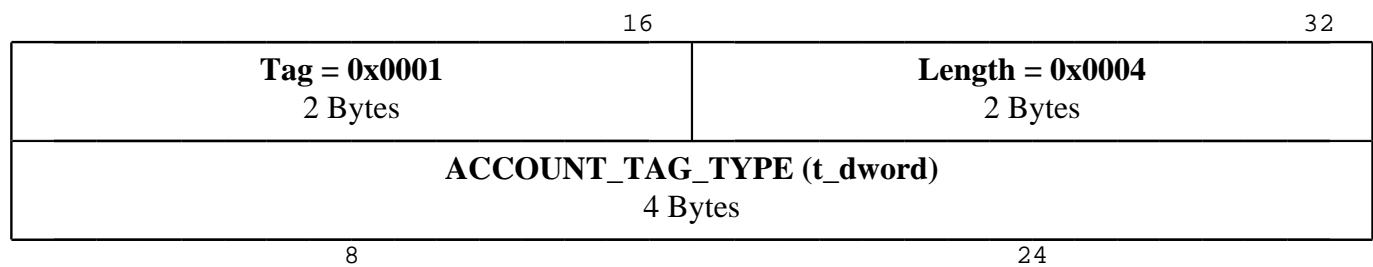
Length of tagged value without length and tag field

### Tag

Tag specifying the encoding and meaning of the value

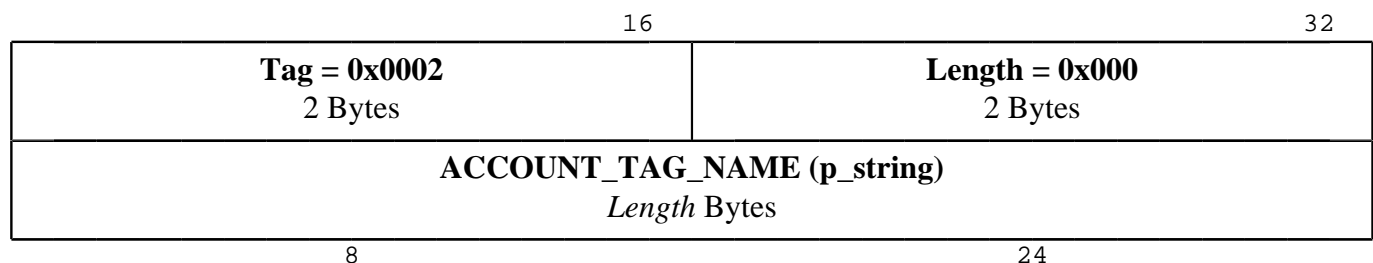
## Tag 1: ACCOUNT\_TAG\_TYPE

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



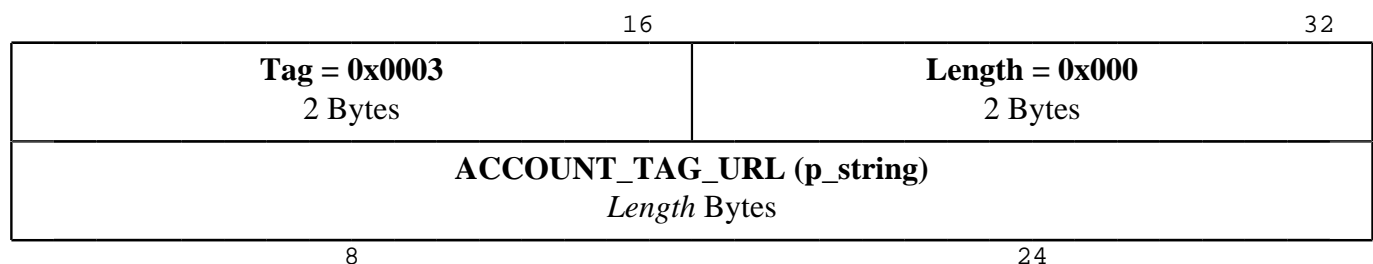
## Tag 2: ACCOUNT\_TAG\_NAME

account name



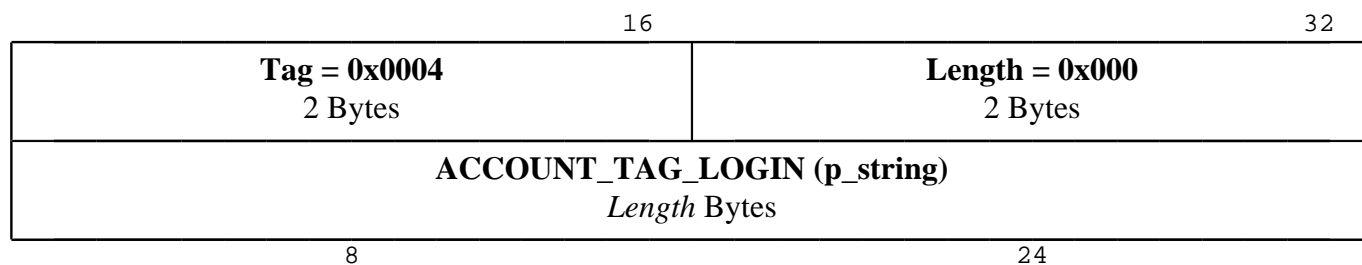
## Tag 3: ACCOUNT\_TAG\_URL

url, e.g url to the ftp server



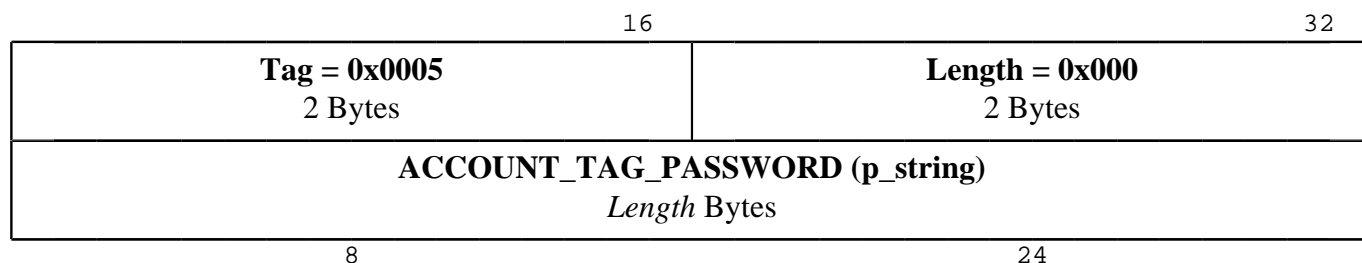
## Tag 4: ACCOUNT\_TAG\_LOGIN

username



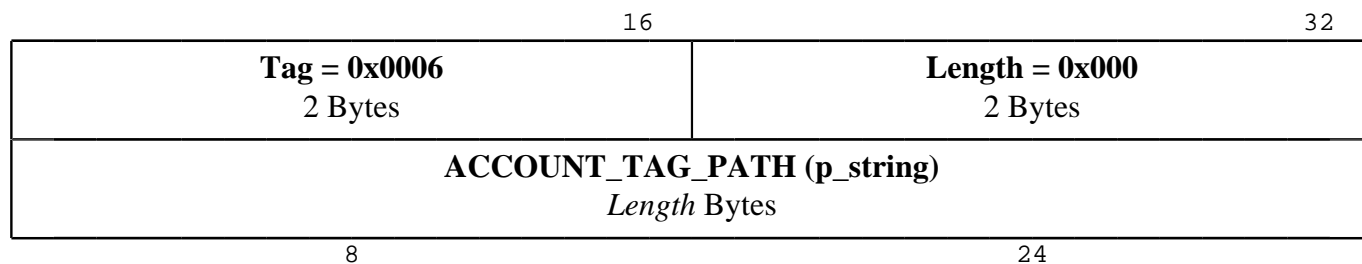
## Tag 5: ACCOUNT\_TAG\_PASSWORD

password



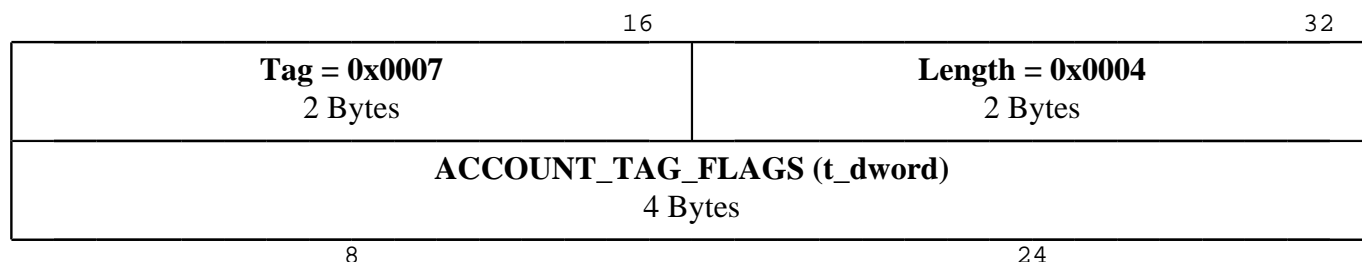
## Tag 6: ACCOUNT\_TAG\_PATH

path



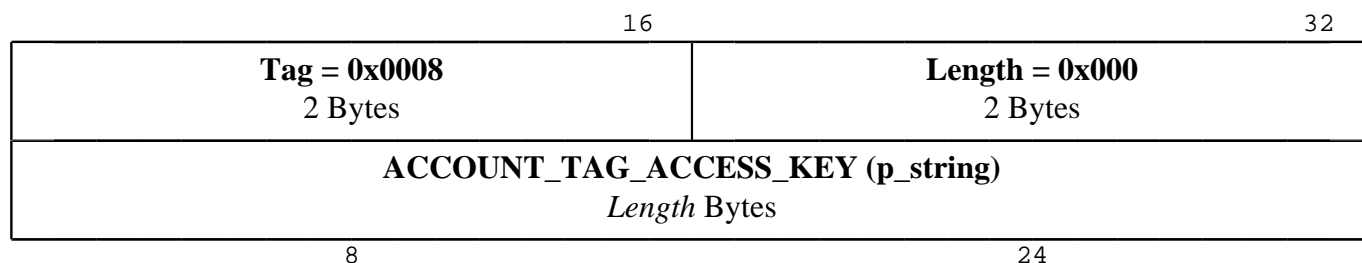
## Tag 7: ACCOUNT\_TAG\_FLAGS

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



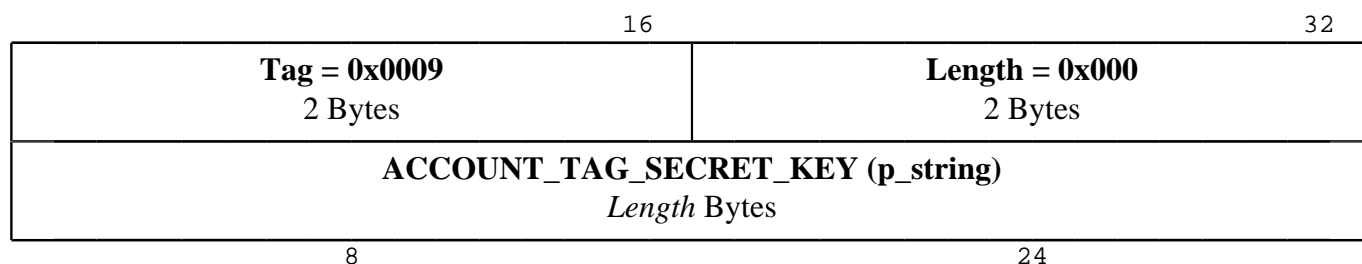
## Tag 8: ACCOUNT\_TAG\_ACCESS\_KEY

aws access key (max 128 bytes)



## Tag 9: ACCOUNT\_TAG\_SECRET\_KEY

aws secret access key (max 128 bytes)



## Tag 10: ACCOUNT\_TAG\_BUCKET\_NAME

bucket name (amazon s3), max 128 bytes

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

## Tag 11: ACCOUNT\_TAG\_REGION

aws region

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

## Tag 12: ACCOUNT\_TAG\_CAMERA\_ID

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

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

## Tag 13: ACCOUNT\_TAG\_FILE\_DURATION

s3 file duration in seconds

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

## Tag 14: ACCOUNT\_TAG\_STREAM\_NAME

stream name

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

## Tag 15: ACCOUNT\_TAG\_KBPS

maximum datarate for the backup, see CONF\_BACKUP\_MAX\_KBPS

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

## Tag 16: ACCOUNT\_TAG\_GROUP

cloud watch log group

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

## Tag 17: ACCOUNT\_TAG\_CLOUD\_WATCH\_ENABLED

cloud watch enabled/disabled

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

## Tag 18: ACCOUNT\_TAG\_KMS\_ENABLED

kms key encryption enabled/disabled

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

**Tag 19: ACCOUNT\_TAG\_KMS\_KEY\_ID**

aws kms key id (max 128 bytes)

16		32	
<b>Tag = 0x0013</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>ACCOUNT_TAG_KMS_KEY_ID (p_string)</b> <i>Length</i> Bytes			
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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	service	Creates a new folder. Argument: folder name
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	-	-	Unavailable
<b>Write</b>	p_octet	service	Deletes a folder. Argument: folder name
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>ConnectionEntry [0]</b> (see description)
...
<b>ConnectionEntry [N]</b> (see description)

### ConnectionEntry

16		32
<b>Destination IP Address</b> 4 Bytes		
<b>Local Coder</b> 1 Byte	<b>Local Line</b> 1 Byte	<b>Flags</b> 2 Bytes
<b>Session ID</b> 4 Bytes		
<b>Remote Coder</b> 1 Byte	<b>Remote Line</b> 1 Byte	<b>Reserved</b> 2 Bytes
<b>TX Channels</b> 4 Bytes		
<b>RX Channels</b> 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	
<b>Read</b>	t_dword	always_legacy	Returns the config id activated by bool engine.	
<b>Write</b>	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	
<b>Available</b>	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
Datatype	Access Level	Description	
<b>Read</b>	p_octet	live	Read entry of remote devices, see detailed description
<b>Write</b>	p_octet	iva	Add entry of remote devices, see detailed description
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>mac...</b> 6 Bytes			
<b>mac</b> ...		<b>reserved</b> 2 Bytes	
<b>line cnt</b> 2 Bytes		<b>max coder per line</b> 2 Bytes	
<b>nbr of forwarder entries</b> 4 Bytes			
<b>forwarder entry [0]</b> (see description)			
...			
<b>forwarder entry [N]</b> (see description)			

8

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

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

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

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

16		32	
<b>remote port</b> 2 Bytes		<b>forwarder port</b> 2 Bytes	
8		24	

Port of the remote device

Local port which forwards all data to the remote port

Length of the following url (actual limit is 64)

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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

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

#### 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	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	no_pwd	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

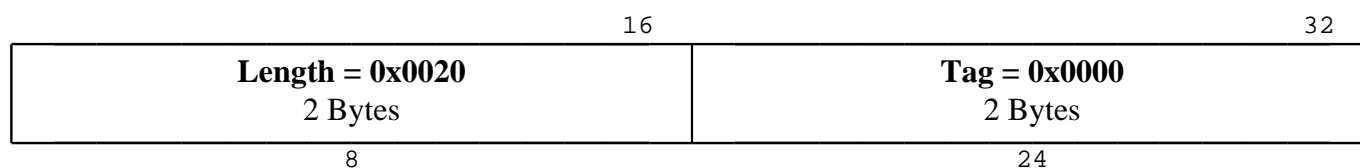
Length of tagged value including length and tag field

### Tag

Tag specifying the encoding and meaning of the value

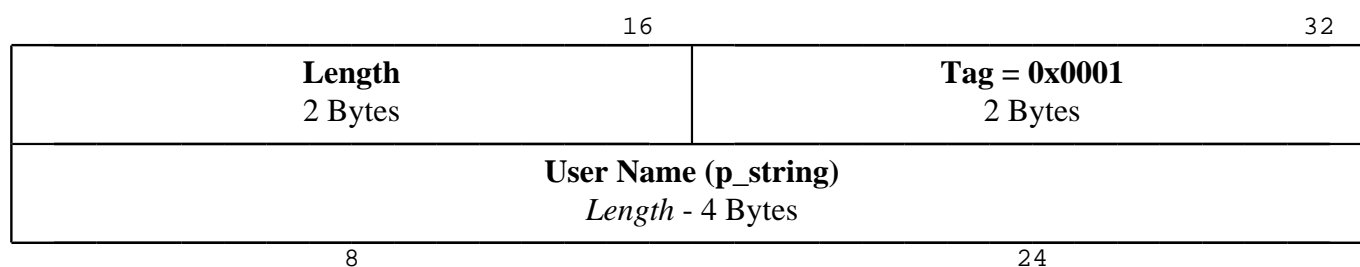
## Tag 0: User Entry

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

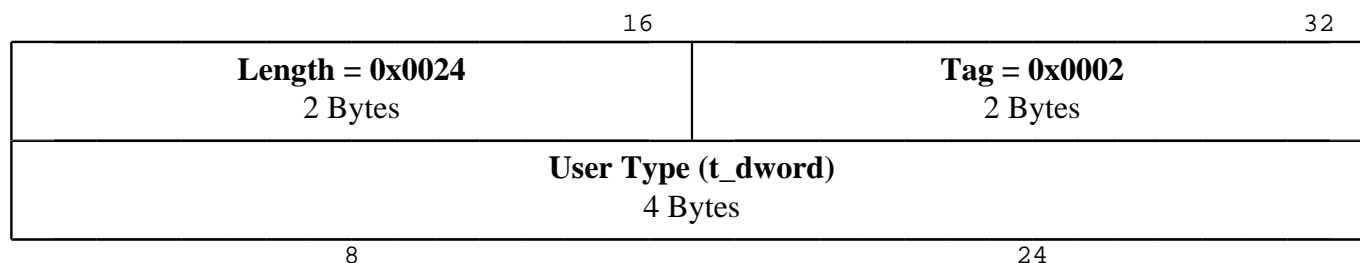


## Tag 1: User Name (Required)

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

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>User Group (t_dword)</b> 4 Bytes			
8		24	

**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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>Password (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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.

On read, this field will indicate the remaining time in seconds until the user will expire.

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0005</b> 2 Bytes	
<b>Expires In Seconds (t_dword)</b> 4 Bytes			
8		24	

## 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	
<b>Read</b> p_octet	live	Returns a list of tagged values(User Entries).	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	

### 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	
<b>speed limit</b> 4 Bytes			
<b>data rate limit</b> 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	
<b>Read</b>	t_dword	minimal	Read the connect on alarm event IP address	
<b>Write</b>	t_dword	service	Specify the connect on alarm event IP address	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	

## 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	
<b>Read</b>	t_word	minimal	Returns the network destination port on outgoing alarm connections	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	f_flag	minimal	Use RCP SSL for outgoing alarm connections	
<b>Write</b>	f_flag	service	Use RCP SSL for outgoing alarm connections	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_octet	minimal	Read current state	
<b>Write</b>	t_octet	service	Set alarm display state	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes			yes

### Values:

disable alarm display	1	
enable alarm display	2	
alarm stamping with custom attributes	3	can be set with the CONF_STAMP_ATTR_ALARM

## 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

16	32
Count 4 Bytes	
Capabilities [0] 4 Bytes	
...	
Capabilities [N] 4 Bytes	
8	24

### Count

Number of available alarm inputs

### Capabilities

Capabilities of the alarm input

	Mask	Name
Bit 0	0x00000001	Supervised mode possible

## 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	
<b>Read</b>	t_octet	minimal	1=alarm pin high active; 2=alarm pin low active	
<b>Write</b>	t_octet	service	1=set alarm pin high active; 2=set alarm pin low active	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_octet	minimal	1= alarm pin is set to supervised mode; 0= alarm pin is set to normal mode (non-supervised)	
<b>Write</b>	t_octet	service	1=set alarm pin to supervised mode; 0=set alarm pin to normal mode (non-supervised)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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
<b>Flags</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Number of alarm entries</b> 2 Bytes
<b>Alarm Entry [0]</b> (see description)		
...		
<b>Alarm Entry [</b> <b>Number of alarm entries</b> <b>- 1]</b> (see description)		
8		24

### Flags

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

## Alarm Entry

		16		32	
<b>Entry ID</b> 2 Bytes		<b>Entry Length</b> 2 Bytes			
<b>Flags</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Alarm Source</b> 1 Byte		<b>Alarm Type</b> 1 Byte	
<b>Alarm Name (p_unicode)</b> <i>Entry Length - 8 Bytes</i>					
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	
<b>Read</b>	p_unicode	minimal	Get the alarm string	
<b>Write</b>	p_unicode	service	Set the alarm string (max 32 unicode characters)	
	CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>Read</b>	f_flag	minimal	Allow basic http authentication on non SSL sockets, #ValueList: 0= not allowed (default); 1= allowed	
<b>Write</b>	f_flag	service	Allow basic http authentication on non SSL sockets, #ValueList: 0= not allowed (default), 1= allowed	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_octet	minimal	Allow or deny that dhcp overwrites time/ntp srv ip, 0 = deny, 1 = allow	
<b>Write</b>	t_octet	service	Allow or deny that dhcp overwrites time/ntp srv ip, 0 = deny, 1 = allow	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	user	Get the normalized ambient light level (value range: 0-1000; typical values between 0-400); Only available on certain devices	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_string	service	Install license
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	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.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	p_string	minimal	Returns a readable string with the result code of the last applied set option	
<b>Write</b>	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	
<b>Available</b>	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	minimal	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	service	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	
<b>Read</b>	t_dword	minimal	Read the bitrate of the AAC encoder (only value of 48000 and 80000 are supported) for the line given by num	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Audio streaming on coder (audio encoder n: coderbits=1<<(n-1))	
<b>Write</b>	t_dword	service	Enables audio streaming on coder (audio encoder n: coderbits=1<<(n-1))	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	Get the audio input source	
Write	t_dword	service	Set the audio input source	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

### Values:

Line	0	
Mic	1	
Mute	2	only supported by arm based products

## 2.42 CONF\_AUDIO\_INPUT\_LEVEL

[API: audio]

Tag Code		Num Descriptor	Message	SNMP Support
0x000a		audio line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets current level of audio input. Range: 0 to AUDIO_INPUT_MAX	
<b>Write</b>	t_dword	service	Sets level of audio input. Range: 0 to AUDIO_INPUT_MAX	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Gets the maximum input level that can be adjusted	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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 the loudspeaker state.	
Write	f_flag	service	Sets the loudspeaker state.	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

### Values:

Off	0
On	1

## 2.46 CONF\_AUDIO\_MIC\_LEVEL

[API: audio]

Tag Code		Num Descriptor	Message	SNMP Support
0x09bc		audio line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets level of mic input. Range: 0 to AUDIO_MIC_MAX	
<b>Write</b>	t_dword	service	Sets level of mic input. Range: 0 to AUDIO_MIC_MAX	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Gets the maximum mic level that can be adjusted	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	f_flag	minimal	Read status of audio notification sound (only applicable on certain devices).	
<b>Write</b>	f_flag	service	Switch audio notification sound on/off (only applicable on certain devices).	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	Get the audio state	
Write	f_flag	service	Set the audio state	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

Values:

Off	0
On	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.	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

### Values:

	Mask	Name
Bit 3	0x08	Loudspeaker
Bit 2	0x04	Mic
Bit 1	0x02	Line Out
Bit 0	0x01	Line In

## 2.51 CONF\_AUDIO\_OUTPUT

[API: audio]

Tag Code		Num Descriptor	Message	SNMP Support
0x09b9		audio line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the audio output target	
<b>Write</b>	t_dword	service	Set the audio output target	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

Decoder	0
Sine	1
Loop	2
Mute	3
Sample	4

## 2.52 CONF\_AUDIO\_OUTPUT\_LEVEL

[API: audio]

Tag Code		Num Descriptor	Message	SNMP Support
0x09b7		audio line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets level of audio output. Range: 0 to AUDIO_OUTPUT_MAX	
<b>Write</b>	t_dword	service	Sets level of audio output. Range: 0 to AUDIO_OUTPUT_MAX	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Get the max iabs of the audio output signal (clears the value)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
Write	t_octet	service	Set audio format for recording (running recording has to be stopped and restarted in order to become effective)	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

### Values:

None	0
G711	1
L16	2
AAC	3

# 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]

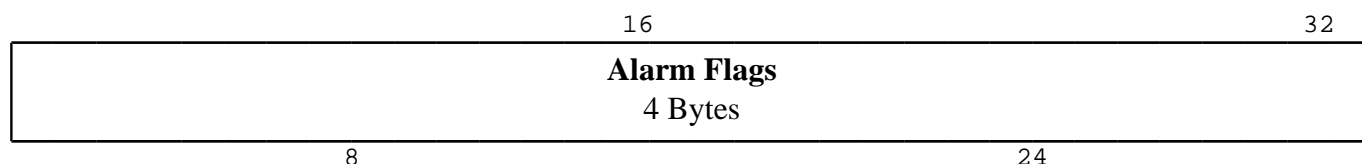
Tag Code		Num Descriptor	Message	SNMP Support
0x0b8d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Defines the audio encoding that is used for streaming (1: g711, 2: aac)	
<b>Write</b>	t_dword	service	Defines the audio encoding that is used for streaming (1: g711, 2: aac)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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
<b>Version</b> 4 Bytes	
<b>Trigger Level...</b> 16 Bytes	
<b>Trigger Level</b> ...	
<b>Trigger Level</b> ...	
<b>Trigger Level</b> ...	
<b>Sensitivity...</b> 16 Bytes	
<b>Sensitivity</b> ...	
<b>Sensitivity</b> ...	

Sensitivity		
...		
<b>Reserved</b> 1 Byte	<b>Flags</b> 1 Byte	<b>Reserved</b> 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	
<b>Read</b> p_octet	minimal	Read the recent pegel in the frequency bands: detailed decription	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	0=no auto disconnect; 0<Time in seconds to disconnect	
<b>Write</b>	t_dword	service	0=no auto disconnect; 0<Time in seconds to disconnect	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Get the object id of the currently tracked object. Zero is returned if no object is tracked.	
<b>Write</b>	t_dword	user	Send the object id to start tracking	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Get the multicast group to which (when set) the VJ will listen for multicast autodetect requests	
<b>Write</b>	t_dword	service	Get the multicast group to which (when set) the VJ will listen for multicast autodetect requests	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	minimal	Returns status and availability of auxiliary power, see detailed description
<b>Write</b>	t_dword	service	Enables or disables auxiliary power, see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Payload Structure

	16	32
<b>Flags</b> 1 Byte	<b>ovl_cnt</b> 1 Byte	<b>Reserved</b> 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	user	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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			
<b>From2000</b> 4 Bytes							
<b>To2000</b> 4 Bytes							
<b>Account</b> 4 Bytes							
<b>RecordingIndex</b> 4 Bytes							
<b>RemoteCamera</b> 1 Byte		<b>Transcode</b> 1 Byte		<b>TranscoderPreset</b> 1 Byte		<b>Reserved</b> 1 Byte	
<b>ReplaySpeed</b> 4 Bytes							
<b>ObjectID</b> 4 Bytes							

<b>Reserved</b> 4 Bytes		
<b>Backup filename...</b> 16 Bytes		
<b>Backup filename</b> ...		
<b>Backup filename</b> ...		
<b>Backup filename</b> ...		
<b>Flags</b> 1 Byte	<b>Signature hash type</b> 1 Byte	<b>Reserved</b> 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	
<b>Read</b>	t_dword	minimal	Gets the maximum datarate for the backup (in kbps)	
<b>Write</b>	t_dword	user	Sets the maximum datarate for the backup (in kbps)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b> p_octet	user	Get the backup recording status, see detailed description	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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:  $\text{utilization} = (\text{"unbacked MB"} * 100) / (\text{"unbacked MB"} + \text{"backedup MB"} + \text{"free MB"})$ . 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

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

<b>lost counter</b> 4 Bytes	
<b>msg trigger</b> 1 Byte	<b>reserved</b> 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

## backup MB

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

## unbacked MB

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

## lost counter

Counter for events of records, which had to be backed up and that couldn't be backed up, 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	
<b>Read</b>	p_octet	user	Get the thresholds, see detailed description
<b>Write</b>	p_octet	service	Set the thresholds, see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>all clear threshold</b> 1 Byte	<b>warning threshold</b> 1 Byte	<b>reserved</b> 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	
<b>Read</b>	p_octet	minimal	List the status of a backup sessions:
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>Backup Session ID</b> 4 Bytes			
<b>RCP Session ID</b> 4 Bytes			
<b>Start Time</b> 4 Bytes			
<b>End Time</b> 4 Bytes			
<b>Transferred Bytes</b> 8 Bytes			
<b>Transferred Bytes</b> ...			
<b>File Count</b> 2 Bytes		<b>File Nbr</b> 2 Bytes	
<b>File part</b> 2 Bytes		<b>Reserved</b> 2 Bytes	

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

8

24

## Backup Session 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
<b>Backup Status...</b> 200 Bytes	
<b>Backup Status</b> [...]	
<b>Backup Status</b> ...	
<b>Backup Status Addon (optional)</b> (see description)	
8	24

## Backup Status Addon (optional)

16				32			
<b>start sec utc</b> 4 Bytes							
<b>end sec utc</b> 4 Bytes							
<b>TZ QH</b> 1 Byte		<b>hash status</b> 1 Byte		<b>sign status</b> 1 Byte		<b>cert status</b> 1 Byte	
<b>hash issues</b> 4 Bytes							
<b>sign issues</b> 4 Bytes							
<b>cert issues</b> 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	t_dword	user	Cancels an ongoing backup job
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

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

### Payload Structure

16		32	
<b>enable</b> 1 Byte	<b>reserved</b> 1 Byte	<b>accountId</b> 1 Byte	<b>pictureFormat</b> 1 Byte
<b>targetObjectWidth</b> 4 Bytes			
<b>time out</b> 1 Byte	<b>reserved...</b> 11 Bytes		
<b>reserved</b> ...			
<b>reserved</b> ...			
8	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	
<b>Read</b>	-	-	Unavailable
<b>Write</b>	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
<b>Flags</b> 1 Byte	<b>Lease Time Info (conditional)...</b> (see description)		
<b>Lease Time Info (conditional)</b> ...		<b>Bicom Server ID...</b> 2 Bytes	
<b>Bicom Server ID</b> ...	<b>Object ID</b> 2 Bytes		<b>Operation</b> 1 Byte
<b>Bicom Payload</b> N Bytes			
8		24	

### Flags

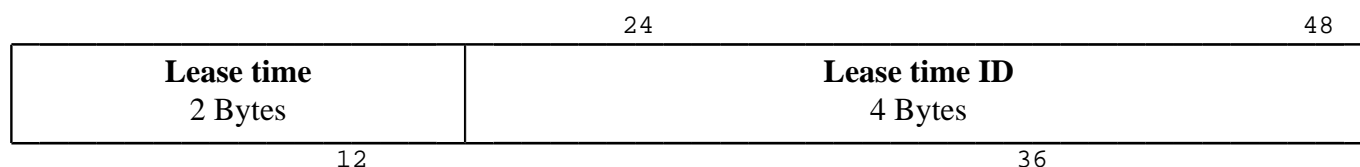
#### Transmission-Flags

	Mask	Name	Description
Bit 7	0x80	Flags Available	Must be always set to 1
Bit 6	0x40	unsued3	unused set to 0
Bit 5	0x20	unused2	unused set to 0
Bit 4	0x10	unused1	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	obsolete2	obsolete, don't care
Bit 0	0x01	obsolete1	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)

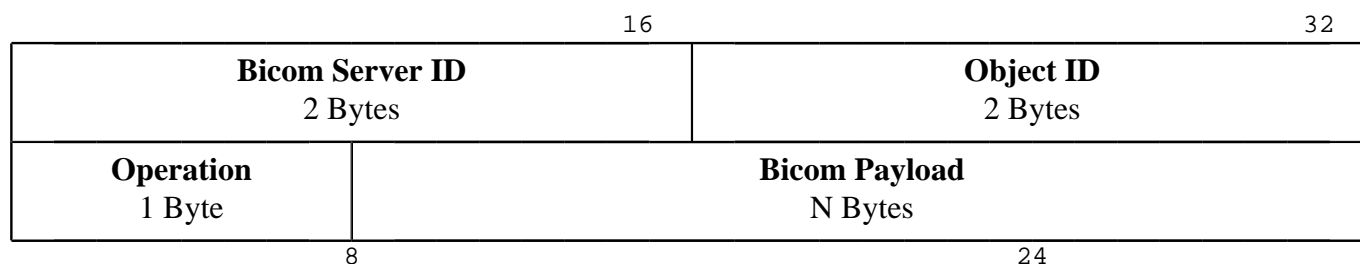
## Operation

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 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	
<b>Read</b>	t_dword	always	
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Read</b>	t_octet	always	Read current set browser language	
<b>Write</b>	t_octet	service	Set browser language (numbering depends on toolkit implementation)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.82 CONF\_BUFFERED\_RECORDING\_MODE

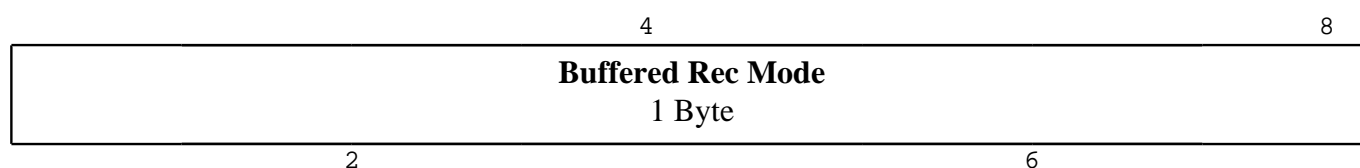
[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bcd	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_octet	user	Get the buffered recording mode: 0 off, 1 on
<b>Write</b>	t_octet	service	Set the buffered recording mode: 0 off, 1 on,
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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 comands: 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	
<b>Read</b>	p_octet	Retrieve the list of recording spans of a camera from a span manager on a managed lun.	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

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

## Span Recording Info

		16			32
<b>Span Index</b> 2 Bytes		<b>S</b> 1 Bit	<b>Timezone</b> 7 Bits		<b>Flags</b> 1 Byte
<b>Start Time</b> 4 Bytes					
<b>Stop Time</b> 4 Bytes					
<b>Reserved</b> 2 Bytes		<b>File Count</b> 2 Bytes			
<b>Extended Record Info(optional)...</b> 8 Bytes					
<b>Extended Record Info(optional)</b> ...					
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.

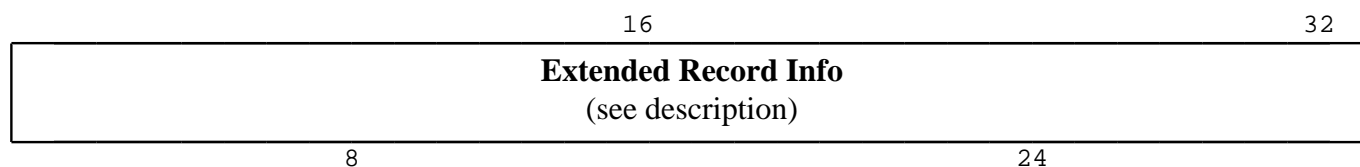
## Reserved

## 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	
<b>Read</b>	p_octet	user	Calculates calibration with calibration elements, payload is beyond the scope of this document (for more details read CameraCalibrationConfig.doc)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.85 CONF\_CAMERA\_LENS\_CURVE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be6	video line	no	no
Datatype	Access Level	Description	
Read	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).

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>Optical Center (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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
```

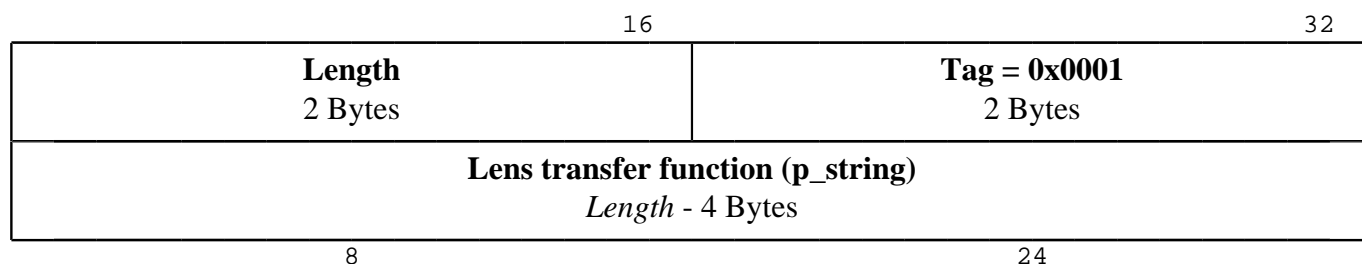
### Tag 1: Lens transfer function

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	
<b>Read</b>	p_octet	user	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>City (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## Tag 1: Zip Code

Contains the zip code as string, no zero termination.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Zip Code (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

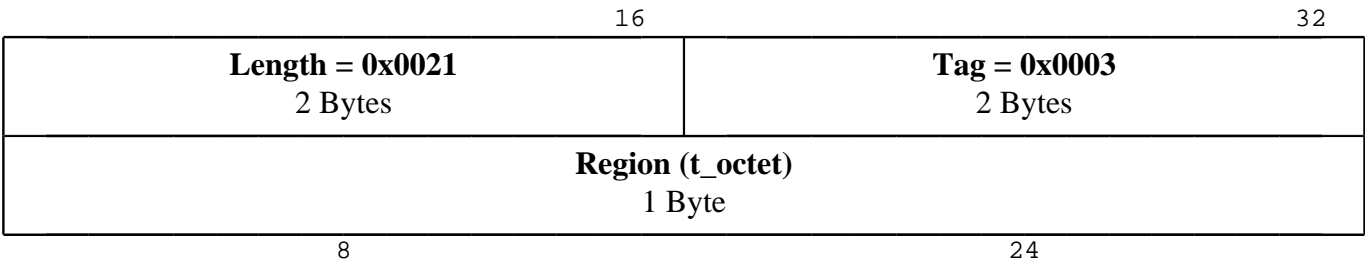
## Tag 2: Country Code

Contains the country code as string, no zero termination.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>Country Code (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

**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	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

16		32	
<b>Length = 0x0020</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
8		24	

## 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  $(2 \cdot \pi / (2^{32}))$ .

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Pan Angle (t_dword)</b> 4 Bytes			
8		24	

## Tag 2: Full Orientation

Specify the full camera orientation at once

16		32	
<b>Length = 0x0010</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>pan (t_dword)</b> 4 Bytes			
<b>tilt (t_dword)</b> 4 Bytes			
<b>roll (t_dword)</b> 4 Bytes			
8		24	

### pan

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

## tilt

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

## roll

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

## Tag 3: Pan Angle String

Specifies the pan angle (in degrees) as a string.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Pan Angle String (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## Format of Payload String

Pan

	Max. Length	Limits	Description
Pan	3.6	[-360.0,360.0]	Pan angle in degrees

## Example

```
pan="3.455 "  
-> pan = 3.455°
```

## Tag 4: Full Orientation String

Specify the full camera orientation at once

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>Full Orientation String (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## Format of Payload String

Pan;Tilt;Roll

	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	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

		16	32
<b>Length = 0x0020</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
8		24	

## Tag 1: Cartesian Position

Local cartesian camera position

16		32	
<b>Length = 0x0010</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>X (t_dword)</b> 4 Bytes			
<b>Y (t_dword)</b> 4 Bytes			
<b>Z (t_dword)</b> 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

		16	32
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Cartesian Position String (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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)

16		32	
Length = 0x0018 2 Bytes		Tag = 0x0002 2 Bytes	
Longitude (t_dword) 8 Bytes			
Longitude (t_dword) ...			
Latitude (t_dword) 8 Bytes			

<b>Latitude (t_dword)</b>	
...	
<b>Height (t_dword)</b>	
4 Bytes	
8	24

## 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)

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>WGS 1984 Camera Position String (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

		16	32
<b>LocalPosSupport</b> 1 Byte	<b>WGS1984Support</b> 1 Byte	<b>OrientationSupport</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 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	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	iva	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

		16	32
<b>Length = 0x0020</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
8		24	

### 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).

		16	32
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Elevation (t_int)</b> 4 Bytes			
8		24	

### 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).

		16	32
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Elevation (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

		16	32
<b>Surrounding model</b> 1 Byte	<b>Reserved</b> 3 Bytes		
<b>Reserved</b> 4 Bytes			
8		24	

### Surrounding model

#### Values:

No	0	
Flat plane	1	flat plane only elevation can be configured (plane is assumed to be parallel to the (world, local) coordinate system)

## 2.92 CONF\_CAMNAME

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0019		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Deprecated! Use CONF_CAMNAME_LINES instead.	
<b>Write</b>	p_unicode	service	Deprecated! Use CONF_CAMNAME_LINES instead. (max 31 unicode character + null delimiter)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	p_unicode	minimal	Deprecated! Use CONF_CAMNAME_LINES instead.	
<b>Write</b>	p_unicode	service	Deprecated! Use CONF_CAMNAME_LINES instead. (max 31 unicode character + null delimiter)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>0xBABA</b> 2 Bytes		<b>Version</b> 2 Bytes	
<b>Num Sections</b> 2 Bytes		<b>Section [0]</b> (see description)	
...		<b>Section [N]</b> (see description)	
8		24	

### Version

Current version of the capabilities

### Num Sections

Number of following sections

### Section

16		32	
<b>Type</b> 2 Bytes		<b>Size</b> 2 Bytes	
<b>Num Elements</b> 2 Bytes		<b>Element [0]</b> (see description)	
...		<b>Element [N]</b> (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			
<b>Type</b> 2 Bytes							
<b>Identifier</b> 2 Bytes							
<b>Compression</b> 2 Bytes							
<b>Input Number</b> 2 Bytes							
<b>Resolution</b> 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	
<b>Type</b> 2 Bytes			
<b>Identifier</b> 2 Bytes			
<b>Compression</b> 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	
<b>Type</b> 2 Bytes			
<b>Identifier</b> 2 Bytes			
4		12	

## Type

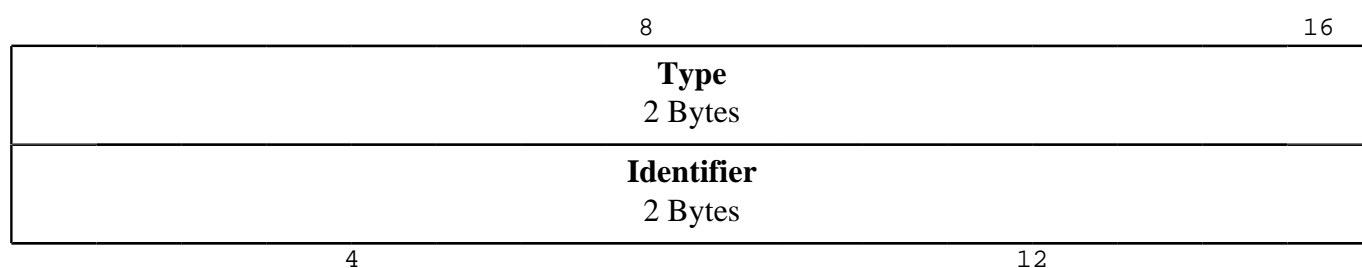
### Values:

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

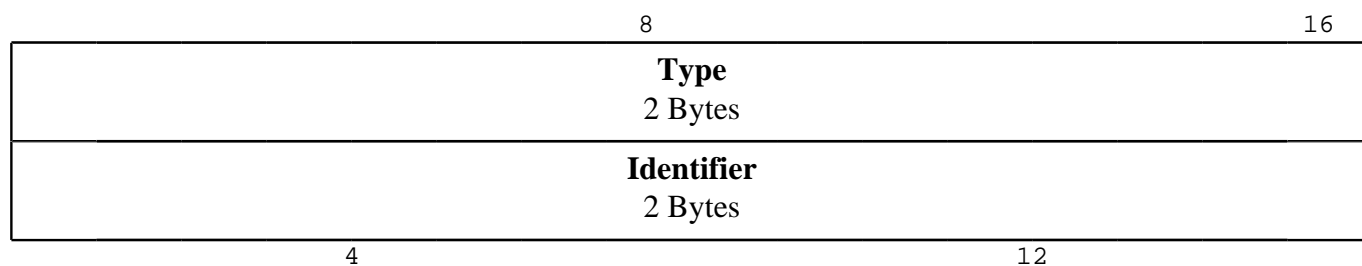
### Values:

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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	minimal	
		Commission to CBS-Account. Action, User, Password. See detailed description for payload structure	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

		16	32
<b>Action</b> 1 Byte	<b>User</b> N Bytes		
<b>Password</b> N Bytes			
8		24	

### 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	
<b>Read</b>	p_octet	minimal	Get CBS destination and connection configuration. See detailed description for payload structure
<b>Write</b>	p_octet	service	Set CBS destination and connection configuration. See detailed description for payload structure
CPP6/ CPP7/ CPP7.3			CPP13
Available	yes		yes

### Payload Structure

16		32
<b>Port</b> 2 Bytes	<b>SSL</b> 1 Byte	<b>reserved...</b> 5 Bytes
<b>reserved</b> ...		
<b>URL</b> N Bytes		
8	24	

#### 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"

```
0x01bb01000000000006170692e72656d6f74652e626f73636873656375726974792e636f6d00
```

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

```
0x01bb01000000000006170692e72656d6f746573742e6362732e626f7363687365637572697479
```

## 2.98 CONF\_CBS\_STATUS

[API: Cbs]

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

### Payload Structure

	8	16
<b>cbs status</b> 1 Byte		<b>cbs action status</b> 1 Byte
4		12

#### 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	
<b>Read</b>	p_octet	service	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

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

## Length of tagged value including length and tag field

Tag specifying the encoding and meaning of the value

Contains the label string, no zero termination. For the maximum supported length see CONF\_CERTIFICATE\_OPTIONS.

8

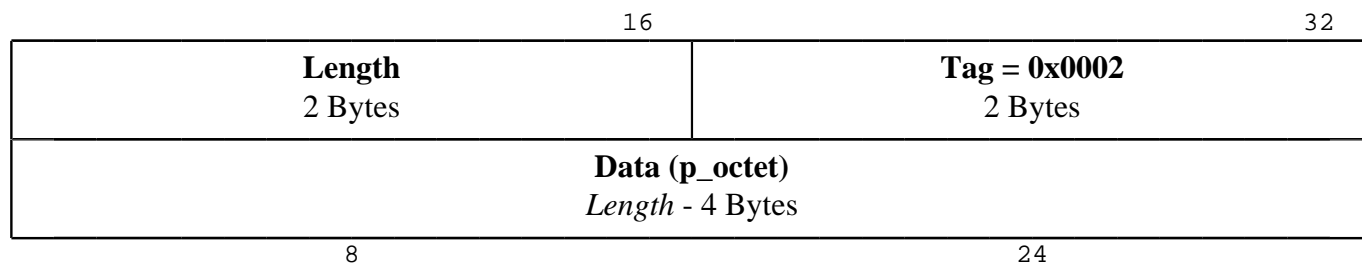
Specifies the certificate/signing request/key data format (PEM / DER / PKCS#12(PFX) is supported).

8

PEM	0
DER	1
PKCS#2 / PFX	2

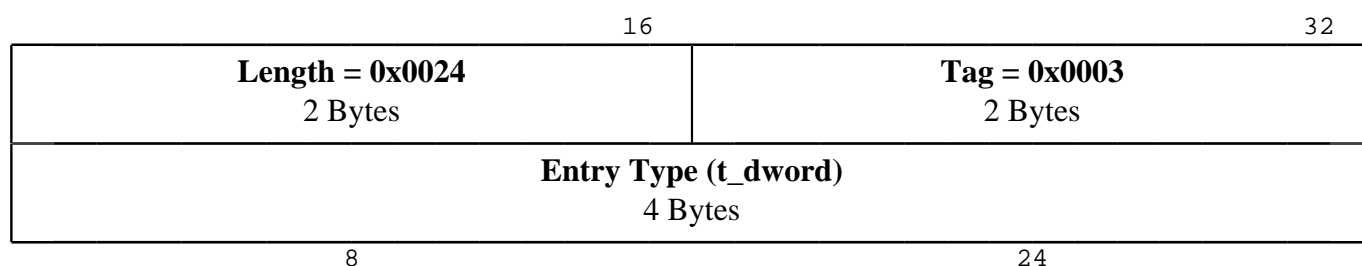
## Tag 2: Data

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.

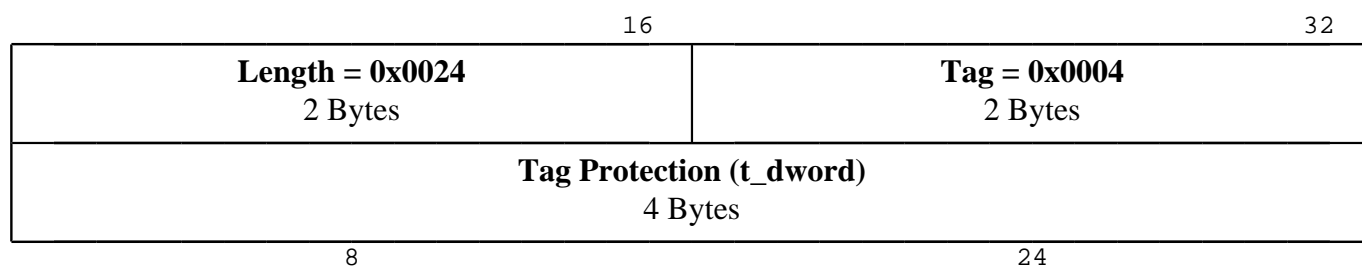


### Values:

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	
<b>Read</b>	p_octet	service	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>List Entry [0]</b>
...
<b>List Entry [N]</b>

### 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

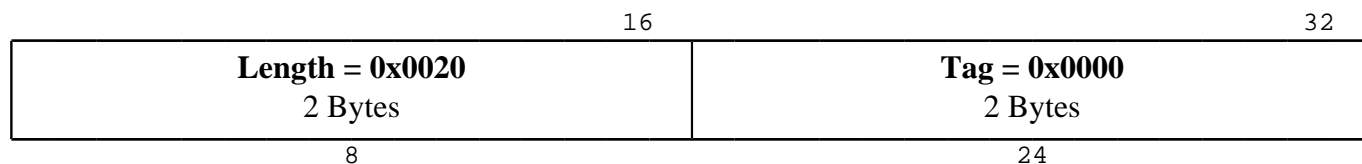
Length of tagged value including length and tag field

### Tag

Tag specifying the encoding and meaning of the value

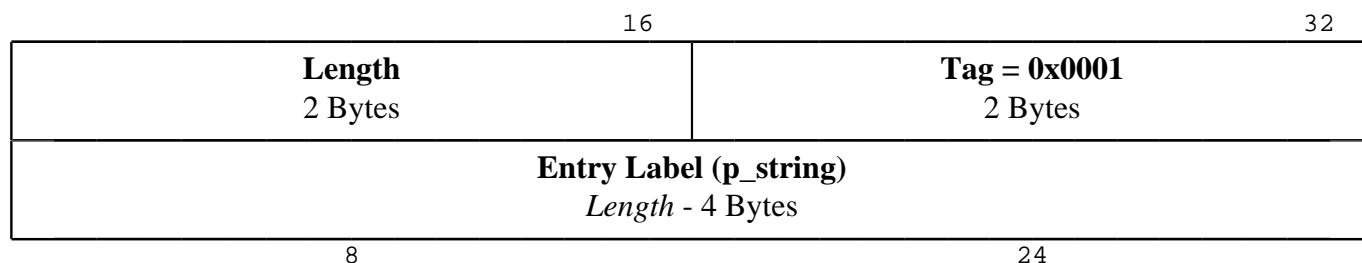
## Tag 0: List Entry

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.



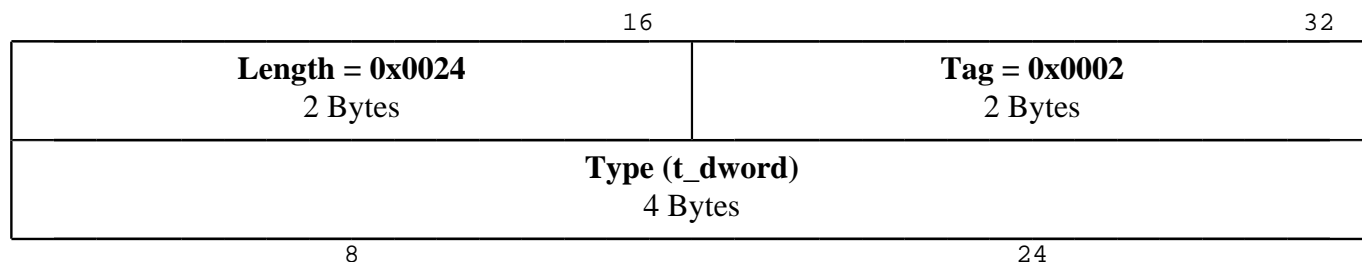
## Tag 1: Entry Label (Required)

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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Subject common name (p_unicode)</b> <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:

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>Protection BitmapType (t_dword)</b> 4 Bytes			
8		24	

	<b>Mask</b>	<b>Name</b>
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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0005</b> 2 Bytes	
<b>Issuer common name (p_unicode)</b> <i>Length - 4 Bytes</i>			
8		24	

### Tag 6: Not after timestamp in UTC

Contains the UTC string (UTF-16, format YYMMDDhhmmssZ) 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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0006</b> 2 Bytes	
<b>Not after timestamp in UTC (p_unicode)</b> <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 its wider time range.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0007</b> 2 Bytes	
<b>Not after timestamp in GT (p_unicode)</b> <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:

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0008</b> 2 Bytes	
<b>Key Type (t_dword)</b> 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

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

### 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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>Label (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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.

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Key Type (t_dword)</b> 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

## Tag 2: Type

Below enumeration lists example values for the key type association:

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>Type (t_dword)</b> 4 Bytes			
8		24	

**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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>CA Server FQHN (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

### 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.

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>CA Server Port (t_dword)</b> 4 Bytes			
8		24	

### Tag 5: Common Name

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

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0005</b> 2 Bytes	
<b>Common Name (p_unicode)</b> <i>Length - 4 Bytes</i>			
8		24	

## Tag 6: Organization Name

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

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0006</b> 2 Bytes	
<b>Organization Name (p_unicode)</b> <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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0007</b> 2 Bytes	
<b>Unit Name (p_unicode)</b> <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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0008</b> 2 Bytes	
<b>Locality Name (p_unicode)</b> <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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0009</b> 2 Bytes	
<b>Country Name (p_unicode)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x000a</b> 2 Bytes	
<b>State or Province Name (p_unicode)</b> <i>Length - 4 Bytes</i>			
8		24	

## Tag 11: Password

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

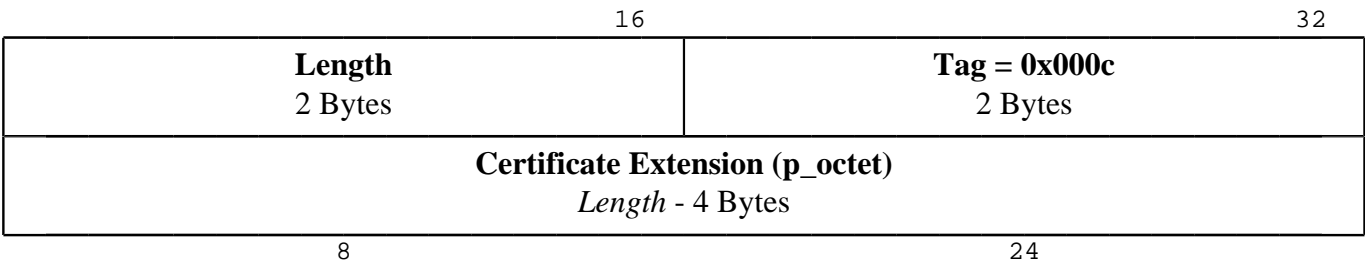
16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x000b</b> 2 Bytes	
<b>Password (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 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	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
<b>CPP6/ CPP7/ CPP7.3</b>			<b>CPP13</b>	
<b>Available</b>	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.

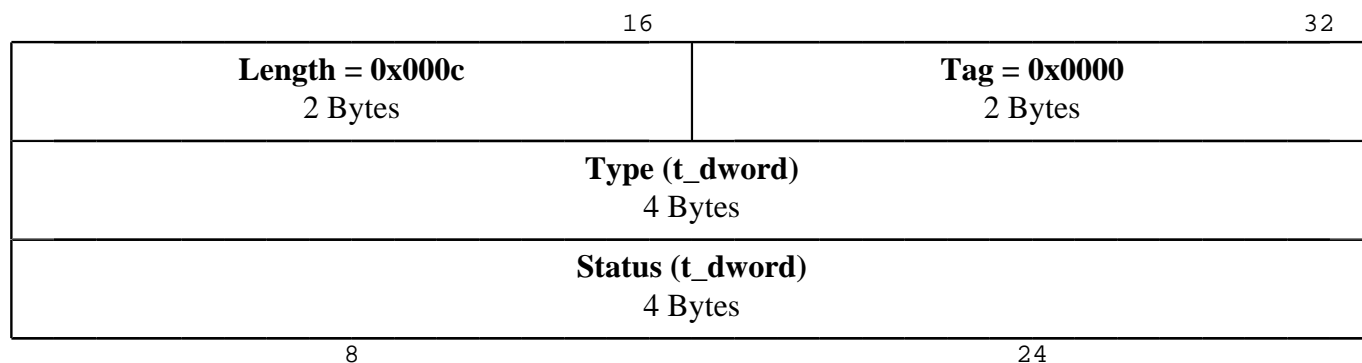
### Length

Length of tagged value including length and tag field

### Tag

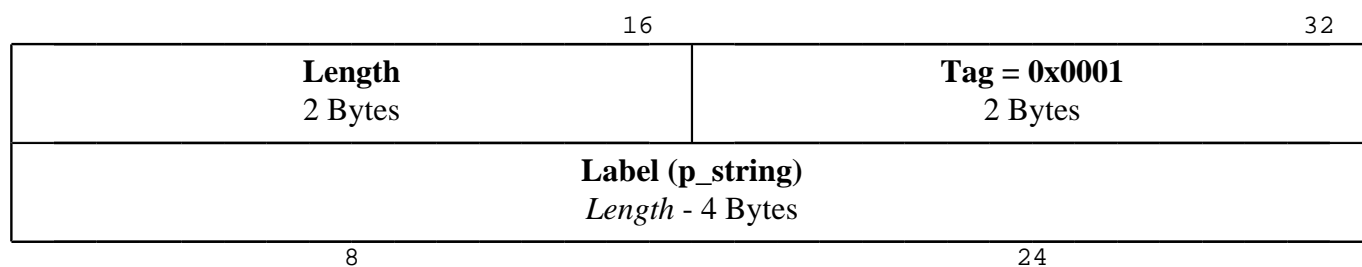
Tag specifying the encoding and meaning of the value

Contains the command type and its status.



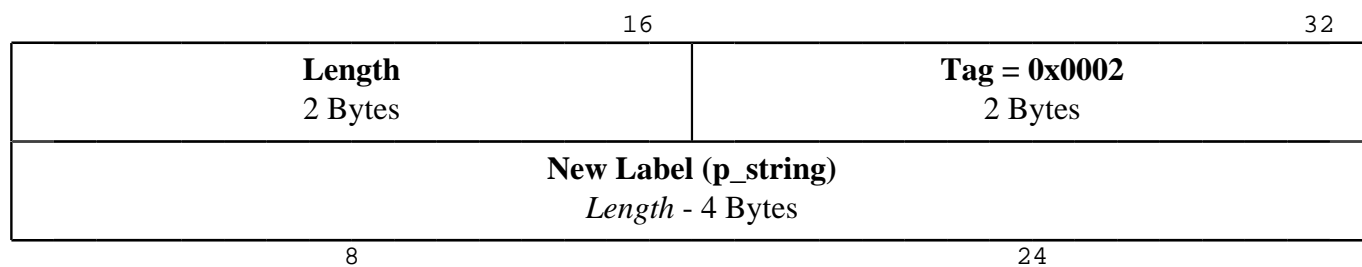
## Tag 1: Label

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	
<b>Read</b>	p_octet	service	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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.

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>CertUsageID (t_dword)</b> 4 Bytes			
8		24	

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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Certificate/Key label (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 2.106 CONF\_CERTIFICATE\_USAGE\_OPTIONS

[API: cert store]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf3	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>Write support</b> 4 Bytes	
<b>Max Label Length</b> 4 Bytes	
<b>Max Number Of Labels</b> 4 Bytes	
<b>Number Of Usages</b> 4 Bytes	
<b>Usage Entry [0]</b> (see description)	
...	
<b>Usage Entry [N]</b> (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.

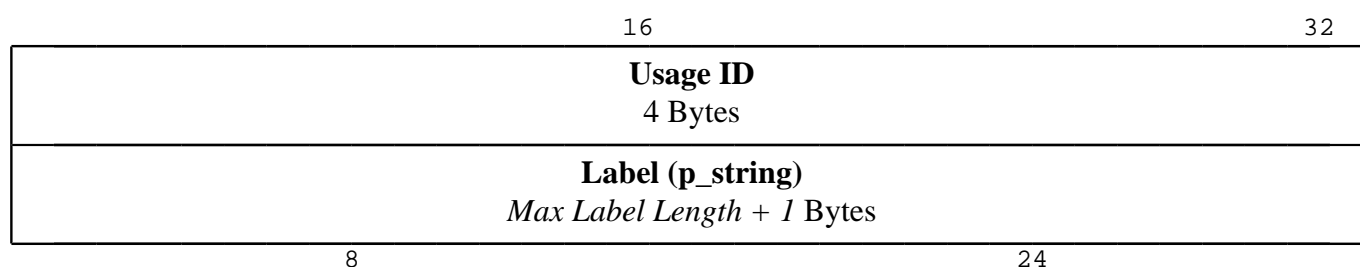
## Max Number Of Labels

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		Description
Mask	Name	
0x3FFFFFFF	ID Number	

## 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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	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

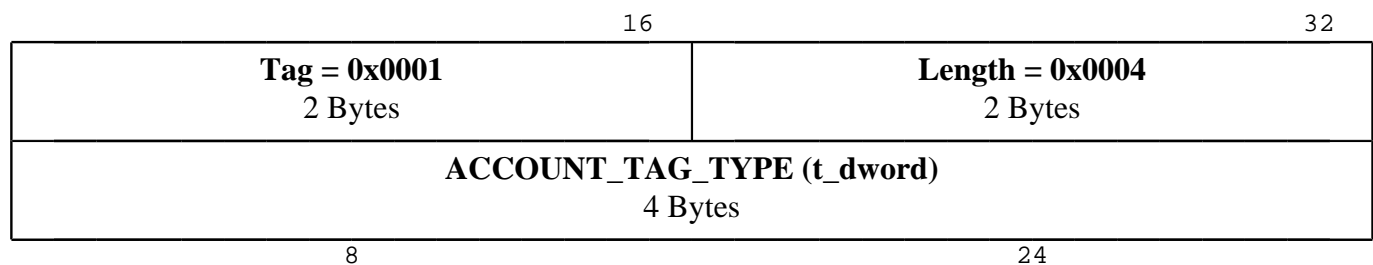
Length of tagged value without length and tag field

### Tag

Tag specifying the encoding and meaning of the value

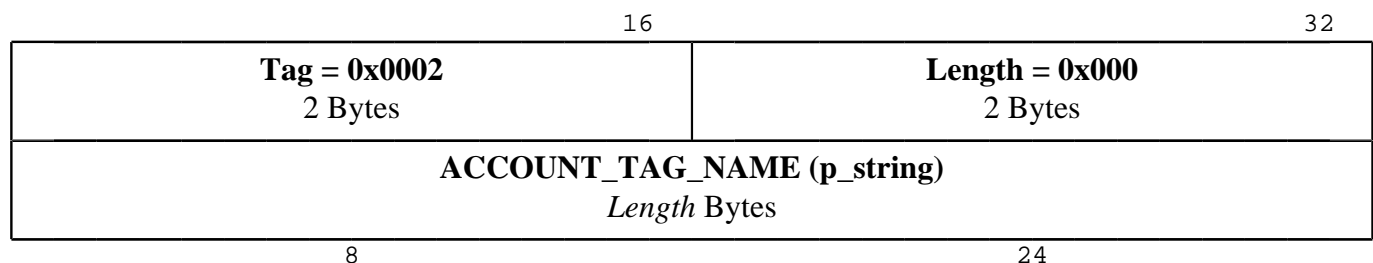
## Tag 1: ACCOUNT\_TAG\_TYPE

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



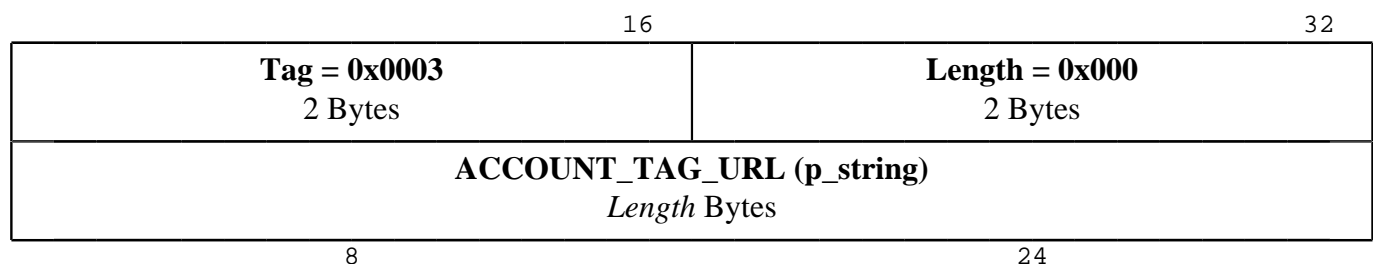
## Tag 2: ACCOUNT\_TAG\_NAME

account name



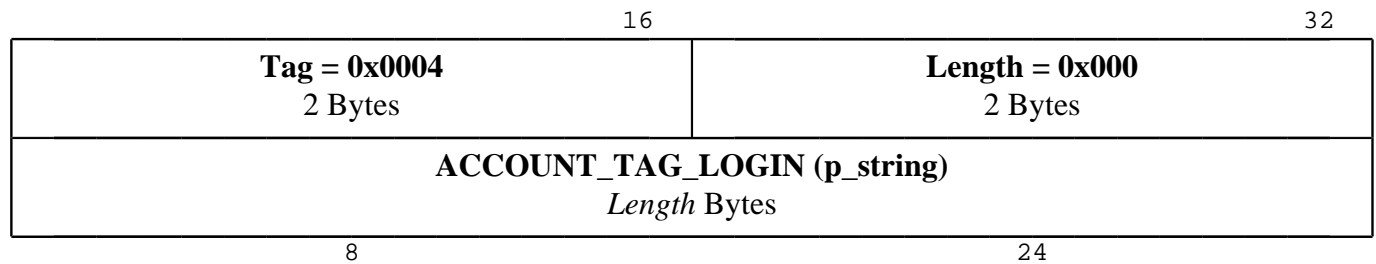
## Tag 3: ACCOUNT\_TAG\_URL

url, e.g url to the ftp server



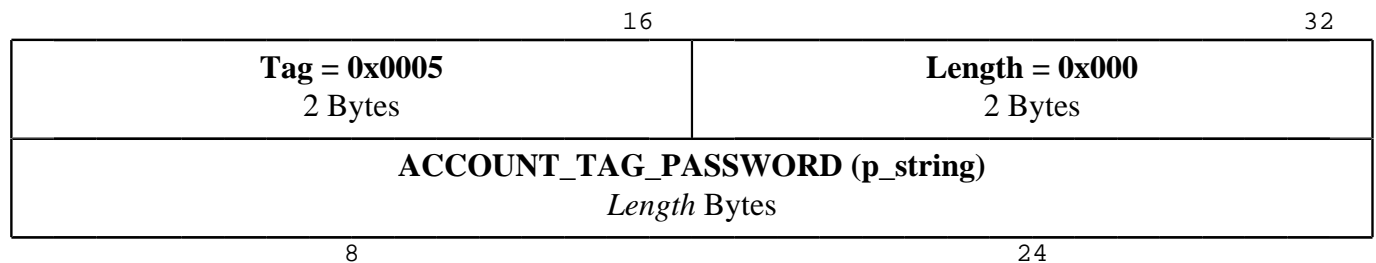
## Tag 4: ACCOUNT\_TAG\_LOGIN

username



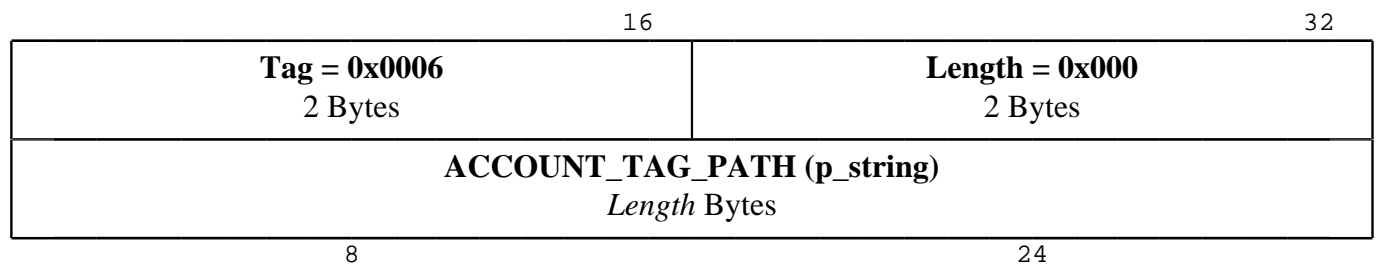
## Tag 5: ACCOUNT\_TAG\_PASSWORD

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	
<b>Tag = 0x0007</b> 2 Bytes		<b>Length = 0x0004</b> 2 Bytes	
<b>ACCOUNT_TAG_FLAGS (t_dword)</b> 4 Bytes			
8		24	

## Tag 8: ACCOUNT\_TAG\_ACCESS\_KEY

aws access key (max 128 bytes)

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

## Tag 9: ACCOUNT\_TAG\_SECRET\_KEY

aws secret access key (max 128 bytes)

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

## Tag 10: ACCOUNT\_TAG\_BUCKET\_NAME

bucket name (amazon s3), max 128 bytes

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

## Tag 11: ACCOUNT\_TAG\_REGION

aws region

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

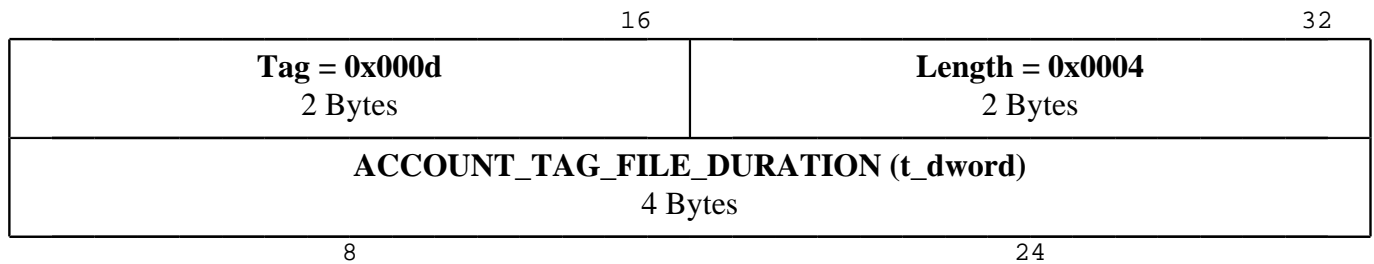
## Tag 12: ACCOUNT\_TAG\_CAMERA\_ID

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

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

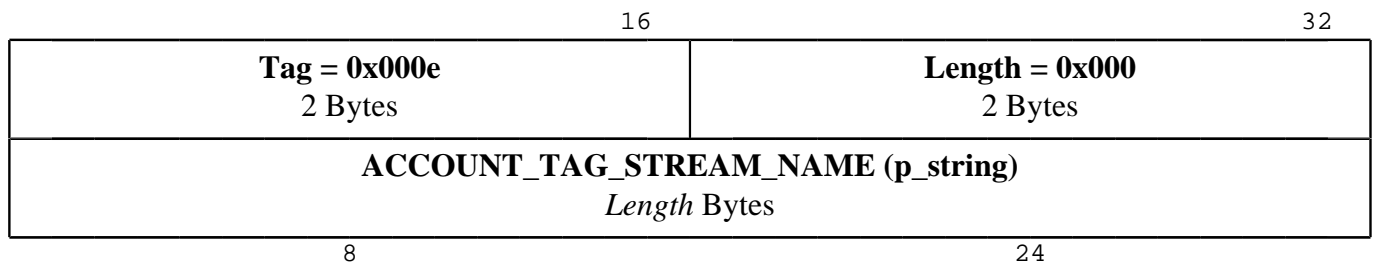
## Tag 13: ACCOUNT\_TAG\_FILE\_DURATION

s3 file duration in seconds



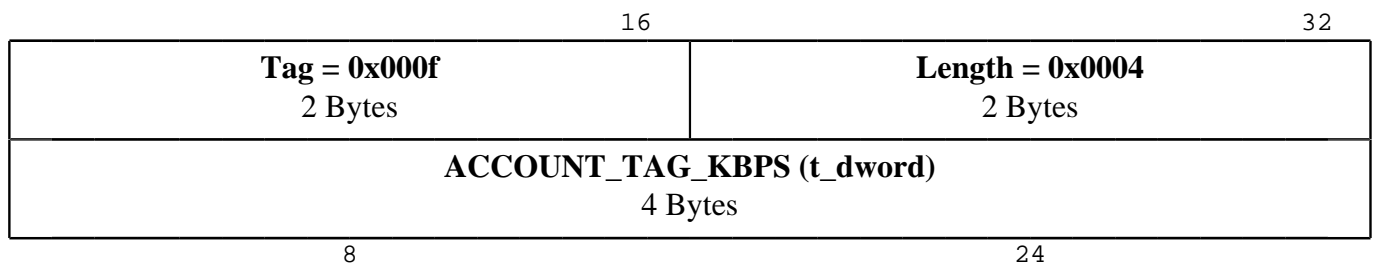
## Tag 14: ACCOUNT\_TAG\_STREAM\_NAME

stream name



## Tag 15: ACCOUNT\_TAG\_KBPS

maximum datarate for the backup, see CONF\_BACKUP\_MAX\_KBPS



## Tag 16: ACCOUNT\_TAG\_GROUP

cloud watch log group

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

## Tag 17: ACCOUNT\_TAG\_CLOUD\_WATCH\_ENABLED

cloud watch enabled/disabled

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

## Tag 18: ACCOUNT\_TAG\_KMS\_ENABLED

kms key encryption enabled/disabled

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

**Tag 19: ACCOUNT\_TAG\_KMS\_KEY\_ID**

aws kms key id (max 128 bytes)

16		32	
Tag = 0x0013 2 Bytes		Length = 0x000 2 Bytes	
ACCOUNT_TAG_KMS_KEY_ID (p_string) Length Bytes			
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	
<b>Read</b>	p_octet	always_legacy	List of (DWORD ip, DWORD flags, OCTET[6] mac, WORD reserved) cluster members including this unit	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	t_dword	always_legacy	Returns the logical position inside a cluster (0=stand alone, >0=slot nbr.)	
<b>Write</b>	t_dword	service	Only in generic: set vrm instance (0 <= ClusterId < 32)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	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';	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_dword	always_legacy	
<b>Write</b>	t_dword	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Description

There are two different modes signaled via INDIVIDUAL\_ENCODER\_OPERATION\_MODE\_CONFIG @CONF\_DEVICE\_CAPABILITIES

1: invidual 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: invidual 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.

## CONF\_CODER\_VIDEO\_OPERATION\_MODE\_OPTIONS

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

Global options are provided.	0
Absolute coder instance.	Any

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

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

## 2.116 CONF\_COMMERCIAL\_TYPE\_NUMBER

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0be7		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.117 CONF\_COMMISSION\_SETUP

[API: commissioning]

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

### Read Payload Structure

	16	32
<b>Flags</b> 4 Bits	<b>Reserved</b> 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
<b>Reserved</b> 4 Bytes		
<b>New View Left</b> 4 Bytes		
<b>New View Top</b> 4 Bytes		

<b>New View Right</b> 4 Bytes	
<b>New View Bottom</b> 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	
<b>Read</b>	p_octet	user	4 bytes reserved, calibration element	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	
<b>Read</b>	t_octet	minimal	Get enabled state of config sealing 0=sealing disabled; 1=sealing enabled; 2=seal broken	
<b>Write</b>	t_octet	service	Enable config sealing 0=sealing disabled; 1=sealing enabled; 2=seal broken (2 for internal write)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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	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
<b>Status</b> 1 Byte	<b>Reserved</b> 3 Bytes	
<b>SealSetTimestamp</b> 4 Bytes		
<b>SealRandom</b> 4 Bytes		
<b>SystemTimestamp</b> 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	
<b>Read</b>	-	-	Unavailable
<b>Write</b>	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Item [0]</b> (see description)
...
<b>Item [N]</b> (see description)

## Item

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

## Method

### Values:

Get	0x00
Put	0x01
Key Transport	0xE0

## Media

### Values:

Video	1
Audio	2
Data	3

## Header Flags

	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 instantiate 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
<b>MEP</b> 1 Byte	<b>Flags</b> 1 Byte	<b>MTA Port</b> 2 Bytes
<b>MTA IP Address</b> 4 Bytes		
<b>Coder</b> 1 Byte	<b>Line</b> 1 Byte	<b>MCTA Port</b> 2 Bytes
<b>MCTA IP Address</b> 4 Bytes		
<b>Coding</b> 2 Bytes		<b>Resolution</b> 2 Bytes
<b>Linked Coder</b> 1 Byte	<b>Linked Line</b> 1 Byte	<b>Flags2</b> 2 Bytes
<b>Key (conditional)</b> (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
<b>MEP</b> 1 Byte	<b>Flags</b> 1 Byte	<b>MTA Port</b> 2 Bytes
<b>MTA IP Address</b> 4 Bytes		
<b>Coder</b> 1 Byte	<b>Line</b> 1 Byte	<b>MCTA Port</b> 2 Bytes
<b>MCTA IP Address</b> 4 Bytes		
<b>Coding</b> 2 Bytes		<b>Reserved</b> 2 Bytes
<b>Linked Coder</b> 1 Byte	<b>Linked Line</b> 1 Byte	<b>Reserved</b> 2 Bytes
<b>Key (conditional)</b> (see description)		
8		24

### MEP

Media Encapsulation Protocol.

#### Values:

RTP over UDP      0x01  
RTP over TCP      0x04

### Flags

	<b>Mask</b>	<b>Name</b>	<b>Description</b>
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	
<b>MEP</b> 1 Byte	<b>Reserved</b> 3 Bytes		
<b>MTA IP Address</b> 4 Bytes			
<b>Coder</b> 1 Byte	<b>Line</b> 1 Byte	<b>Reserved...</b> 6 Bytes	
<b>Reserved</b> ...			
<b>Coding</b> 2 Bytes		<b>Reserved</b> 2 Bytes	
<b>Linked Coder</b> 1 Byte	<b>Linked Line</b> 1 Byte	<b>Reserved</b> 2 Bytes	
<b>Key (conditional)</b> (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

<b>Key [0]</b> (see description)
...
<b>Key [N]</b> (see description)

## Key

16		32	
<b>Method</b> 1 Byte	<b>Bytes valid</b> 1 Byte	<b>Status tag</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Key data</b> 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 tranferred in plain

## Response Payload Structure

<b>Item [0]</b> (see description)
...
<b>Item [N]</b> (see description)

## Item

16		32	
<b>Method</b> 1 Byte	<b>Media</b> 1 Byte	<b>Status</b> 1 Byte	<b>Flags</b> 1 Byte
<b>Reserved</b> 4 Bytes			
<b>Media Descriptor [0]</b> 4 Bytes			
...			
<b>Media Descriptor [N]</b> 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: rcv.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xffcc	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	live	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	Line	Flags	
1 Byte	1 Byte	2 Bytes	
Local Coder	Local Line	Put Channel	
1 Byte	1 Byte	2 Bytes	
Remote Coder	Remote Line	Get Channels	
1 Byte	1 Byte	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)**

	16	32
<b>Password length</b> 1 Byte	<b>Password</b> <i>Password length</i> Bytes	
8	24	

## 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	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	t_dword	iva	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	
<b>Available</b>	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	minimal	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

16				32			
<b>Idle</b> 1 Byte		<b>Coder</b> 1 Byte		<b>VCA</b> 1 Byte		<b>LocalRecording</b> 1 Byte	
8		24					

#### 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	
<b>Read</b>	f_flag	minimal	Deprecated - use SRTP instead for video/audio encryption. Returns flag=0 when all key are cleared otherwise flag=1	
<b>Write</b>	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	
<b>Available</b>	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	
<b>Read</b>	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Audio data encryption/decryption
<b>Write</b>	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
<b>Available</b>	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
	<b>Key...</b> 16 Bytes		
	<b>Key</b> ...		
	<b>Key</b> ...		
	<b>Key</b> ...		
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	
<b>Read</b>	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Audio data encryption/decryption	
<b>Write</b>	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	
<b>Available</b>		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
<b>Key...</b>		16 Bytes	
<b>Key</b>		...	
<b>Key</b>		...	
<b>Key</b>		...	
		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	
<b>Read</b>	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Video data encryption/decryption
<b>Write</b>	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
<b>Available</b>	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
	<b>Key...</b> 16 Bytes		
	<b>Key</b> ...		
	<b>Key</b> ...		
	<b>Key</b> ...		
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	
<b>Read</b>	p_octet	service	Deprecated - use SRTP instead for video/audio encryption. Get key for AES Video data encryption/decryption
<b>Write</b>	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
<b>Available</b>	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
	<b>Key...</b> 16 Bytes		
	<b>Key</b> ...		
	<b>Key</b> ...		
	<b>Key</b> ...		
8		24	

## Key

The 16 Byte Masterkey for AES encryption/decryption of data

## 2.135 CONF\_CSRF\_PROTECTION\_ENABLED

[API: http settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d0d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Read if the CSRF (cross-site request forgery) protection is enabled. #ValueList: 1= protection active (default); 0= protection disabled	
<b>Write</b>	f_flag	service	Enable the CSRF (cross-site request forgery) protection #ValueList: 1= protection active (default); 0= protection disabled	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.136 CONF\_DATA\_COPY\_JOB\_START

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b32	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	service	Start copy job,
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>Source Descriptor</b> (see description)		
<b>Destination Descriptor</b> (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
<b>Offset</b> 4 Bytes		
<b>Length</b> 4 Bytes		

<b>Type</b> 2 Bytes	<b>Type spec. parameter len</b> 2 Bytes
<b>Type spec. parameter</b> (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
<b>Target Id</b> 4 Bytes		
<b>Target index</b> 1 Byte	<b>Lun index</b> 1 Byte	<b>Span index</b> 2 Bytes
<b>File type</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Timeout</b> 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)

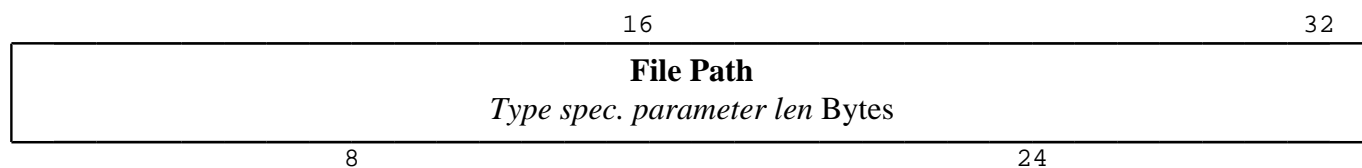
## File type

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)

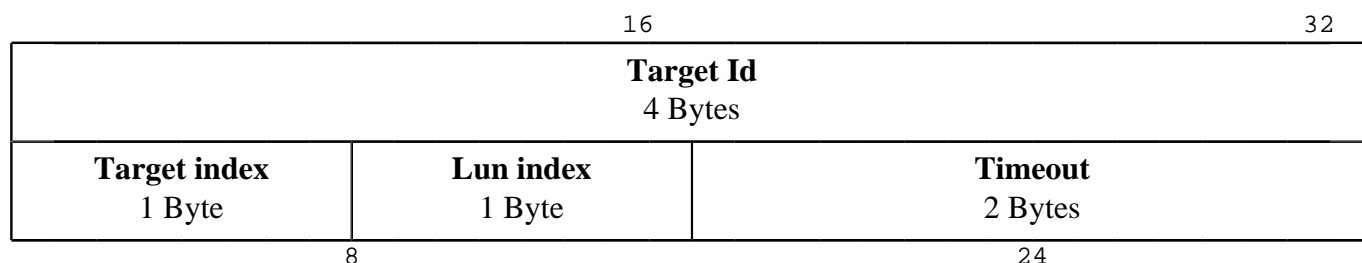


Access to a file. Can be used for example to copy a span to a file. If the file is the source, it has to exist. If the file is destination it will be created if it doesn't exist. Parameter length is the path length including zero termination and stuffing bytes in order to be 4 byte aligned. Size is at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

## 2.137 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	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
<b>Job Id</b> 4 Bytes		
<b>State</b> 1 Byte	<b>Reserved</b> 3 Bytes	
<b>Progress</b> 4 Bytes		
<b>Full data amount</b> 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.

## 2.138 CONF\_DATA\_COPY\_JOB\_STOP

[API: storage]

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

## 2.139 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	
<b>Read</b>	t_octet p_string	minimal	Read the day of month	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.140 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	
<b>Read</b>	t_octet p_string	minimal	Read the month	
<b>Write</b>	t_octet p_string	service	Set the month, not supported while recording is running or configured to active	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.141 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	

## 2.142 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	
<b>Read</b>	t_word p_string	minimal	Read the year	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.143 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	
<b>Read</b>	t_int	minimal	Read the currently used day light save time offset in seconds	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.144 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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.145 CONF\_DEC\_SHOW\_FREEZE

[API: decoder/videoout]

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

## 2.146 CONF\_DECODER\_DELAY

[API: decoder/videoout]

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

## 2.147 CONF\_DECODER\_LAYOUT

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x09a2		output line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>		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
<b>len</b> 1 Byte	<b>flags</b> 1 Byte	<b>xPosition</b> 1 Byte	<b>yPosition</b> 1 Byte
<b>width</b> 1 Byte	<b>height</b> 1 Byte	<b>inst</b> 1 Byte	<b>reserved</b> 1 Byte
<b>hPos</b> 2 Bytes		<b>vPos</b> 2 Bytes	
<b>size</b> 2 Bytes		<b>reserved</b> 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)

## 2.148 CONF\_DECODER\_LAYOUT\_LIST

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x09a1		output line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

## 2.149 CONF\_DECODER\_MODE

[API: decoder/videoout]

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

## 2.150 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
<b>ID</b> 4 Bytes	
<b>Error Data</b> (see description)	
8	24

### Error Data

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

H.264 video resolution exceeded decoder limit.

16	32
<b>Current Width</b> 4 Bytes	
<b>Current Height</b> 4 Bytes	
<b>Max Width</b> 4 Bytes	
<b>Max Height</b> 4 Bytes	
8	24

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

Unknown JPEG format.

## 2.151 CONF\_DEFAULT\_CAM

[API: alarm connections]

Tag Code		Num Descriptor	Message	SNMP Support
0x01af		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Reads the default camera for alarm connections	
<b>Write</b>	t_octet	service	Defines the default camera for alarm connections	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.152 CONF\_DEFAULT\_CONNECTION\_MODE

[API: alarm connections]

Tag Code		Num Descriptor	Message	SNMP Support
0x0289		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get the default connection mode: 0=MPEG2, 1=MPEG4, 2=MPEG4/ AVC, 3=JPEG, 4=ANY	
<b>Write</b>	t_octet	service	Sets the default connection mode: 0=MPEG2, 1=MPEG4, 2=MPEG4/ AVC, 3=JPEG, 4=ANY	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.153 CONF\_DEFAULTS

[API: system.settings]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x093d	None	no	no
	Datatype	Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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 propagate this to the user, that he has to wait until the reboot is complete.	
	<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	yes		yes	

## 2.154 CONF\_DELETE\_CAM\_REC\_SPANS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5d	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	Delete recording spans of a camera from a span manager on a managed lun.	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>Recording Camera</b> (see description)		
<b>Lun Address</b> (see description)		
<b>From</b> 4 Bytes		
<b>To</b> 4 Bytes		
<b>Flags</b> 4 Bytes		
8		24

## Recording Camera

16		32	
<b>IP</b> 4 Bytes			
<b>MAC...</b> 6 Bytes			
<b>MAC</b> ...		<b>Recording Index</b> 1 Byte	<b>Camera Index</b> 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

16			32		
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

## 2.155 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	

## 2.156 CONF\_DEVICE\_CAPABILITIES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b60	None	no	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	always_legacy	Returns capabilities of the device in a tagged format	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

<b>Number of tagged elements</b> 4 Bytes
<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### Tag-Structure

<b>Tag = Tag ID</b> 2 Bytes	<b>Length</b> 2 Bytes
<b>Tag Payload</b>	
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
SUPPORT_REFERENCE_IMAGE_CHECK_TAG	66	t_octet	device supports tamper reference image check
STREAM_PRIORITY_STREAMS	67	t_dword	streams that support setting priority bit
VCA_OVERLAY	68	t_dword	vca overlays supported

## 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:

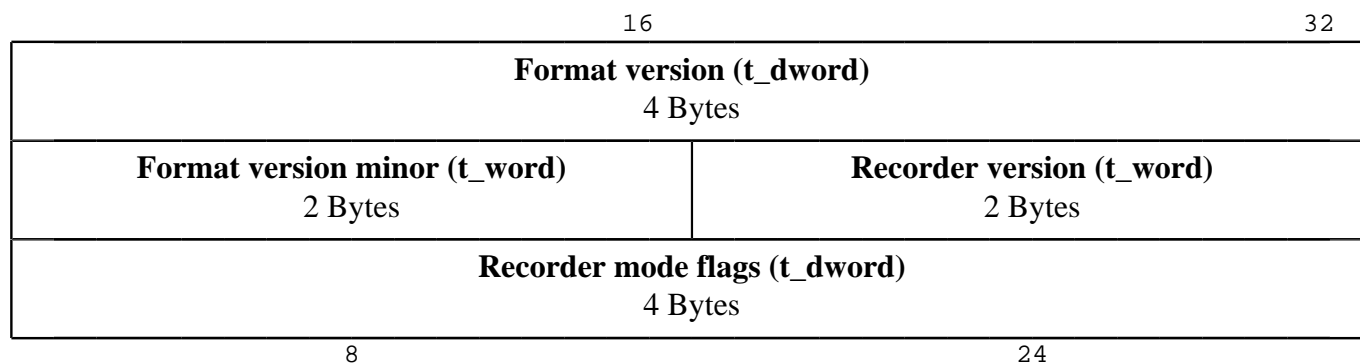
GB28181 not supported	0	
GB28181 supported	1	see CONF_GB28181 for further informations

## 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:

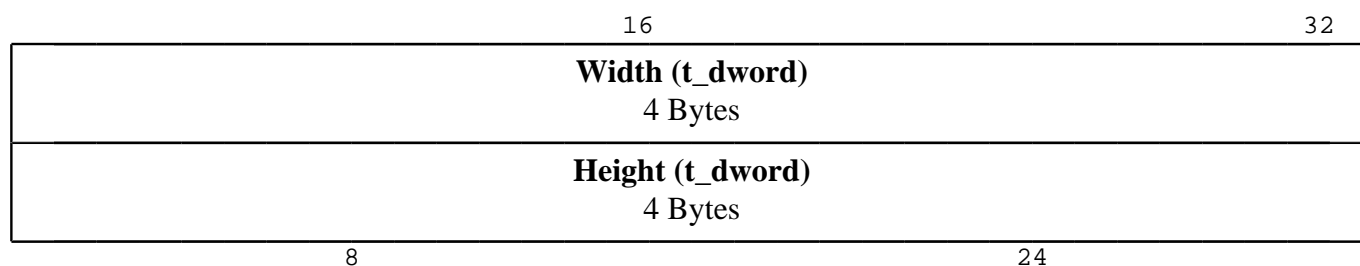
	Mask	Name
Bit 2	0x00000004	BUFFERED_RECORDING
Bit 1	0x00000002	DUAL_RECORDING
Bit 0	0x00000001	STANDARD_RECORDING

## 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°/½ cameras.

## Tag 27: MAX\_DEC\_RESOLUTION\_TAG



## Tag 29: FIRE\_DETECTION\_TAG

### Values:

no	0	
standard	1	standard mode
expert	2	expert mode, not VdS-certified

## 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:

Fix Attached Lens	0	Device has a fix attached lens
Changeable Lens	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
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

## Tag 66: SUPPORT\_REFERENCE\_IMAGE\_CHECK\_TAG

### Values:

no	0
yes	1

## Tag 67: STREAM\_PRIORITY\_STREAMS

### Values:

	Mask	Name
Bit 2	0x00000004	Stream3
Bit 1	0x00000002	Stream2
Bit 0	0x00000001	Stream1

## Tag 68: VCA\_OVERLAY

### Values:

	Mask	Name
Bit 1	0x00000002	PrivacyMode
Bit 0	0x00000001	On

## 2.157 CONF\_DEVICE\_GUID

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b22		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	always_legacy	Read the device's GUID (32 bytes length)	
<b>Write</b>	p_octet	service	Write the device's GUID (32 bytes length)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.158 CONF\_DEVICE\_OPERATION\_MODE\_VERSIONS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b61	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Information about device operation_modes, see
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>Operation Mode Version Info [0]</b> (see description)
...
<b>Operation Mode Version Info [N]</b> (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)**

			16	32
<b>0x01</b> 1 Byte	<b>Variant</b> 1 Byte	<b>Version</b> 2 Bytes		
			8	24

### 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.

## 2.159 CONF\_DEVICE\_TYPE\_IDS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b07	None	no	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	always_legacy	Read the device type ids (hexadecimal).	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

16		32
<b>Product ID</b> 4 Bytes		
<b>OEM ID</b> 1 Byte	<b>Variant ID (t_dword)</b> 3 Bytes	
<b>Frontend Family ID</b> 4 Bytes		
8	24	

### OEM ID

BOSCH = 0

### Frontend Family ID

Bicom

## 2.160 CONF\_DHCP\_COMPLIANCY

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ada		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Read mode of DHCP standard compliancy; either it is allowed, that the last-assigned ip is used during times, where dhcp server is not available for a refresh, or this is not allowed, as demanded by rfc 2131, and device will release the assigned but expired ip and with it, enter a state of possible limited availability until requesting a new ip succeeded;	
<b>Write</b>	t_octet	service	Write mode of DHCP standard compliancy;	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

allow last-assigned	0
strict rfc	1

## 2.161 CONF\_DHCP\_OFF

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x00ae		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Read, whether DHCP is in OFF mode	
<b>Write</b>	f_flag	service	Set DHCP mode to OFF	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.162 CONF\_DHCP\_ON

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x00ad		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Read, whether DHCP is in ON, ON No Kick, or ON+APIPA-Fallback mode	
<b>Write</b>	f_flag	service	Set DHCP mode to ON	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.163 CONF\_DHCP\_STABLE

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ac8		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Read whether DHCP machine is in possession of an IP	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.164 CONF\_DHCP\_VAL

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00af	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_octet	minimal	Read DHCP mode
<b>Write</b>	t_octet	service	Set DHCP mode
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Values:

OFF	0	
ON	1	On write: Enables DHCP and kicks lease acquisition mechanism
ON No Kick	2	Write only: enables DHCP mode in config, but does not kick lease acquisition mechanism
ON+APIPA-Fallback	3	

## 2.165 CONF\_DIFF\_SERV\_POST\_ALARM\_TIME

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b3b		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get post alarm time (in seconds) for DiffServ alarm values	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.166 CONF\_DIFF\_SERV\_VAL

[API: ethernet]

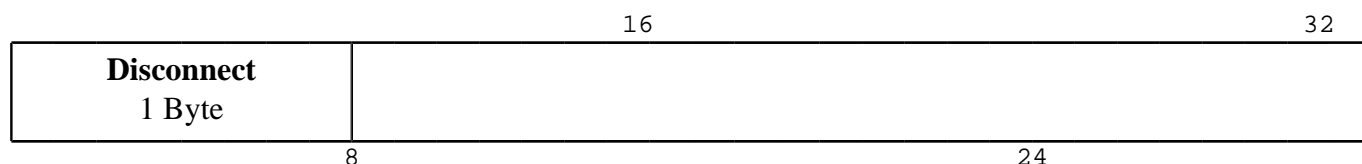
Tag Code		Num Descriptor	Message	SNMP Support
0x0b27		yes 1..6 Audio/Video/ Control/ Alarm-Audio/ Alarm-Video/ Alarm-Control	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the DiffServ value for media sockets	
<b>Write</b>	t_octet	service	Sets the DiffServ value for media sockets	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.167 CONF\_DISCONNECT\_PRIMITIVE

[API: rcv.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	

### Write Payload Structure

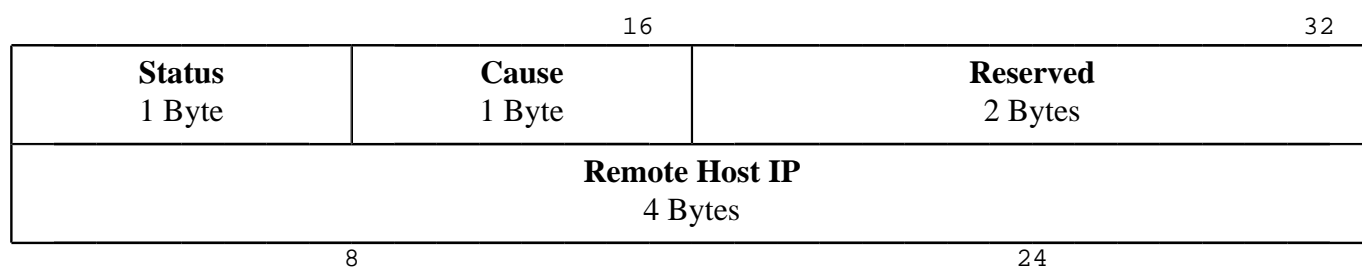


#### Disconnect

##### Values:

Disconnected      1  
 Keep Connection    0

### Write 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.

## 2.168 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	

## 2.169 CONF\_DNS\_SERVER\_IP

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a1f	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	Get dns server ip/ipv6
<b>Write</b>	t_dword	service	Set dns server ip/ipv6
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Num Descriptor Values

Primary DNS      0  
Secondary DNS    2

## 2.170 CONF\_DNS\_SERVER\_IP\_STRING

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b49	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_string	minimal	Get dns server ip/ipv6
<b>Write</b>	p_string	service	Set dns server ip/ipv6
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Num Descriptor Values

Primary DNS      0  
Secondary DNS    2

## 2.171 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	
<b>Read</b>	t_dword	minimal	Read current/dynamic DPTZ capabilities. 1st bit: ROI, 2nd bit: E- PTZ-Tracker	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.172 CONF\_DPTZ\_STATIC\_CAPS

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bfd	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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	
<b>Line</b> 1 Byte	<b>Stream</b> 1 Byte	<b>Bicom PTZ Steering</b> 1 Byte	<b>Auto Tracker Type</b> 1 Byte
<b>Steering Type</b> 1 Byte	<b>Reserved</b> 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

## 2.173 CONF\_DROPBOX\_AUTH\_ADDR

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b81		account number	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet p_string	minimal	Gets the url that should be used to login at dropbox	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.174 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	

## 2.175 CONF\_DROPBOX\_AUTH\_V2

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c7b		account number	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	p_string	service	The dropbox authorization code and start the process to get the dropbox access token	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.176 CONF\_DROPBOX\_TOKEN\_V2

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c7a		account number	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	service	Gets the dropbox token (v2)	
<b>Write</b>	p_octet	service	Sets the dropbox token (v2), max 256 bytes	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.177 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	

## 2.178 CONF\_DYNAMIC\_HTML\_DATA

[API: browser]

Tag Code		Num Descriptor	Message	SNMP Support
0x0299		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the data(content) for a dynamic HTML page (num range 1..DYNAMIC_HTML_COUNT) (max. 2048 char)	
<b>Write</b>	p_octet	service	Set the data(content) for a dynamic HTML page (num range 1..4) (max. 2048 char)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.179 CONF\_DYNAMIC\_HTML\_NAME

[API: browser]

Tag Code		Num Descriptor	Message	SNMP Support
0x0298		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Get the name for a dynamic HTML page(num range 1..DYNAMIC_HTML_COUNT)	
<b>Write</b>	p_string	service	Set the name for a dynamic HTML page (num range 1..4) (max. 19 char)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.180 CONF\_DYNDNS\_ENABLE

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a59		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Registering at dyndns.com,	
<b>Write</b>	t_octet	service	Registering at dyndns.com,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

enable	1
disable	0

## 2.181 CONF\_DYNDNS\_FORCE\_REGISTER\_NOW

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a5c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Writing forces registering at dyndns.com / reading checks if forcing is allowed (has not been done since bootup)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.182 CONF\_DYNDNS\_HOST\_NAME

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a56		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always_legacy	Read the dyndns host name that is to be registered at dyndns.com	
<b>Write</b>	p_string	service	Write the dyndns host name that is to be registered at dyndns.com	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.183 CONF\_DYNDNS\_LAST\_REGISTER

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a5b		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.184 CONF\_DYNDNS\_MAIL\_DEST\_EMAIL\_ADDR

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b75		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read destination email address to be used for for Dyndns status mail transmission	
<b>Write</b>	p_string	service	Set destination email address to be used for for Dyndns status mail transmission	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.185 CONF\_DYNDNS\_MAIL\_SENDER\_NAME

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b76		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read senders name to be used for for Dyndns status mail transmission	
<b>Write</b>	p_string	service	Set senders name to be used for for Dyndns status mail transmission	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.186 CONF\_DYNDNS\_MAIL\_SMTP\_LOGIN

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b73		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read login for SMTP server to be used for for Dyndns status mail transmission	
<b>Write</b>	p_string	service	Set login for SMTP server to be used for for Dyndns status mail transmission	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.187 CONF\_DYNDNS\_MAIL\_SMTP\_PASS

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b74		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read password for SMTP server to be used for for Dyndns status mail transmission	
<b>Write</b>	p_string	service	Set password for SMTP server to be used for for Dyndns status mail transmission	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.188 CONF\_DYNDNS\_MAIL\_SMTP\_SRV\_IP\_STR

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b72		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read address of SMTP server to be used for for Dyndns status mail transmission	
<b>Write</b>	p_string	service	Set address of SMTP server to be used for for Dyndns status mail transmission	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.189 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	

## 2.190 CONF\_DYNDNS\_PASSWORD

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a58		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read the password of account at dyndns.com	
<b>Write</b>	p_string	service	Write the password of account at dyndns.com	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.191 CONF\_DYNDNS\_PROVIDER

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b67	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_octet	minimal	Read selected dyndns provider,
<b>Write</b>	t_octet	service	Write selected dyndns provider,
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Values:

dyndns.org	0
no-ip.com	1
selfhost.de	2

## 2.192 CONF\_DYNDNS\_STATE

[API: dyndns]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a5a	None	yes	no
Datatype	Access Level	Description	
<b>Read</b> t_octet	minimal	State of registering at dyndns.com, see detailed description	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b> 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

## 2.193 CONF\_DYNDNS\_STATUS\_MAIL\_ONOFF

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b71		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Read enable or disable state for sending status update emails on Dyndns status change,	
<b>Write</b>	t_octet	service	Enable or disable sending status update emails on Dyndns status change,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

off	0	default
on	1	

## 2.194 CONF\_DYNDNS\_USER\_NAME

[API: dyndns]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a57		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the user name of account at dyndns.com	
<b>Write</b>	p_string	service	Write the dyndns host name that is to be registered at dyndns.com	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.195

# CONF\_EAP\_AUTO\_ADJUST\_INVALID\_SYSTEMTIME

[API: eap]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d1f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Enable/disable if the device should auto-adjust a potentially invalid system time to a proper time for EAP/802.1x certificate based authentication. To ensure it can connect to the network even after it lost its time e.g. after a power-outage	
<b>Write</b>	t_dword	service	Enable/disable if the device should auto-adjust a potentially invalid system time to a proper time for EAP/802.1x certificate based authentication. To ensure it can connect to the network even after it lost its time e.g. after a power-outage	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Values:

off	0	Do not auto-adjust system time for EAP/802.1x
on	1	auto-adjust a potentially invalid system time for EAP/802.1x certificate based authentication

## 2.196 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	0	Don't do EAP/802.1x
on	1	Use EAP/802.1x

## 2.197 CONF\_EAP\_GET\_IDENTITY\_LIST

[API: eap]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c4d	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>List Entry [0]</b>
...
<b>List Entry [N]</b>

### 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

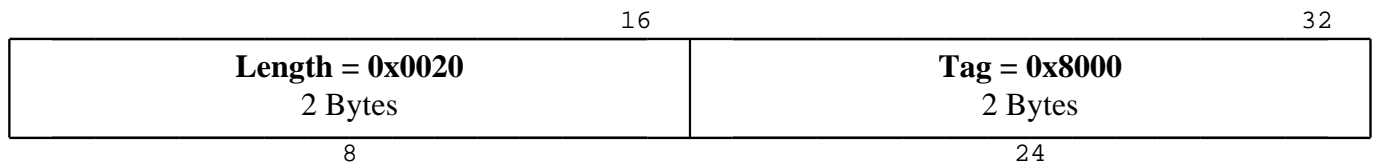
Length of tagged value including length and tag field

#### Tag

Tag specifying the encoding and meaning of the value

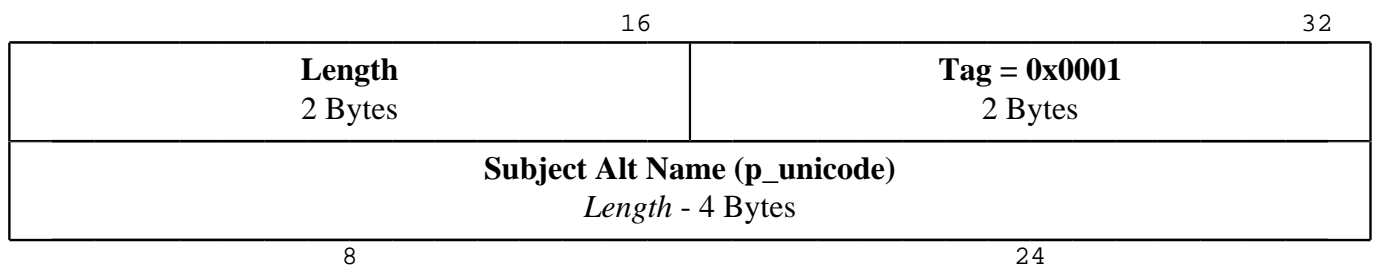
## Tag 0x8000: List Entry

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.



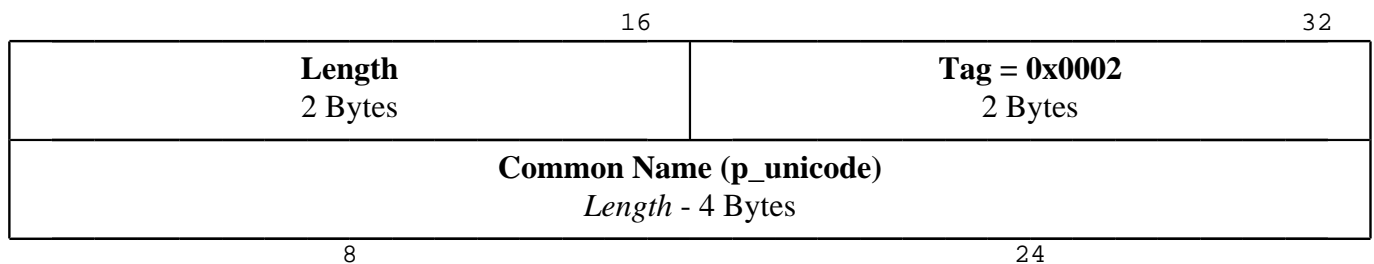
## Tag 1: Subject Alt Name

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.





## 2.198 CONF\_EAP\_IDENTITY

[API: eap]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ea		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the EAP identity	
<b>Write</b>	p_string	service	Write the EAP identity	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.199 CONF\_EAP\_PASSWORD

[API: eap]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ec		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the EAP password	
<b>Write</b>	p_string	service	Write the EAP password	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.200 CONF\_ENABLE\_DEVELOPER\_MODE

[API: app management]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cfe		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Returns the information if the S&ST developer mode is enabled	
<b>Write</b>	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	
<b>Available</b>	no		yes	

## 2.201 CONF\_ENABLE\_MASTERPWD

[API: user management]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c6d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Shows the password reset mechanism enable status	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

### Values:

disable	0
enable	1

## 2.202 CONF\_ENABLE\_ONVIF

[API: onvif]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bbd		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	#ValueList: 0=Onvif disabled; 1=Onvif enabled (default value)	
<b>Write</b>	f_flag	service	#ValueList: 0=Onvif disabled; 1=Onvif enabled (default value)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.203 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; 2=off 10 minutes after startup	
Write	t_octet	service	Enables or disables the network activity LED (Dinion, NBC-255 camera)	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		no	

## 2.204 CONF\_ENABLE\_UPNP

[API: upnp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ade		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	#ValueList: 0= Upnp disabled; 1= Upnp enabled	
<b>Write</b>	f_flag	service	#ValueList: 0= Upnp disabled; 1= Upnp enabled	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.205 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	

## 2.206 CONF\_ENC\_BASE\_OPERATION\_MODE\_TYPE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c95		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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;	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.207 CONF\_ENC\_CURRENT\_RESOLUTION

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b4b		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.208 CONF\_ENC\_DYN\_SCENE\_CTRL

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cb6		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.209 CONF\_ENC\_DYN\_SCENE\_CTRL\_OPTIONS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cb7		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.210 CONF\_ENC\_PROFILE\_BASIC\_PARAMS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b2e		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	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_	
<b>Write</b>	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	
<b>Available</b>		yes	yes	

## 2.211 CONF\_ENC\_PROFILE\_PARAMS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cb9		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the parameters of an encoder profile preset. Reply is in tagged format, see detailed description	
<b>Write</b>	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	
<b>Available</b>		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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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	
<b>Length</b> 2 Bytes		<b>Tag = 0x0602</b> 2 Bytes	
<b>CONF_MPRG4_NAME ( p_octet )</b> (See Command)			
8		24	

### Tag 0x0604: CONF\_MPEG4\_INTRA\_FRAME\_DISTANCE

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0604</b> 2 Bytes	
<b>CONF_MPEG4_INTRA_FRAME_DISTANCE ( p_octet )</b> (See Command)			
8		24	

### Tag 0x0606: CONF\_MPEG4\_FRAME\_SKIP\_RATIO

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0606</b> 2 Bytes	
<b>CONF_MPEG4_FRAME_SKIP_RATIO ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0607: CONF\_MPEG4\_BANDWIDTH\_KBPS

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0607</b> 2 Bytes	
<b>CONF_MPEG4_BANDWIDTH_KBPS ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0608: CONF\_MPEG4\_RESOLUTION

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0608</b> 2 Bytes	
<b>CONF_MPEG4_RESOLUTION ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0612: CONF\_MPEG4\_BANDWIDTH\_KBPS\_SOFT\_LIMIT

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0612</b> 2 Bytes	
<b>CONF_MPEG4_BANDWIDTH_KBPS_SOFT_LIMIT ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0620: CONF\_MPEG4\_AVC\_P\_FRAME\_QUANT\_MIN

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0620</b> 2 Bytes	
<b>CONF_MPEG4_AVC_P_FRAME_QUANT_MIN ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0621: CONF\_MPEG4\_AVC\_DELTA\_IPQUANT

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0621</b> 2 Bytes	
<b>CONF_MPEG4_AVC_DELTA_IPQUANT ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0622: CONF\_VIDEO\_BITRATE\_AVERAGING\_PERIOD

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0622</b> 2 Bytes	
<b>CONF_VIDEO_BITRATE_AVERAGING_PERIOD ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0624: CONF\_MPEG4\_AVC\_QUANT\_ADJ\_REGION\_1

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0624</b> 2 Bytes	
<b>CONF_MPEG4_AVC_QUANT_ADJ_REGION_1 ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0625: CONF\_MPEG4\_AVC\_QUANT\_ADJ\_REGION\_2

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0625</b> 2 Bytes	
<b>CONF_MPEG4_AVC_QUANT_ADJ_REGION_2 ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0627: CONF\_VIDEO\_ENC\_P\_REF\_LIST\_SIZE

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0627</b> 2 Bytes	
<b>CONF_VIDEO_ENC_P_REF_LIST_SIZE ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0a94: CONF\_MPEG4\_AVC\_GOP\_STRUCTURE

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0a94</b> 2 Bytes	
<b>CONF_MPEG4_AVC_GOP_STRUCTURE ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0c37: CONF\_MPEG4\_AVC\_BITRATE\_OPTIMIZATION

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0c37</b> 2 Bytes	
<b>CONF_MPEG4_AVC_BITRATE_OPTIMIZATION ( p_octet )</b> (See Command)			
8		24	

# 2.212 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

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Profile resolution options - for non-encoder-specific profiles (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

## Profile resolution options - for non-encoder-specific profiles

16		32	
<b>id</b> 4 Bytes			
<b>width</b> 4 Bytes			
<b>height</b> 4 Bytes			
<b>reserved</b> 4 Bytes			
8		24	

### 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

## 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

		16	32
<b>Length</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>Profile resolution options - for encoder-specific profiles (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

## Profile resolution options - for encoder-specific profiles

		16	32
<b>stream</b> 1 Byte	<b>abs coder</b> 1 Byte	<b>reserved</b> 2 Bytes	
<b>id</b> 4 Bytes			
<b>width</b> 4 Bytes			
<b>height</b> 4 Bytes			
<b>reserved</b> 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 automaticalyc 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

## 2.213 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

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	

#### 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

## CustomStampingLines

Number of custom stamping lines

## 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

## 2.214 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	
<b>Read</b>	t_octet	minimal	(half duplex=HD, full duplex=FD) 0=auto, 1=10MbitHD, 2=10MbitFD, 3=100MbitHD, 4=100MbitFD	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.215 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	
<b>Read</b> 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	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

## 2.216 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	

## 2.217 CONF\_ETH\_TX\_PKT\_BURST

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0afe		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Eth tx pkts per burst (0:=no limitation)	
<b>Write</b>	t_dword	service	Eth tx pkts per burst (0:=no limitation)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.218 CONF\_EVENT\_SCRIPT

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x09f3		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	p_octet	service	Write a new Alarm Task Script; note: script must be compressed (zipped)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.219 CONF\_EXPORT\_SPAN

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a2e	None	yes	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Retrieve a span of the devices storage.	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Request Payload Structure

	16	32
<b>Recording Camera...</b> (see description)		
<b>Recording Camera</b> ...		
<b>Recording Camera</b> ...		
<b>Lun Addr...</b> (see description)		
<b>Lun Addr</b> ...		
<b>Overwrite Retention Time</b> max. 128 bytes		
<b>Reserved</b> 4 Bytes		
<b>Url...</b> 8 Bytes		
<b>Url</b> ...		
8		24

### Recording Camera

The address of the device the span is assigned to.

16		32
<b>IPv4</b> 4 Bytes		
<b>MAC...</b> 6 Bytes		
<b>MAC</b> ...	<b>Recording Index</b> 1 Byte	<b>Camera</b> 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 2  
Recording

## Camera

The camera index starting from 1.

## Lun Addr

The address of the lun a span is desired from.

16		32
<b>Target ID</b> 4 Bytes		
<b>Target IDX</b> 1 Byte	<b>LUN</b> 1 Byte	<b>Reserved</b> 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 requiered 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	
...	
<b>State</b> 1 Byte	<b>Reserved</b> 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
<b>IPv4</b> 4 Bytes			
<b>MAC...</b> 6 Bytes			
<b>MAC</b> ...	<b>Recording Index</b> 1 Byte	<b>Camera</b> 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 2  
Recording

### 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.

1632		
<b>Target ID</b> 4 Bytes		
<b>Target IDX</b> 1 Byte	<b>LUN</b> 1 Byte	<b>Span IDX</b> 2 Bytes
824		

## 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.

1632		
<b>Recording Camera...</b> 12 Bytes		
<b>Recording Camera</b> ...		
<b>Recording Camera</b> ...		
<b>Retention Time</b> 4 Bytes		
824		

## 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
<b>IPv4</b> 4 Bytes		
<b>MAC...</b> 6 Bytes		
<b>MAC</b> ...	<b>Recording Index</b> 1 Byte	<b>Camera</b> 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             2  
Recording

## Camera

The camera index starting from 1.

## State

### Values:

SUCCESS	0x00
NO SPAN AVAILABLE	0x01
STORAGE OFFLINE	0x02
INVALID SPAN MANAGER	0x03
ADDRESS	
ACCESS DENIED	0x04

**Note:** A list of span manager the recording is using can be obtained by the command CONF\_REC\_SPAN\_MGR.

## 2.220 CONF\_EXT\_ENCODER\_BITRATE\_STATISTICS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c85	video coder	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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 lastCellIsActiveSinceSec

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
<b>GlobalParameters.localTimeSecoundsSince2000</b>	
4 Bytes	
<b>GlobalParameters.UTCSecondsSince2000</b>	
4 Bytes	
<b>GlobalParameters.Reserved...</b>	
24 Bytes	
<b>GlobalParameters.Reserved</b>	
[...]	
<b>GlobalParameters.Reserved</b>	
...	
<b>Record [0]</b>	
(see description)	

...	
<b>Record [N]</b> (see description)	
8	24

**GlobalParameters.localTimeSecoundsSince2000**

Local camera time which corresponds to the delivered entrys

**GlobalParameters.UTCSecoundsSince2000**

Utc time which corresponds to the delivered entrys

**Record**

16	32
<b>TimeBaseInSec</b> 4 Bytes	
<b>LastCellIsActiveSinceSec</b> 4 Bytes	
<b>ElementCount</b> 4 Bytes	
<b>Reserved...</b> 20 Bytes	
<b>Reserved</b> [...]	
<b>Reserved</b> ...	
<b>Bitrate [0]</b> 4 Bytes	
...	
<b>Bitrate [ElementCount - 1]</b> 4 Bytes	
8	24

**TimeBaseInSec**

Base time for bitrate[1-n] base time of bitrate[0] is signaled via lastCellIsActiveSinceSec

## **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]

## 2.221 CONF\_EXT\_RECORDER\_BITRATE\_STATISTICS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c94	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	Recording bitrates:	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Request Payload Structure

		16	32
<b>cam</b> 2 Bytes		<b>rec idx</b> 2 Bytes	
<b>data type</b> 1 Byte	<b>reserved</b> 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

This payload equals the payload of the command 'CONF\_EXT\_ENCODER\_BITRATE\_STATISTICS'

## 2.222 CONF\_EXTERNAL\_CLIENT

[API: extension]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c9e	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>Client Info [0]</b> (see description)
...
<b>Client Info [N]</b> (see description)

### Client Info

	16		32
Line 1 Byte	Instance 1 Byte	Length 1 Byte	Client Name... Length Bytes
<b>Client Name</b>			
...			
	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

## Read Payload Structure

8 16 24 32

## Write Payload Structure

<b>Client Info [0]</b> (see description)
...
<b>Client Info [N]</b> (see description)

## Client Info

<b>Line</b> 1 Byte	<b>Instance</b> 1 Byte	<b>Length</b> 1 Byte	<b>Client Name...</b> <i>Length Bytes</i>
<b>Client Name</b> ...			
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

## 2.223 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	

## 2.224 CONF\_FACTORY\_DEFAULTS

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x09a0		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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 propagate this to the user, that he has to wait until the reboot is complete.	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.225 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

	16	32
<b>Alarm Flags</b> 1 Byte	<b>Reserved</b> 3 Bytes	
8	24	

### 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.

## 2.226 CONF\_FLUSH\_LUN\_INFO\_CACHE

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b09		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.227 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	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.228 CONF\_FORMAT\_FS\_SPAN

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e6	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
		Format the lun into spans. (not allowed while recording on this lun)	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

16				32
<b>Target ID</b> 4 Bytes				
<b>Target IDX</b> 1 Byte	<b>Lun IDX</b> 1 Byte	<b>Span Cnt</b> 1 Byte	<b>Span Size</b> 1 Byte	
<b>Flags</b> 1 Byte	<b>reserved</b> 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.  
iSCSI Server    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.

## 2.229 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
<b>Step</b> 1 Byte	<b>Status</b> 1 Byte	<b>Progress</b> 2 Bytes
<b>Ip</b> 4 Bytes		
<b>Target_idx</b> 1 Byte	<b>Lun</b> 1 Byte	<b>Reserved</b> 2 Bytes
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

## 2.230 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 forming 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 further message will follow.

### Payload Structure

		16	32
<b>Step</b> 1 Byte	<b>Status</b> 1 Byte	<b>Progress</b> 2 Bytes	
8		24	

### Step

Which step of the forming (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
---------------------	---------

## 2.231 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	
<b>Read</b>	p_string	service	Changes to parent directory
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

## 2.232 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	
<b>Read</b>	p_string	service	Changes the working directory
<b>Write</b>	-	-	Unavailable
<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	yes	yes	

## 2.233 CONF\_FTP\_FILE\_NAME

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b35		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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 \"-\" )	
<b>Write</b>	p_octet	service	See read	
<b>CPP6/ CPP7/ CPP7.3</b>			<b>CPP13</b>	
<b>Available</b>	yes		yes	

## 2.234 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	
<b>Read</b>	p_string	minimal	Gets the working directory of the configured ftp server
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

## 2.235 CONF\_FTP\_SERVER\_PORT

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b9f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get the Port of the camera internal FTP server for loading files to the camera; Value 0 turns server off	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.236 CONF\_FW\_MIN\_VERSION

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bab		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the required minimum firmware version. Format: (hexadecimal) 0xrrrrVVMM, where 'r' is reserved, 'VV' is the major version and 'MM' the minor version number. (E.g. 0x00000590 for version 5.90)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.237 CONF\_GATEWAY\_IP\_STR

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x007f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the gateway IP using string notation (xxx.xxx.xxx.xxx)	
<b>Write</b>	p_string	service	Set the gateway IP using string notation (xxx.xxx.xxx.xxx)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.238 CONF\_GATEWAY\_IP\_V6\_STRING

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b11		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	IPv6 Gateway IP string or domain name	
<b>Write</b>	p_string	service	IPv6 Gateway IP string or domain name	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.239 CONF\_GB28181

[API: GB28181]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba2	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

16		32
<b>Enable</b> 1 Byte	<b>H264 Stream Cfg</b> 1 Byte	<b>Reserved</b> 2 Bytes
<b>Heart beat time out</b> 4 Bytes		
<b>Registration time out</b> 4 Bytes		
<b>Server port</b> 2 Bytes	<b>Device Port</b> 2 Bytes	
<b>Server URL...</b> 64 Bytes		
<b>Server URL</b> [...]		
<b>Server URL</b> ...		
<b>Server ID...</b> 21 Bytes		
<b>Server ID</b> [...]		
<b>Server ID</b> ...		
<b>Server ID</b> ...	<b>Device ID...</b> 21 Bytes	
<b>Device ID</b> [...]		

<b>Device ID</b> ...	
<b>Device ID</b> ...	<b>Alarm Device ID...</b> 21 Bytes
<b>Alarm Device ID</b> [...]	
<b>Alarm Device ID</b> ...	
<b>Alarm Device ID</b> ...	<b>Password...</b> 128 Bytes
<b>Password</b> [...]	
<b>Password</b> ...	
<b>Password</b> ...	<b>Reserved...</b> 753 Bytes
<b>Reserved</b> [...]	
<b>Reserved</b> ...	
<b>Reserved</b> ...	

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

## 2.240 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	
<b>Read</b>	p_octet	See detailed description	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

16	32
<b>Tag = 0x0000</b> 2 Bytes	<b>Length = 0x0008</b> 2 Bytes
<b>Image pipe offset per line info (p_octet)</b> 8 Bytes	
8	24

## Image pipe offset per line info

16			32
<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Sharpness offset</b> 1 Byte
<b>Temporal noise filter offset</b> 1 Byte	<b>Spatial noise filter offset</b> 1 Byte	<b>Reserved</b> 2 Bytes	
8		24	

## Tag 1: Image pipe bitrate modifier info

16		32	
<b>Tag = 0x0001</b> 2 Bytes		<b>Length = 0x0008</b> 2 Bytes	
<b>Image pipe bitrate modifier info (p_octet)</b> 8 Bytes			
8		24	

## Image pipe bitrate modifier info

16								32							
<b>Stream Id</b> 2 Bytes								<b>Reserved</b> 2 Bytes							
<b>Bit rate modifier</b> 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 %

## 2.241 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	
<b>Read</b>	t_dword	live	Gets the rcp session id of the rtsp session (identified by the random value )	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.242

# 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	
<b>Read</b>	t_octet	minimal	Get the largest value supported by VIDEO_ENC_P_REF_LIST_SIZE; 0 indicates that the value is not user-adjustible	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.243

# 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
<b>Num Profiles</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Profile [0]</b> (see description)	
...		<b>Profile [Num Profiles - 1]</b> (see description)	
8		24	

## Num Profiles

## Reserved

## Profile

		16	32
<b>Algorithm Type</b> 2 Bytes		<b>Preset</b> 2 Bytes	
<b>Profile Name (p_unicode)...</b> 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)

## 2.244 CONF\_GOP\_STRUCTURE\_OPTIONS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bef		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.245

# 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>stream count</b> 4 Bytes	
<b>Descriptor 0 description</b> (see description)	
...	
<b>Descriptor N description</b> (see description)	
8	24

### stream count

Array index in text

## Descriptor description

<b>Description for stream [0]</b> (see description)
...
<b>Description for stream [</b> <b>stream count</b> <b>- 1]</b> (see description)

## Description for stream

16				32			
<b>encBaseModeId</b> 4 Bytes							
<b>height</b> 4 Bytes							
<b>width</b> 4 Bytes							
<b>copy</b> 1 Byte		<b>sd</b> 1 Byte		<b>sdFramerateDependent</b> 1 Byte		<b>crop</b> 1 Byte	
<b>skip</b> 1 Byte		<b>roi</b> 1 Byte		<b>ptz</b> 1 Byte		<b>dualStream</b> 1 Byte	
<b>exclusive</b> 1 Byte		<b>reserved ...</b> 15 Bytes					
<b>reserved</b> ...							
<b>reserved</b> ...							
<b>reserved</b> ...							
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

# 2.246 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	

## 2.247 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 identification, 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
<b>start time</b> 4 Bytes		
<b>end time</b> 4 Bytes		
<b>flags</b> 4 Bytes		
<b>file id</b> 4 Bytes		
<b>target id</b> 4 Bytes		
<b>target idx</b> 1 Byte	<b>lun</b> 1 Byte	<b>span idx</b> 2 Bytes
<b>cam</b> 1 Byte	<b>recording idx</b> 1 Byte	<b>reserverd</b> 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**

## 2.248 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 identification, 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
<b>start time</b> 4 Bytes			
<b>end time</b> 4 Bytes			
<b>flags</b> 4 Bytes			
<b>file id</b> 4 Bytes			
<b>target id</b> 4 Bytes			
<b>target idx</b> 1 Byte	<b>lun</b> 1 Byte	<b>span idx</b> 2 Bytes	
<b>cam</b> 1 Byte	<b>recording idx</b> 1 Byte	<b>reserverd</b> 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**

## 2.249

# CONF\_HD\_FORMAT\_STORAGE\_ERROR\_LOG\_CNT

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c65		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of failed local storage formats	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.250 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 alway be NO RECORDING.

### Payload Structure

16		32	
<b>rec state</b> 1 Byte	<b>rec preset</b> 1 Byte	<b>enc preset</b> 1 Byte	<b>flags</b> 1 Byte
8		24	

#### 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

	<b>Mask</b>	<b>Name</b>
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

## 2.251 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	

### Payload Structure

This payload equals the payload of the command 'CONF\_HD\_MGR\_REC\_STATUS'

## 2.252 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	f_flag	service	Signal alarm: only one alarm per second is allowed,
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

## 2.253 CONF\_HD\_MGR\_START

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0913		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Return TRUE when manager is on or when primary span recording is on	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.254 CONF\_HD\_MGR\_START\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a46		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Return TRUE when secondary span recording is on	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.255 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	

## 2.256 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	

## 2.257 CONF\_HD\_PARTITION\_FILE\_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0901	None	no	no
Datatype	Access Level	Description	
<b>Read</b> 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	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b> 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
<b>Search Start Time</b> 4 Bytes	
<b>Search Stop Time</b> 4 Bytes	

<b>Max Entries</b> 4 Bytes	
<b>Flags</b> 4 Bytes	
8	24

## 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

<b>RecordingEntry [0] ...</b> (see description)
<b>RecordingEntry</b> ...
<b>RecordingEntry</b> ...
<b>RecordingEntry</b> ...

## RecordingEntry

16	32
<b>Start Time</b> 4 Bytes	
<b>Stop Time</b> 4 Bytes	

<b>Flags</b> 4 Bytes	
<b>File ID</b> 4 Bytes	
8	24

## 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 recording 2 (pre alarm) Alarm recording 3 (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

## 2.258 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	

## 2.259

# CONF\_HD\_PARTITION\_RECORDING\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a4d		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Recording status of cam for secondary recording (1 = running, 0 = not running)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.260 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	
<b>Read</b>	p_octet	minimal	List of cams with running recording
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

## 2.261 CONF\_HD\_REC\_BUFFER

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b8f	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

16		32	
<b>Cam</b> 2 Bytes		<b>Rec idx</b> 2 Bytes	
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

16		32	
<b>Cam</b> 2 Bytes		<b>Rec idx</b> 2 Bytes	
<b>Full buffer bytes</b> 4 Bytes			
<b>Allocated buffer bytes</b> 4 Bytes			
<b>Min buffer bytes</b> 4 Bytes			
<b>Filled buffer bytes</b> 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)

## 2.262 CONF\_HD\_RECORD\_HOLIDAYS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0c	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read holiday schedule list for primary recording, see detailed description
<b>Write</b>	p_octet	service	Write holiday schedule list (effect takes place immediately), see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>holiday schedule entry [0]</b> (see description)
...
<b>holiday schedule entry [N]</b> (see description)

### holiday schedule entry

Schedule entry specifying a holiday and it's recording schedule. max. 25 entries.

16		32	
<b>day</b> 1 Byte	<b>month</b> 1 Byte	<b>year</b> 1 Byte	<b>number of days</b> 1 Byte
<b>reco [0]</b> 4 Bits	...		<b>reco [95]</b> 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

## 2.263 CONF\_HD\_RECORD\_PROFILES

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0d	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read recording profiles, see detailed description
<b>Write</b>	p_octet	service	Set recording profiles (effect takes place imidiatly), see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>Recording Profile [0]</b> (see description)
...
<b>Recording Profile [9]</b> (see description)

### Recording Profile

16				32			
<b>Flags</b> 1 Byte	<b>video preset nr</b> 1 Byte			<b>post alarm video preset nr</b> 1 Byte		<b>encoder index</b> 1 Byte	
<b>reserved</b> 12 Bits		<b>See *0</b> 1 Bit	<b>See *1</b> 2 Bits	<b>See *2</b> 1 Bit	<b>profile name (p_string)...</b> 32 Bytes		
<b>profile name</b> [...]							
<b>profile name</b> ...							

<b>profile name (p_string)</b> ...	<b>max pre alarm time</b> 2 Bytes
<b>pre alarm time</b> 2 Bytes	<b>post alarm time</b> 2 Bytes
<b>motion alarm</b> 4 Bytes	
<b>alarm input and virtual alarm</b> 4 Bytes	
<b>video loss alarm</b> 4 Bytes	
8	24

## Flags

	<b>Mask</b>	<b>Name</b>
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
<b>Combined Values</b>		
	<b>Mask</b>	<b>Name</b>
	0x11	ALARM_RECORDING_PRE_ALARM_AUTO

## video preset nr

Video preset number used for recording

### Values:

no recording on this 0

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 1 - 8

post alarm

## 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 backuped 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

	<b>Mask</b>	<b>Name</b>
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

## 2.264 CONF\_HD\_RECORD\_PROFILES\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a91		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Read recording profiles for secondary recording, payload is the same as in CONF_HD_RECORD_PROFILES	
<b>Write</b>	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	
<b>Available</b>		yes	yes	

### Payload Structure

This payload equals the payload of the command 'CONF\_HD\_RECORD\_PROFILES'

## 2.265 CONF\_HD\_RECORD\_PROFILES\_V2

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad0	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read recording profiles
<b>Write</b>	p_octet	service	Write recording profiles
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Recording Profile [0]</b> (see description)
...
<b>Recording Profile [9]</b> (see description)

### Recording Profile

16		32	
<b>Flags</b> 1 Byte	<b>stream config nr</b> 1 Byte	<b>post alarm stream config nr</b> 1 Byte	<b>encoder index</b> 1 Byte
<b>post alarm profile</b> 1 Byte	<b>reserved</b> 4 Bits	<b>See *0</b> 1 Bit	<b>See *1</b> 2 Bits
		<b>See *2</b> 1 Bit	<b>profile name...</b> 32 Bytes
<b>profile name</b> [...]			
<b>profile name</b> ...			
<b>profile name</b> ...		<b>max pre alarm time</b> 2 Bytes	

<b>pre alarm time</b> 2 Bytes	<b>post alarm time</b> 2 Bytes
<b>motion alarm</b> 4 Bytes	
<b>alarm input and virtual alarm</b> 4 Bytes	
<b>video loss alarm</b> 4 Bytes	
8	24

## Flags

	<b>Mask</b>	<b>Name</b>
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
<b>Combined Values</b>		
	<b>Mask</b>	<b>Name</b>
	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 backuped 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

	<b>Mask</b>	<b>Name</b>
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.

	<b>Mask</b>	<b>Name</b>
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

	<b>Mask</b>	<b>Name</b>
Bit 31	0x80000000	Alarm Nbr. 32
...		
Bit 1	0x00000002	Alarm Nbr. 2
Bit 0	0x00000001	Alarm Nbr. 1

## 2.266

# 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	
<b>Read</b>	p_octet	minimal	Get recording profiles for secondary recording, payload is the same as in CONF_HD_RECORD_PROFILES_V2	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.267 CONF\_HD\_RECORD\_SCHEDULE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a0b	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read primary recording schedule, see detailed description
<b>Write</b>	p_octet	service	Set primary recording schedule(effect takes place imidiately), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Saturday</b> [0] 4 Bits	...	<b>Saturday</b> [95] 4 Bits
<b>Sunday</b> [0] 4 Bits	...	<b>Sunday</b> [95] 4 Bits
<b>Monday</b> [0] 4 Bits	...	<b>Monday</b> [95] 4 Bits
<b>Tuesday</b> [0] 4 Bits	...	<b>Tuesday</b> [95] 4 Bits
<b>Wednesday</b> [0]	...	<b>Wednesday</b> [95]

4 Bits		4 Bits
<b>Thursday</b> [0] 4 Bits	...	<b>Thursday</b> [95] 4 Bits
<b>Friday</b> [0] 4 Bits	...	<b>Friday</b> [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.

## 2.268 CONF\_HD\_RECORD\_SCHEDULE\_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a49	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read secondary recording schedule, see detailed description
<b>Write</b>	p_octet	service	Set secondary recording schedule(effect takes place imidiately), see detailed description
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Saturday</b> [0] 4 Bits	...	<b>Saturday</b> [95] 4 Bits
<b>Sunday</b> [0] 4 Bits	...	<b>Sunday</b> [95] 4 Bits
<b>Monday</b> [0] 4 Bits	...	<b>Monday</b> [95] 4 Bits
<b>Tuesday</b> [0] 4 Bits	...	<b>Tuesday</b> [95] 4 Bits
<b>Wednesday</b> [0]	...	<b>Wednesday</b> [95]

4 Bits		4 Bits
<b>Thursday</b> [0] 4 Bits	...	<b>Thursday</b> [95] 4 Bits
<b>Friday</b> [0] 4 Bits	...	<b>Friday</b> [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.

# 2.269 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	

## 2.270 CONF\_HD\_RECORDING\_REPORT

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a1c	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get recording report from actual primary recording on a cam,
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

This command 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
<b>Version</b> 1 Byte	<b>Reserved</b> 3 Bytes	
<b>Start Seconds</b> 4 Bytes		
<b>Start Milliseconds</b> 4 Bytes		
<b>VDP Allocation No Wait</b> 4 Bytes		
<b>VDP Allocation Wait</b> 4 Bytes		
<b>VDP Allocation Fail</b> 4 Bytes		
<b>Encoder Data...</b> (see description)		
<b>Encoder Data</b> [...]		
<b>Encoder Data</b> ...		
<b>Storage Data...</b> (see description)		

<b>Storage Data</b> [...]	
<b>Storage Data</b> ...	
<b>Network Data...</b> (see description)	
<b>Network Data</b> [...]	
<b>Network Data</b> ...	
8	24

## 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

16	32
<b>Video RTP Packet Count</b> 4 Bytes	
<b>Video Byte Count</b> 4 Bytes	
<b>Reserved</b> 4 Bytes	

<b>Audio RTP Packet Count</b> 4 Bytes	
<b>Audio Byte Count</b> 4 Bytes	
<b>Reserved</b> 4 Bytes	
<b>Meta RTP Packet Count</b> 4 Bytes	
<b>Meta Byte Count</b> 4 Bytes	
<b>Reserved...</b> 16 Bytes	
<b>Reserved</b> ...	
<b>Reserved</b> ...	
<b>Reserved</b> ...	
	824

## 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
<b>Video VDP Packet Count</b> 4 Bytes		
<b>Video Byte Count</b> 4 Bytes		
<b>Reserved</b> 4 Bytes		
<b>Audio VDP Packet Count</b> 4 Bytes		
<b>Audio Byte Count</b> 4 Bytes		
<b>Reserved</b> 4 Bytes		
<b>Meta Packet Count</b> 4 Bytes		
<b>Meta Byte Count</b> 4 Bytes		
<b>Reserved...</b> 16 Bytes		
<b>Reserved</b> ...		
<b>Reserved</b> ...		
<b>Reserved</b> ...		
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
	<b>Bytes Read</b> 4 Bytes	
	<b>Bytes Write</b> 4 Bytes	
	<b>Reserved...</b> 40 Bytes	
	<b>Reserved</b> [...]	
	<b>Reserved</b> ...	
8	24	

### Bytes Read

Number of Bytes that are read from storage.

### Bytes Write

Number of Bytes that are written to storage.

## 2.271

# CONF\_HD\_RECORDING\_REPORT\_SECONDARY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a4f	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Get recording report from actual secondary recording on a cam, payload same as in command CONF_HD_RECORDING_REPORT	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

## Payload Structure

This payload equals the payload of the command 'CONF\_HD\_RECORDING\_REPORT'

## 2.272 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	

## 2.273 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

## 2.274 CONF\_HD\_REPLAY\_CERTIFICATES\_LIST

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c12	None	no	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Get certificates list of records, Replay Session ID is needed, see detailed description	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b> 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
<b>Start Time</b> 4 Bytes			
<b>End Time</b> 4 Bytes			
<b>TZ QH</b> 1 Byte	<b>Reserved</b> 3 Bytes		
<b>Max List Len</b> 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		
<b>Start Time</b> 4 Bytes					
<b>End Time</b> 4 Bytes					
<b>TZ QH</b> 1 Byte		<b>Flags</b> 1 Byte		<b>Reserved</b> 2 Bytes	
<b>List Len</b> 4 Bytes					
<b>Certificate [0]</b> (see description)					
...					
<b>Certificate [N]</b> (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		Reserved		Length	
1 Byte		1 Byte		2 Bytes	
Certificate...					
Length 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

## 2.275 CONF\_HD\_REPLAY\_CUSTOM\_SETTINGS

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b56	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read replay custom settings, see detailed,
<b>Write</b>	p_octet	user	Set replay custom settings, see detailed,
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>flags</b> 4 Bytes		
<b>flags mask</b> 4 Bytes		
<b>kbps max</b> 4 Bytes		
<b>time shift</b> 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 choosen values without changing the other values. To set a choosen 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.

## 2.276 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	

## 2.277 CONF\_HD\_REPLAY\_EVENT\_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x091f	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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
<b>search begin time</b> 4 Bytes	
<b>special field</b> 4 Bytes	
<b>earliest time</b> 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

<b>Event [0]</b> (see description)
...
<b>Event [N]</b> (see description)

## Event

'Event' payload for '??' = 'Simple Event' (??)

16	32
<b>Event Time</b> 4 Bytes	
<b>Flags</b> 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' (??)

16		32	
<b>Upper X</b> 1 Byte	<b>Upper Y</b> 1 Byte	<b>Lower X</b> 1 Byte	<b>Lower Y</b> 1 Byte
<b>Event Time</b> 4 Bytes			
<b>Residual milliseconds</b> 4 Bytes			
<b>Reserved</b> 4 Bytes			
<b>Flags</b> 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	
<b>Combined Values</b>			
	Mask	Name	Description
	0x7f000000	time zone quarter hours	

## 2.278 CONF\_HD\_REPLAY\_FAST\_INTRA\_DELAY

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x095e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the delay (in 10ms) between the frames in intra only replay mode	
<b>Write</b>	t_dword	user	Set the delay (in 10ms) between the frames in intra only replay mode	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.279 CONF\_HD\_REPLAY\_FAST\_INTRA\_FPS

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ac2		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get max frames per second for intra only replay mode	
<b>Write</b>	t_dword	user	Set max frames per second for intra only replay mode (0 = default)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.280

# CONF\_HD\_REPLAY\_FORENSIC\_SEARCH\_CANCEL

[API: replay control]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0b50	None	no	no
	Datatype	Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	t_dword	user	Cancel a forensic search, t_dword is the search id (result of search setup), session id is required	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.281

# 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			
<b>Forensic Search ID</b> 4 Bytes							
<b>Sequence Number</b> 2 Bytes				<b>Number of Events</b> 1 Byte		<b>Last Message</b> 1 Byte	
<b>Progress Time</b> 4 Bytes							
<b>Timezone</b> 1 Byte		<b>Event type</b> 1 Byte		<b>Reserved</b> 2 Bytes			
<b>Event [0]</b> (see description)							
...							
<b>Event [N]</b> (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)

16		32	
<b>Begin</b> 4 Bytes			
<b>Duration</b> 2 Bytes		<b>Rule ID</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Event duration in ms</b> 4 Bytes			
<b>Object ID</b> 4 Bytes			
<b>Bounding Box</b> 4 Bytes			
8		24	

## 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)

<b>Error type</b> 1 Byte	<b>Error text...</b> 64 Bytes
	<b>Error text</b> ...
	<b>Error text</b> ...
	<b>Error text</b> ...

## 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.

## 2.282

# CONF\_HD\_REPLAY\_FORENSIC\_SEARCH\_SETUP

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b0a	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	user Setup a forensic search, see detailed description	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>Start Time</b> 4 Bytes			
<b>End Time</b> 4 Bytes			
<b>Reserved</b> 4 Bytes			
<b>Script Length</b> 2 Bytes		<b>Script Mode</b> 1 Byte	<b>VCA Profile ID</b> 1 Byte
<b>Layer Mode</b> 1 Byte	<b>Flags</b> 1 Byte	<b>Layer Mask</b> 2 Bytes	
<b>Script Data...</b> (see description)			
<b>Script Data</b> ...			
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 be 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)

16		32	
<b>Upper left x-coordinate</b> 2 Bytes		<b>Upper left y-coordinate</b> 2 Bytes	
<b>Lower right x-coordinate</b> 2 Bytes		<b>Lower right y-coordinate</b> 2 Bytes	
<b>Debounce time</b> 2 Bytes		<b>Field flags</b> 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)

16		32	
<b>Upper left x-coordinate</b> 2 Bytes		<b>Upper left y-coordinate</b> 2 Bytes	
<b>Lower right x-coordinate</b> 2 Bytes		<b>Lower right y-coordinate</b> 2 Bytes	
<b>Debounce time</b> 2 Bytes		<b>Direction</b> 1 Byte	<b>Reserved</b> 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

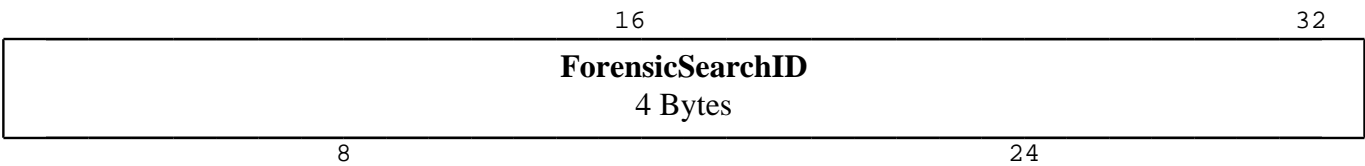
The debounce time is given in units of 10 ms.

### 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

## 2.283 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	

# 2.284 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	minimal	Obsolete	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

## 2.285 CONF\_HD\_REPLAY\_PREFETCH\_JPEGS

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b55		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.286 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	

## 2.287 CONF\_HD\_REPLAY\_SEEK\_TIME

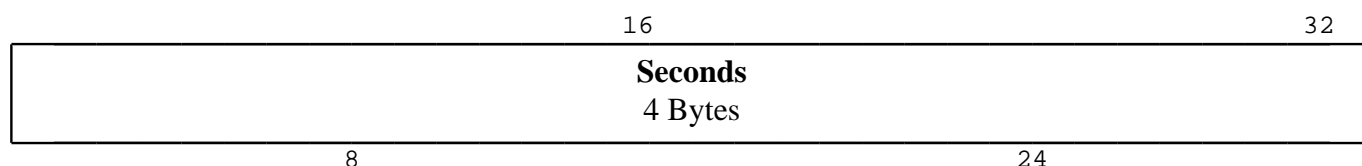
[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0905	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

This command will return a write error if the timeposition is outside a recording set. The Session ID is needed.

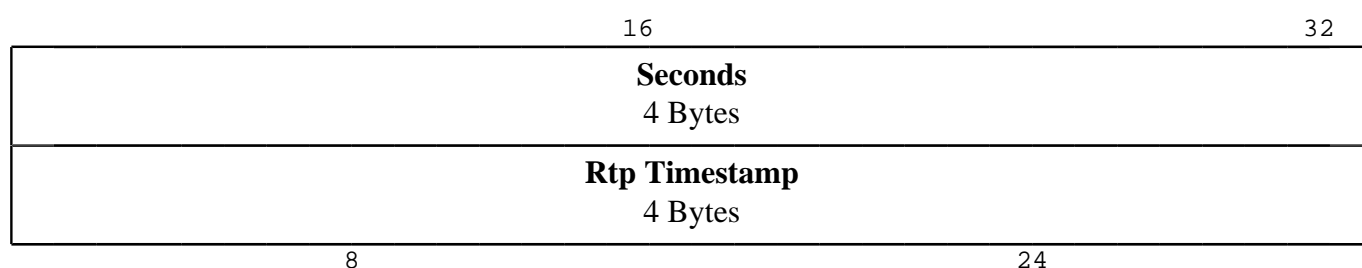
### Response Payload Structure



#### 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

16		32	
<b>Seconds</b> 4 Bytes			
<b>DetailedData (optional)</b> (see description)			
8		24	

## Seconds

Absolute time in seconds since 1.1.2000 00:00h.

## DetailedData (optional)

16		32	
<b>Milliseconds</b> 2 Bytes		<b>Flags</b> 1 Byte	<b>Payload</b> 1 Byte
<b>Conf_roi...</b> (see description)			
<b>Conf_roi</b> ...			
<b>Reserved...</b> 16 Bytes			
<b>Reserved</b> ...			
<b>Reserved</b> ...			
<b>Reserved</b> ...			
8		24	

## 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, conntend 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	
<b>hPos</b> 2 Bytes		<b>vPos</b> 2 Bytes	
<b>hSize</b> 2 Bytes		<b>vSize</b> 2 Bytes	
8		24	

## 2.288 CONF\_HD\_REPLAY\_SEQUENCE\_VERIFY

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c23		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.289 CONF\_HD\_REPLAY\_SIZE\_INFO

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0906	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Description

Replay session id required. Start time and stop time has to be within one file.

### Request Payload Structure

	16	32
	<b>Starttime</b> 4 Bytes	
	<b>Stoptime</b> 4 Bytes	
8		24

### Starttime

In seconds since 2000.

### Stoptime

In seconds since 2000.

### Response Payload Structure

	16	32
	<b>Max Size</b> 8 Bytes	
	<b>Max Size</b> ...	
	<b>Min. Number Of Rtp Packets</b> 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

## 2.290 CONF\_HD\_REPLAY\_START

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0902		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_int	minimal	Returns t_int parameter in percent of realtime replay (default +100%); 0 if suspended or stopped; Session ID is needed	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.291 CONF\_HD\_REPLAY\_START\_EX

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c74		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.292 CONF\_HD\_REPLAY\_STOP

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0903		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	1=replay is stopped; 0=replay is in progress	
<b>Write</b>	f_flag	user	Stop a current HD replay; replay pointer will not be affected; Session ID is needed	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.293 CONF\_HD\_REPLAY\_STOP\_TIME

[API: replay control]

Tag Code	Num Descriptor	Message	SNMP Support
0x0904	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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
<b>Seconds</b> 4 Bytes	
<b>Milliseconds</b> 4 Bytes	
8	24

### Seconds

Absolute time in seconds since 1.1.2000 00:00h.

## 2.294 CONF\_HD\_REPLAY\_VCD\_CONFIG\_ID

[API: replay control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a5f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Requested vcd config 0=all data, 1=config1 data, 2=config2 data, ..; replay session id required	
<b>Write</b>	t_dword	user	Requested vcd config 0=all data, 1=config1 data, 2=config2 data, ..; replay session id required	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.295 CONF\_HD\_REPLAY\_VCD\_LAYER

[API: replay control]

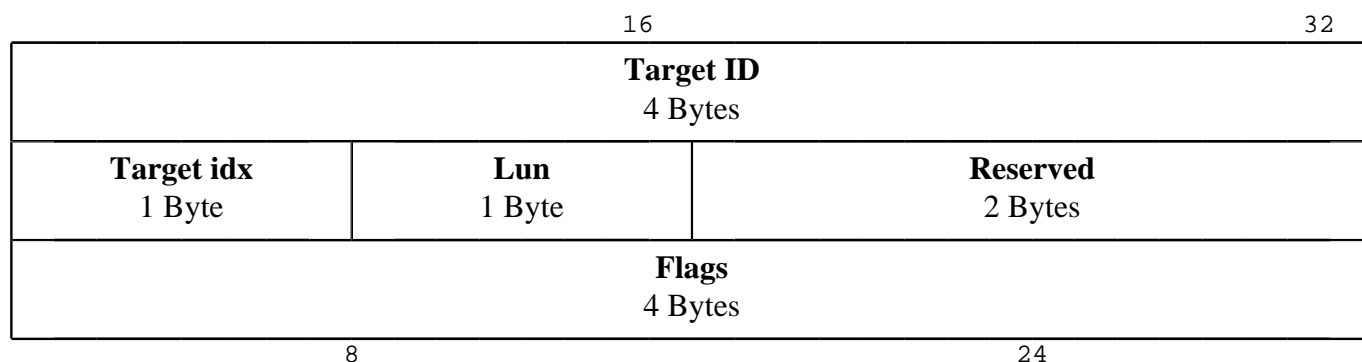
Tag Code		Num Descriptor	Message	SNMP Support
0x09c8		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Requested vcd layer 0=no vcd data, 1=layer1, 2=layer2, ..; replay session id required	
<b>Write</b>	t_dword	user	Requested vcd layer 0=no vcd data, 1=layer1, 2=layer2, ..; replay session id required	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.296 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

## 2.297 CONF\_HD\_SIZE\_MB

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x090c		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the total size of a local storage in megabytes	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Num Descriptor Values

usb	5
iof	8
cf	9
sd	11
span files	12
sd2	18

## 2.298

# CONF\_HDD\_RECORD\_ALARM\_RING\_INIT\_SIZE

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cdf		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Initial alarm ring size on storage in MB (min 1 MB, max 128 MB, default 16 MB )	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.299 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	
<b>Read</b>	t_dword	minimal	Hdd record encryption (span encryption only) : bit 0 -> line 1; bit 1 -> line 2; .... bit n - 1 -> line n	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.300 CONF\_HDD\_VCD\_CACHE\_SIZE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b79	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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 relativ to 1 GB span size. If recording is running on soans with diffrent sizes than 1 GB, the values will be internally scaled to the propper size, so it will also work for diffrent span sizes. The usage of a vcd cache on spans will cause space overhead on a storage, so it is possible to switch it of 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 than limited by these two values, upper limit and lower limit. The adjusment starting value will be between these to values. While recording, the uses space 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 fix 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	
<b>line</b> 2 Bytes			<b>rec idx</b> 2 Bytes
<b>lower size limit</b> 2 Bytes			<b>upper size limit</b> 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.

## 2.301 CONF\_HEATER\_MODE

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b0c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	user	Read the heater mode	
<b>Write</b>	t_octet	user	Write the heater mode	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

off	0
on	1
auto	2

## 2.302 CONF\_HOME\_EVENT

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0d05	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	service	Event from home app in a tagged format
CPP6/CPP7/CPP7.3			CPP13
Available	yes	yes	

### Payload Structure

<b>Number of tagged elements</b> 4 Bytes
<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

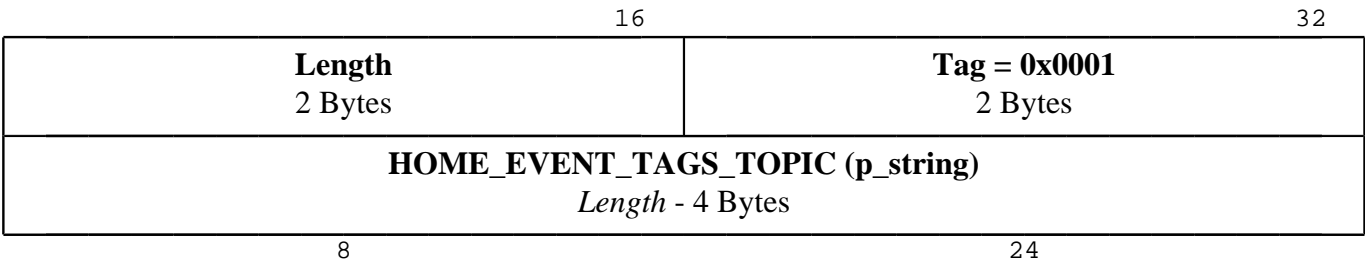
Length of tagged value including length and tag field

#### Tag

Tag specifying the encoding and meaning of the value

**Tag 1: HOME\_EVENT\_TAGS\_TOPIC**

onvif topic



## 2.303 CONF\_HOST\_NAME

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cda		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Read the host name	
<b>Write</b>	p_unicode	service	Set host name (max 128 unicode character)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.304 CONF\_HSTS\_ENABLED

[API: http settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c07		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.305 CONF\_HTTP\_LIVE\_AUDIO

[API: http live streaming]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b46		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Audio enabled for HTTP Live Streaming yes or no	
<b>Write</b>	f_flag	service	Audio enabled for HTTP Live Streaming yes or no	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.306 CONF\_HTTP\_LIVE\_BITRATE

[API: http live streaming]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b45		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the bitrate in kBit the HTTP Live Streaming has allocated buffers for	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.307 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	

## 2.308 CONF\_HUMIDITY\_VALUE

[API: system.status]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c61		humidity sensor (1...x)	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	user	Value of the humidity sensor specified by numdes (humidity 0 ... 100.00 % maps onto values 0 ... 10000)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.309 CONF\_IGMP\_VERSION

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x09e5		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Read the igmp(internet group management protocol) version,	
<b>Write</b>	t_octet	service	Set the igmp version,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Values:

Automatic from network	0
Version1	1
Version2	2
Version3	3

## 2.310 CONF\_ILLUMINATION\_INTENSITY

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c22		illuminator nbr	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get the white-light illumination intensity; range is from 1-100; 1->darkest; 100->brightest	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.311 CONF\_ILLUMINATOR\_OPTIONS

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c1c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.312 CONF\_ILLUMINATOR\_STATE

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c1d		illuminator nbr	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get state of white-light illumination; 0=illuminator off; 1=illuminator on	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.313 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	

## 2.314 CONF\_INPUT\_PIN\_NAME

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x0108		alarm input	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Read the description for an input alarm	
<b>Write</b>	p_unicode	service	Set the description for an input alarm (max 32 unicode characters)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.315 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	

## 2.316 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	

## 2.317 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

## 2.318 CONF\_INTERNAL\_STORAGE\_ENCRYPTION

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c43		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Enable : 1 or disable : 0 the xts encryption (no influence on device with permanent encryption)	
<b>Write</b>	t_octet	service	Enable : 1 or disable : 0 the xts encryption (no influence on device with permanent encryption)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.319 CONF\_IP

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0001		yes	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	

### Num Descriptor Values

Default	0	
Primary IP	1	
Auto IP	2	read direction

## 2.320 CONF\_IP\_STR

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x007c		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always_legacy	Read the unit's IP address using string notation (xxx.xxx.xxx.xxx)	
<b>Write</b>	p_string	service	Set the unit's IP address using string notation (xxx.xxx.xxx.xxx)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Num Descriptor Values

Default	0	
Primary IP	1	
Auto IP	2	read direction

## 2.321 CONF\_IP\_V6\_PREFIX\_LEN

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b05		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get unit's IPv6 address prefix length (Manually assigned IP)	
<b>Write</b>	t_octet	service	Set unit's IPv6 address prefix length (Manually assigned IP)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.322 CONF\_IP\_V6\_STR

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b06		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always_legacy	Manually assigned IPv6 String or domain name	
<b>Write</b>	p_string	service	Manually assigned IPv6 String or domain name	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.323 CONF\_IPV4\_ENABLE

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cf0		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Enable or disable IPv4 support,	
<b>Write</b>	t_dword	service	Enable or disable IPv4 support,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

IPv4 enabled	1
IPv4 disabled	0

## 2.324 CONF\_IPV4\_FILTER

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b3c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.325 CONF\_IPV6\_ENABLE

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d18		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Enable or disable IPv6 support,	
<b>Write</b>	t_dword	service	Enable or disable IPv6 support,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

IPv6 enabled	1
IPv6 disabled	0

## 2.326 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)
--

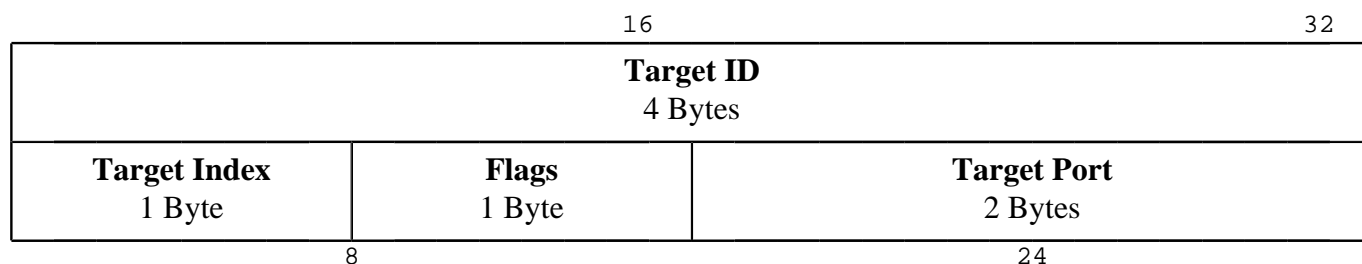
### Authentication Descriptor

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.

## 2.327 CONF\_ISCSI\_DATARATE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b00		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	KBit/s the ISCSI should transmit as maximum (0:=no limit send all data at once)	
<b>Write</b>	t_dword	service	KBit/s the ISCSI should transmit as maximum (0:=no limit send all data at once)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.328 CONF\_ISCSI\_DISCOVERY

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09cc		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.329 CONF\_ISCSI\_DISV\_CACHE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c30	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read out discovery cache entry.
<b>Write</b>	p_octet	service	Write one discovery cache entry.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

16	32
Filter tags [0]	
...	
Filter tags [3]	
8	24

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.



## Tag 0x000b: Target Index Tag

Must have the length 0x0008 and must contain a target index in network byte order.

		16	32
<b>Length</b> 2 Bytes		<b>Tag = 0x000b</b> 2 Bytes	
<b>Target Index Tag (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

## Tag 0x0003: Response: No entry found tag

If this tag is present as first tag, no other tags will be present in the message. It tells the receiver, that there are no matching discovery cache entries.

The tag is followed by an error code (4 byte in network order). If the error code is 0x00000000 (ISCSI\_ERR\_NONE) there was simply no existing cache entry available. For CONF\_ISCSI\_DISV\_CACHE command the error code is always 0x00000000. For CONF\_ISCSI\_MP\_DISCOVERY any of the defined iSCSI error codes can occur.

		16	32
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Response: No entry found tag (t_dword)</b> 4 Bytes			
8		24	

### Error Codes:

ISCSI_ERR_NONE	0x00
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_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_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_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

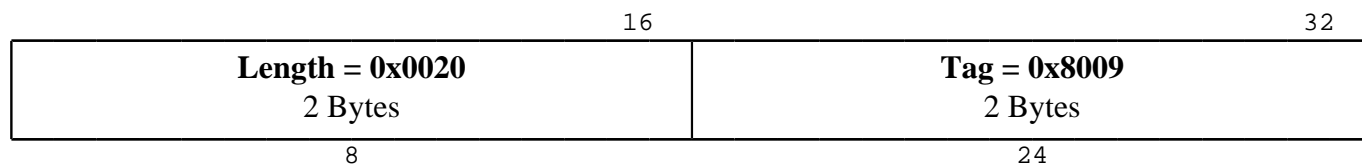
Length of tagged value including length and tag field

## Tag

Tag specifying the encoding and meaning of the value

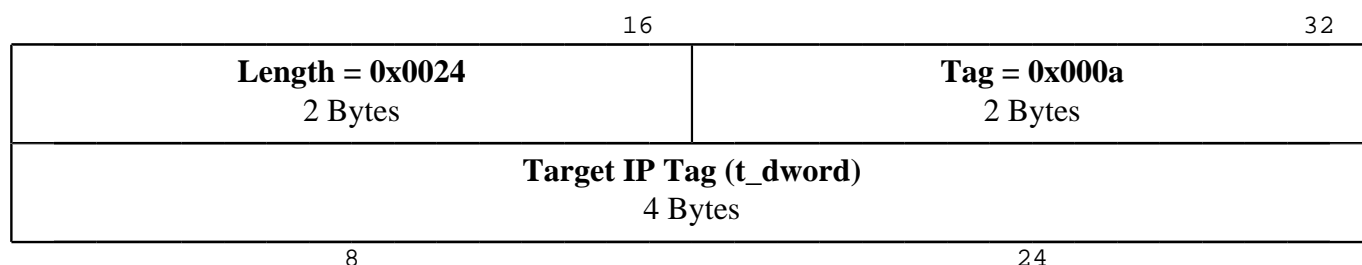
## Tag 0x8009: Cache Entry Tag

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'.



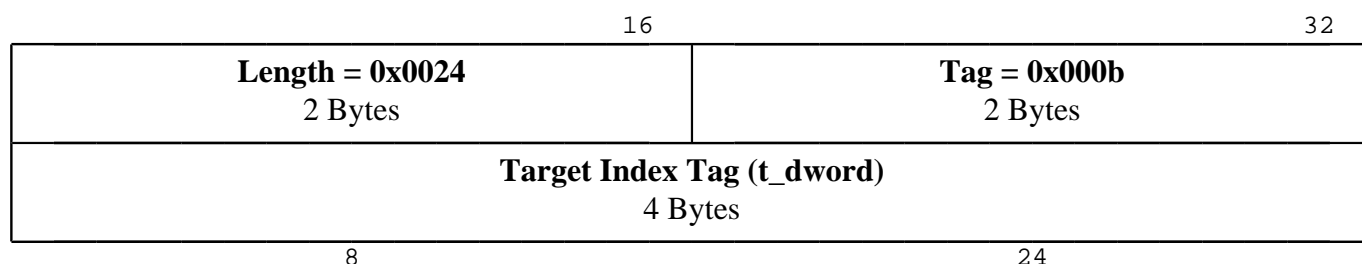
## Tag 0x000a: Target IP Tag

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.



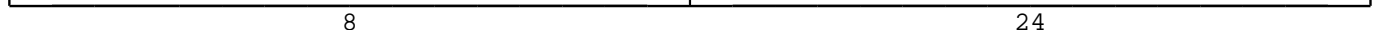
IQN string of the target. This is the unique name identifier the target returns at discovery and which is needed at login state to address the target. In multipathing this IQN is used for all connection IP addresses.



The external instance is a 32 bit wide bitfield. It is used to identify who has set this cache entry. In VRM environment the first VRM may set bit 0. The secondary VRM will use bit 1. With this bitfield it is tracked, who wrote this cache entry. If one instance deletes the cache entry, only the bit used by this instance is cleared. If any other bits are still set, the entry is not deleted. When this bitfield becomes zero at a delete request, the entry is really deleted. ATTENTION: This field must always have a value other than 0. Writing a cache entry from outside world with external instance equal 0 will cause a write error.



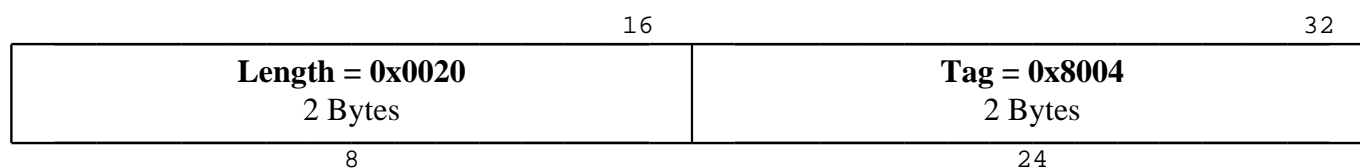
Surrounding tag for one LUN entry. This tag will have several 'Path entry' tags as subtags.



Encloses tags: Path Entry Group Tag

## Tag 0x8004: Path Entry Group Tag

Tag which marks one path entry. The first path entry will always be the path on the main path.

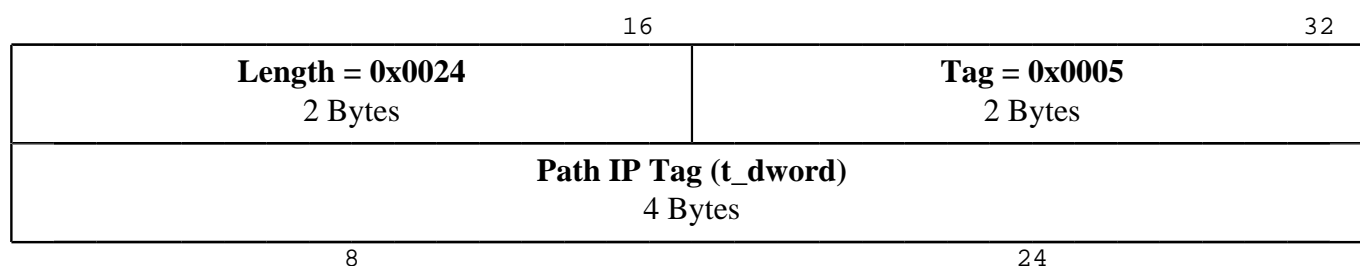


Encloses tags: Path IP Tag, LUN Number Tag, Flags Tag

Enclosed by tag: LUN Entry Group Tag

## Tag 0x0005: Path IP Tag

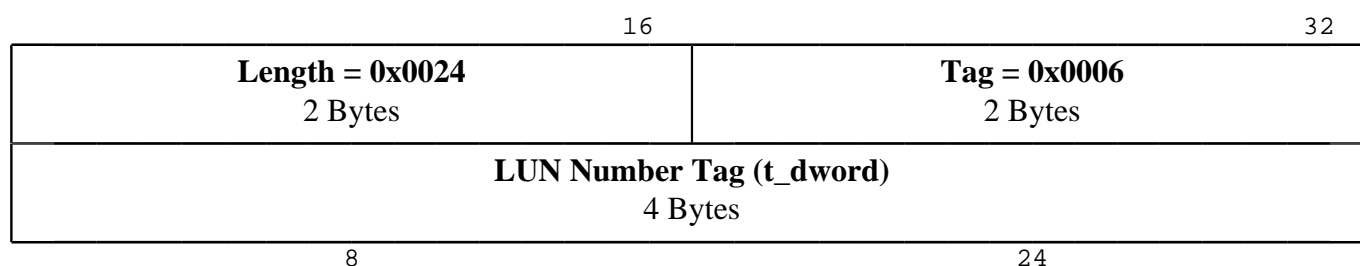
IP address of this path. If the length field is 8 the payload is a IPv4 address (network byte order). If the length field is 20 the payload contains IPv6.



Enclosed by tag: Path Entry Group Tag

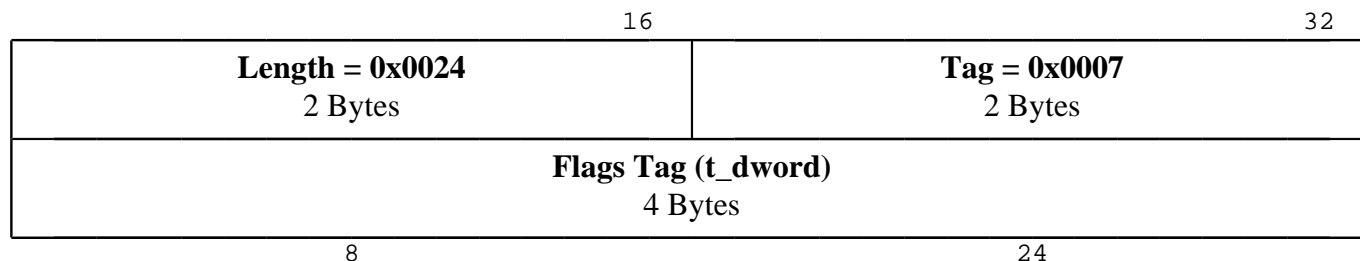
## Tag 0x0006: LUN Number Tag

The number of the LUN the LUN will have on this path. The first entry in the paths list marks the LUN number on the main path.



Enclosed by tag: Path Entry Group Tag

## 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.

## 2.330 CONF\_ISCSI\_FLUSH\_DISVCACHE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c19	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	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

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x01</b> 2 Bytes	
<b>IPv4 or IPv6 Address (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

The diagram illustrates the structure of an IPv4 address. It is represented as a horizontal bar divided into four equal segments, each labeled '8' at the bottom, indicating 8 bits per octet. The total width of the bar is labeled '32' at the top right, representing 32 bits. The text 'IPv4' is centered above the bar, and '4 Bytes' is centered below it.

	16	32
	IPv6...	
	16 Bytes	
	IPv6	
	...	
	IPv6	
	...	
	IPv6	
	...	
8		24

16		32	
<b>Length = 0x0014</b> 2 Bytes		<b>Tag = 0x02</b> 2 Bytes	
<b>IPv6...</b> 16 Bytes			

IPv6	
...	
IPv6	
...	
IPv6	
...	
8	24

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.

16		32
Length = 0x0024 2 Bytes		Tag = 0x03 2 Bytes
Target Index (t_dword) 4 Bytes		
8	24	

## 2.331 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	

## 2.332 CONF\_ISCSI\_INITIATOR\_NAME\_EXTENTION

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09d9		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Returns the used initiator name extention; used for identification only	
<b>Write</b>	p_string	service	Set the used initiator name extention; used for identification only	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.333 CONF\_ISCSI\_IP

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09aa		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Deprecated in fw > 4.00	
<b>Write</b>	t_dword	service	Deprecated in fw > 4.00	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.334 CONF\_ISCSI\_LOCK\_OVERRIDE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x09d2	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_string	minimal	
<b>Write</b>	p_string	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

<b>Target</b> 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.

## 2.335 CONF\_ISCSI\_LOCK\_RELEASE\_ON\_LEAVE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09e4		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Returns wheather the next iSCSI logout should use the release action	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.336 CONF\_ISCSI\_LOWERDATARATE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b47		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	KBit/s the ISCSI lower Limit for the Iscsi Data rate Throttling	
<b>Write</b>	t_dword	service	KBit/s the ISCSI lower Limit for the Iscsi Data rate Throttling	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.337 CONF\_ISCSI\_LUN

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ac		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	

## 2.338 CONF\_ISCSI\_MNI

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aa0	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	Monitor iscsi targets.	
<b>Write</b>	p_octet	Monitor iscsi targets.	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Target Descriptor [0]</b> (see description)
...
<b>Target Descriptor [N]</b> (see description)

### Target Descriptor

16		32	
Target Address... (see description)			
Target Address ...			
Action 1 Byte	Reserved... 19 Bytes		
Reserved ...			

<b>Reserved</b> ...	
<b>Reserved</b> ...	
<b>Reserved</b> ...	
8	24

## Target Address

<b>Target ID</b> 4 Bytes		
<b>Target Index</b> 1 Byte	<b>Flags</b> 1 Byte	<b>Target Port</b> 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). 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.

## Action

Delete	0x00
Add	0x01

## Response Payload Structure

<b>Target Descriptor [0]</b> (see description)
...
<b>Target Descriptor [N]</b> (see description)

## Target Descriptor

16				32			
<b>Target Address...</b> 8 Bytes							
<b>Target Address</b> ...							
<b>Action</b> 1 Byte		<b>Status</b> 1 Byte		<b>Error</b> 1 Byte		<b>Reserved</b> 1 Byte	
<b>Starttime</b> 4 Bytes							
<b>Session Status</b> 1 Byte		<b>Session Error</b> 1 Byte		<b>Reconnects</b> 2 Bytes			
<b>Reserved</b> 4 Bytes							
<b>Uptime</b> 4 Bytes							
8				24			

## Target Address

		16		32	
Target ID 4 Bytes					
Target Index 1 Byte		Flags 1 Byte		Target Port 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). 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.

## 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 maxium of 64 iscsi targets is reached and a request packet with the ADD action was sent.
ISCSI_MNI_ERR_TARG_PRES	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.

## 2.339 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	

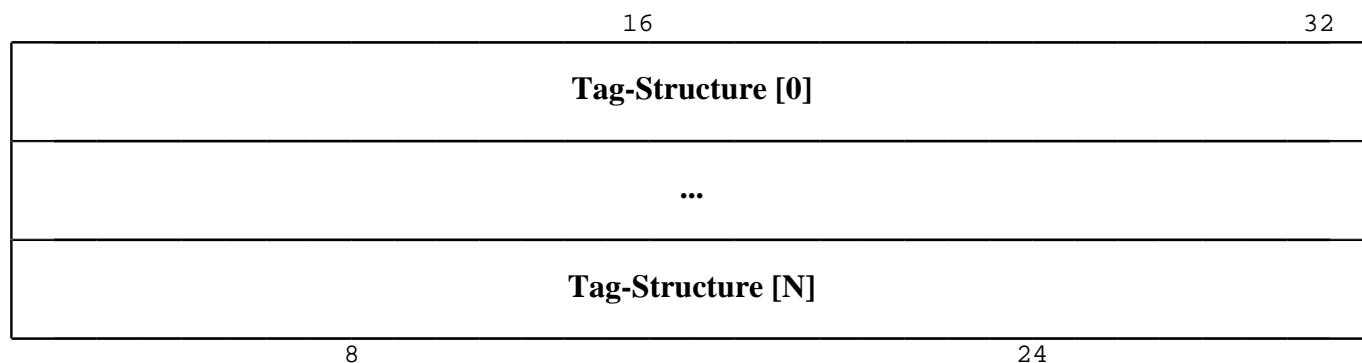
### Description

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

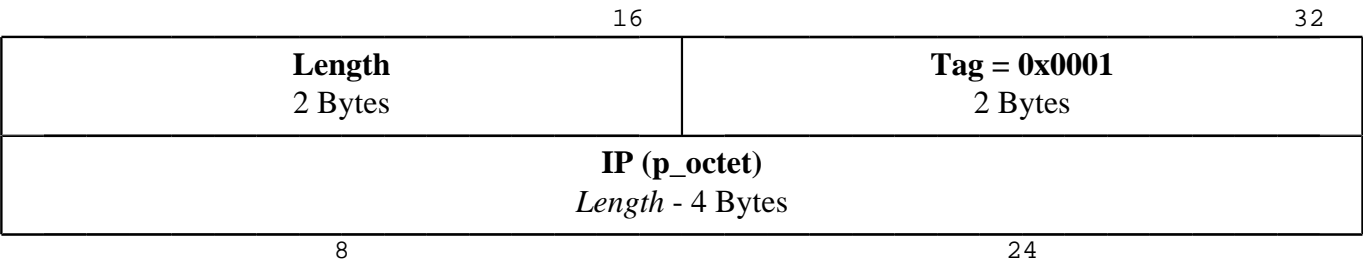
Length of tagged value including length and tag field

**Tag**

Tag specifying the encoding and meaning of the value

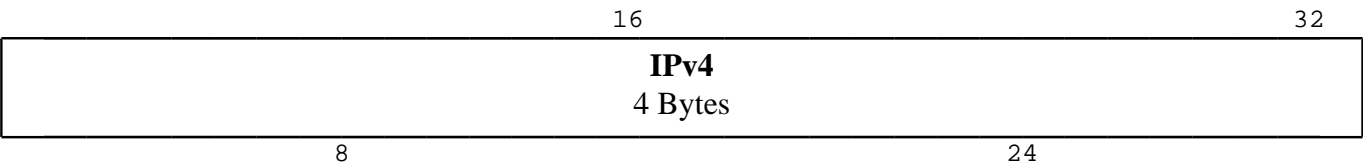
**Tag 0x0001: IP**

Indicates the main path to the target to scan

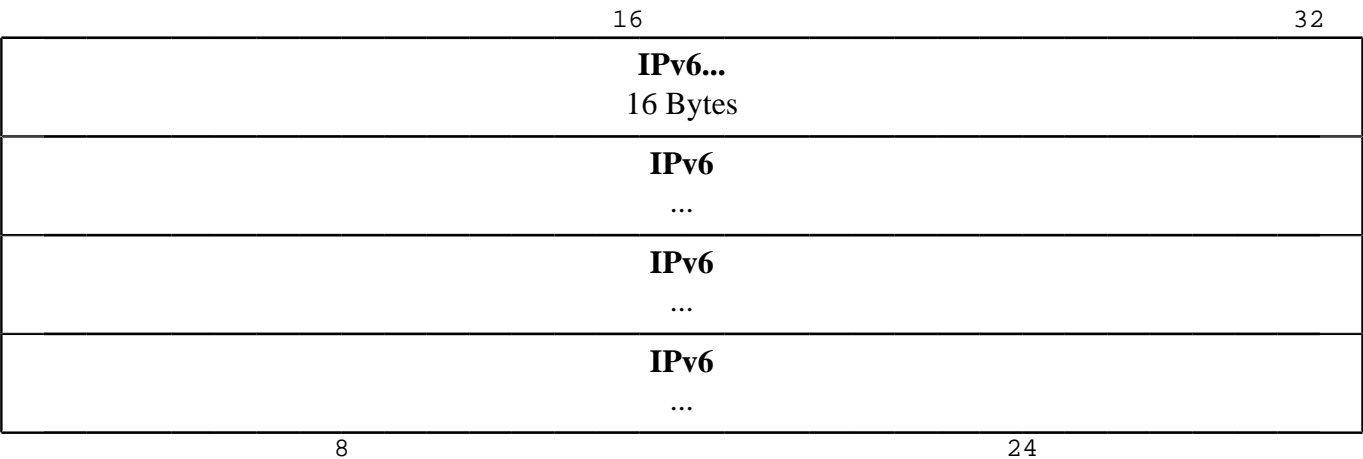


**IP**

Payload for 'Length' = '8'



Payload for 'Length' = '20'



The target index (4 byte number) on network byte order



Gives the IP of an alternative path to scan. If not given all found pathes are scanned



### Payload for 'Length' = '8'



	16	32
	<b>IPv6...</b> 16 Bytes	
	<b>IPv6</b> ...	

IPv6	
...	
IPv6	
...	
8	24

## Response Payload Structure

This payload equals the payload of the command 'CONF\_ISCSI\_DISV\_CACHE'

## Command Specific Errors

The following specific erros 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).

## 2.340 CONF\_ISCSI\_MULTIPATH

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bee		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.341 CONF\_ISCSI\_MULTIPATH\_STATE

[API: iscsi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c14	None	yes	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Read the multipathing state of all active iSCSI connections	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b> 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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

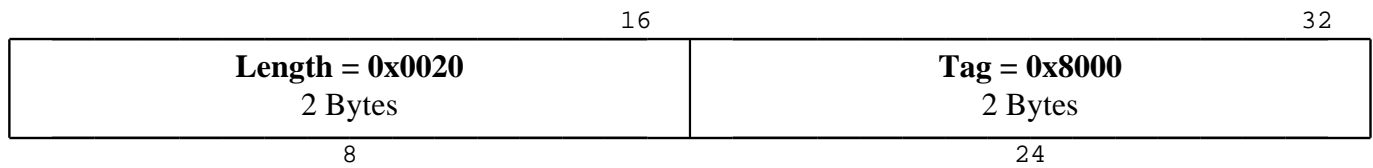
Tag specifying the encoding and meaning of the value

### Tag 0x8000: Group tag

(Surrounds information for one connection)

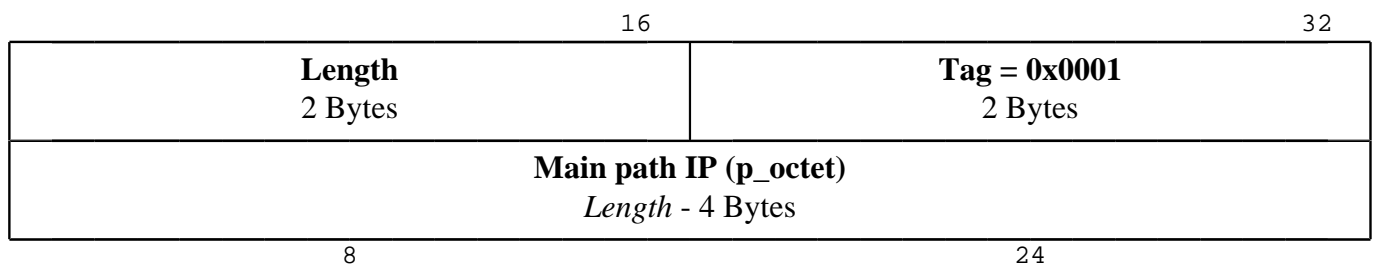
One group is marked by the 0x8000 starting tag. Each group gives information about one active iSCSI connection. It normally contains one 0x0001, one 0x0005, one 0x0002 and one 0x0003 tag to describe the multipath state of the connection.

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.



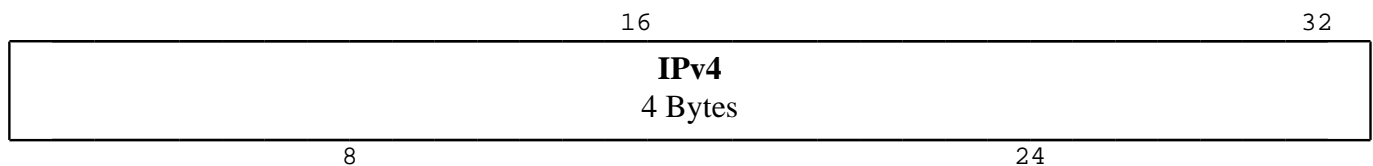
### Tag 0x0001: Main path IP

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.

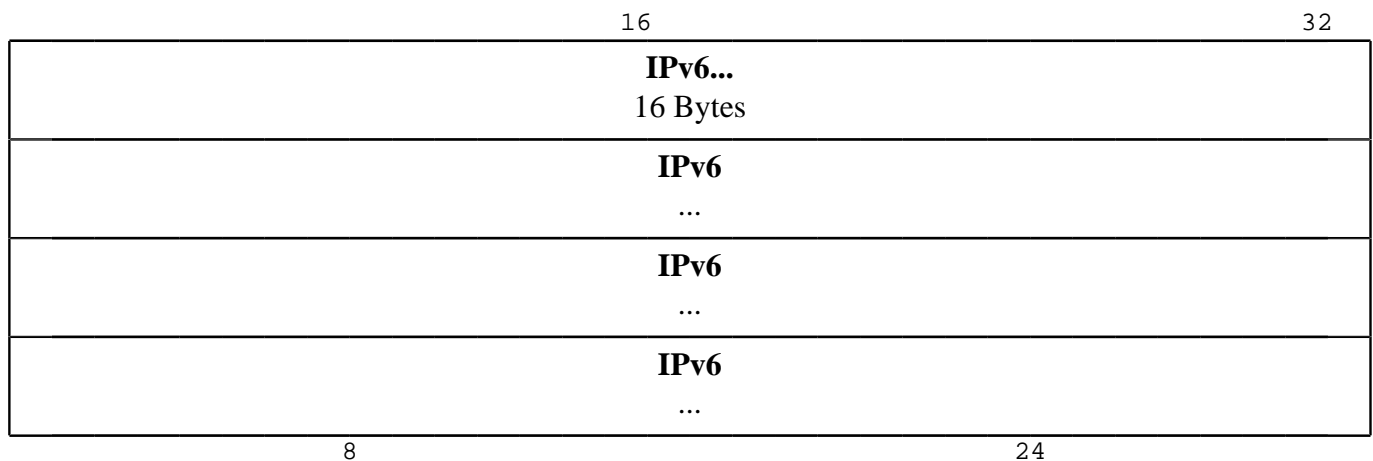


### Main path IP

#### Payload for 'Length' = '8'

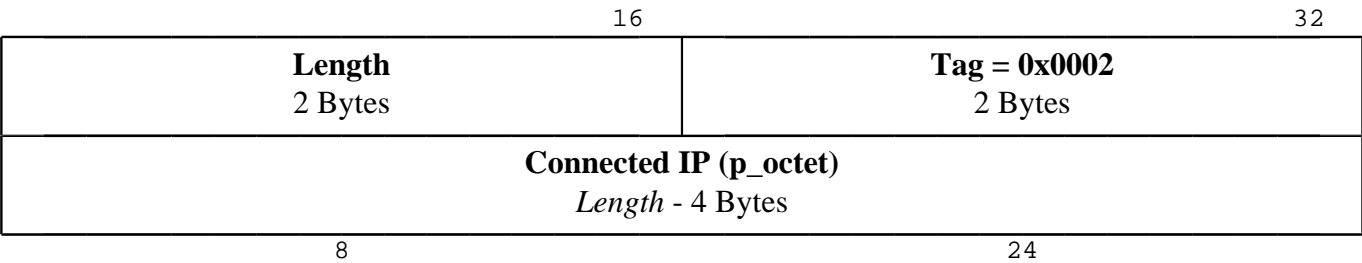


#### Payload for 'Length' = '20'



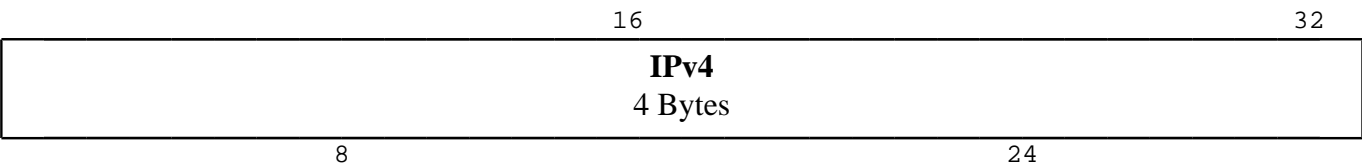
**Tag 0x0002: Connected IP**

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.

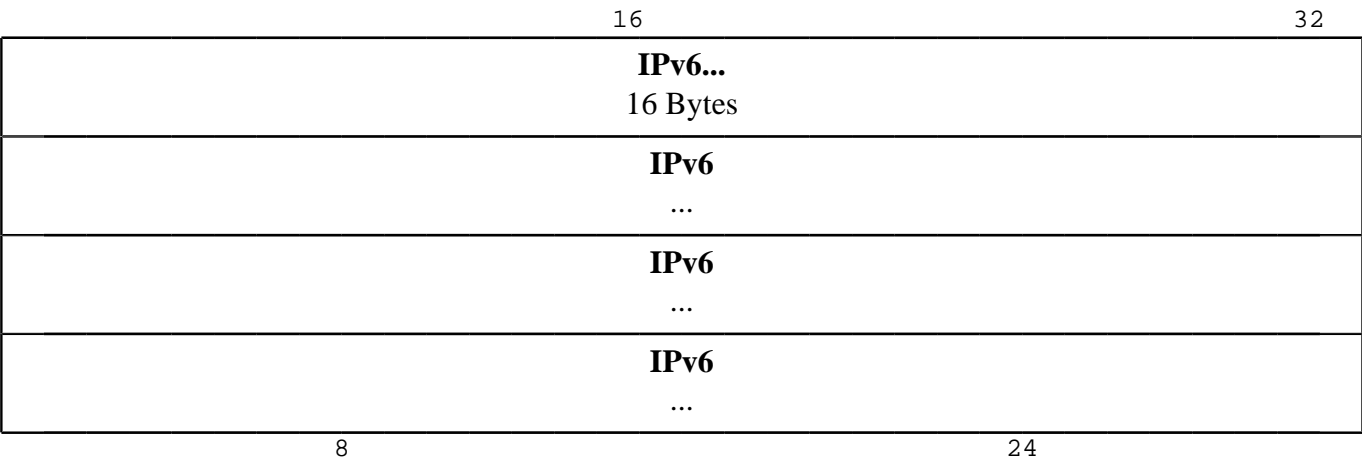


**Connected IP**

**Payload for 'Length' = '8'**

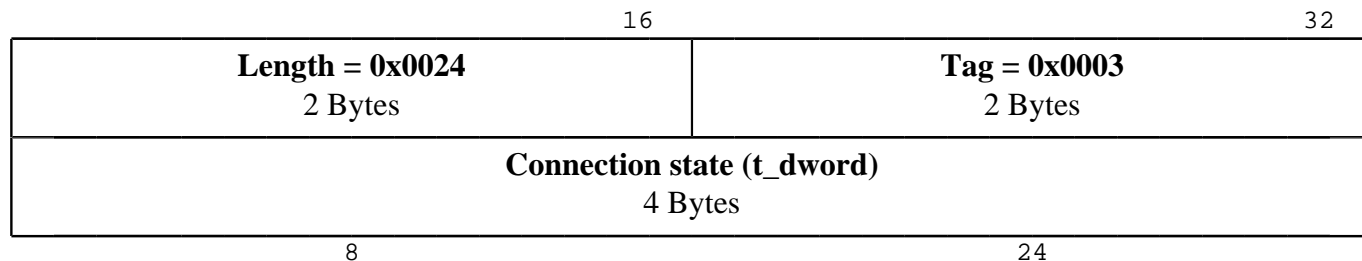


**Payload for 'Length' = '20'**



## Tag 0x0003: Connection state

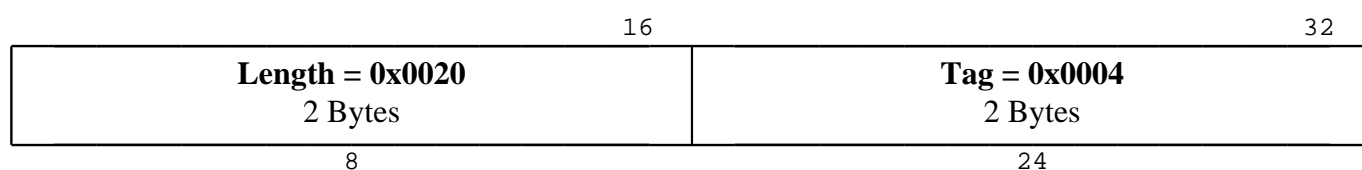
The payload is 4 byte containing a 32 bit value (DWORD) in network byte order. The value must be interpreted as a bit field with the following meaning:



	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.

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0005</b> 2 Bytes	
<b>Target index (t_dword)</b> 4 Bytes			
8		24	

## Tag 0x0006: Multipath support

16		32	
<b>Length = 0x0024</b> 2 Bytes		<b>Tag = 0x0006</b> 2 Bytes	
<b>Multipath support (t_dword)</b> 4 Bytes			
8		24	

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.

16		32	
<b>Length</b> 0x001c	<b>Group Tag</b> 0x8000		
<b>Length</b> 0x0008	<b>Subtag</b> 0x0001		
<b>IPv4</b> 0x0a 0x01 0x01 0x0a			
<b>Length</b> 0x001c	<b>Subtag</b> 0x0005		

<b>Target Index</b> 0x00 0x00 0x00 0x02	
<b>Length</b> 0x001c	<b>Subtag</b> 0x0002
<b>IPv4</b> 0x0a 0x01 0x01 0x0c	
<b>Length</b> 0x001c	<b>Subtag</b> 0x0003
<b>Flags</b> 0x00 0x00 0x1 0x00 (uint32 0x00000010)	
<b>Length</b> 0x001c	<b>Subtag</b> 0x0006
<b>Multipath support</b> 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

16           32	
<b>Length</b> 0x001c	<b>No active connection Tag</b> 0x0004
8	24

## 2.342 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	
<b>Read</b>	t_word	minimal	Iscsi port
<b>Write</b>	t_word	service	Iscsi port
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

## 2.343 CONF\_ISCSI\_READDATARATE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b3a		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	KBit/s the ISCSI should read as maximum (0:=no limit send all data at once)	
<b>Write</b>	t_dword	service	KBit/s the ISCSI should read as maximum (0:=no limit send all data at once)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.344 CONF\_ISCSI\_SEG\_SIZE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0aff		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Maximum segment size for ISCSI transfers (should be a 2^n value like 8192, 16384 or 65536)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.345 CONF\_ISCSI\_SERVER\_STATE

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a2b		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the state of the iscsi server (0: server down, 1: server running)	
<b>Write</b>	t_dword	service	Set the iscsi server state (0: shutdown server, 1: start server)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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.

## 2.346 CONF\_ISCSI\_TARGET

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ad		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Gets the iscsi target name string	
<b>Write</b>	p_string	service	Deprecated in fw > 4.00	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.347 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	

## 2.348 CONF\_ISCSI\_TARGET\_PWD

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ce		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.349 CONF\_ISCSI\_TCP\_CONNECTIONS

[API: iscsi]

Tag Code		Num Descriptor	Message	SNMP Support
0x09ae		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Ger the number of concurrent tcp connections to iscsi target	
<b>Write</b>	t_dword	service	Set the number of concurrent tcp connections to iscsi target	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.350 CONF\_IVA\_COUNTER\_VALUES

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b4a	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	iva	Reset all counters
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

This command, which is at the same time a message, is used to retrieve the list of configured counters with the 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

<b>Number of Counters</b> 1 Byte	<b>Counter Data [0] ...</b> (see description)
<b>Counter Data [0]</b> (see description)	...

### Number of Counters

This values gives the number of counters available in the payload. In the subsequent the data of each counter are sequentially provided.

### Counter Data

16		32
<b>Id</b> 1 Byte	<b>Type</b> 1 Byte	<b>Name...</b> 64 Bytes
<b>Name</b> [...]		
<b>Name</b> ...		

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).

## 2.351 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

**JPEG picture**

N Bytes

## 2.352 CONF\_JPEG\_BANDWIDTH\_KBPS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x061d		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets the jpeg bandwidth (in KBPS) of selected preset	
<b>Write</b>	t_dword	service	Sets the jpeg bandwidth (in KBPS) of selected preset	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		yes	

## 2.353 CONF\_JPEG\_STREAM\_FRAME\_RATES

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c81	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Description

Only read is supported.

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Global frame rates, independent from the resolution (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

**Global frame rates, independent from the resolution**

<b>Frame Rate [0]</b> 4 Bytes
...
<b>Frame Rate [N]</b> 4 Bytes

**Frame Rate**

Frame rate in mHz

## 2.354 CONF\_JPEG\_STREAM\_SETUP

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ad5	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	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
<b>Write</b>	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.
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		no

### Payload Structure

	16	32
<b>Id</b> 4 Bytes		
<b>FPS in mHz</b> 4 Bytes		
<b>Quality</b> 4 Bytes		
8	24	

### Quality

Quality	0 - 100
Auto	0
Worst	1
Best	100

## 2.355

# CONF\_JPEG\_STREAM\_SETUP\_OPTIONS\_VERBOSE

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c00	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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
<b>Length = 0x0014</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>Setup id with width and height (p_octet)</b> 16 Bytes			
8		24	

## Setup id with width and height

		16	32
<b>Id</b> 4 Bytes			
<b>Width</b> 4 Bytes			
<b>Height</b> 4 Bytes			
<b>Reserved</b> 4 Bytes			
8		24	

## Id

Id supported in CONF\_JPEG\_STREAM\_SETUP command

## Width

Jpeg width, 0 -> device automaticaly decides which resolution delivers the best performance in conjunction with the current encoder configuration

## Height

Jpeg height, 0 -> device automaticaly decides which resolution delivers the best performance in conjunction with the current encoder configuration

## 2.356 CONF\_KBD\_CONFIG\_CAMERA

[API: Keyboard]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a31		camera number on keyboard	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Read configuration of camera numbers on keyboard	
<b>Write</b>	p_octet	service	Configure camera numbers on keyboard; assign parameters to a number (given by num)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	no	

### Payload Structure

16				32
<b>IP</b> 4 Bytes				
<b>Line</b> 1 Byte	<b>Coder</b> 1 Byte	<b>Preset</b> 1 Byte	<b>Reserved</b> 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.

## 2.357 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	
<b>Read</b>	p_octet	minimal	Read configuration of camera numbers on keyboard
<b>Write</b>	p_octet	service	Configure camera numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Payload Structure

		16	32
<b>Line</b> 1 Byte	<b>Coder</b> 1 Byte	<b>Preset</b> 1 Byte	<b>URL Length</b> 1 Byte
<b>URL</b> <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

## 2.358 CONF\_KBD\_CONFIG\_MONITOR

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a32	monitor number on keyboard	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read configuration of monitor numbers on keyboard
<b>Write</b>	p_octet	service	Configure monitor numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Payload Structure

16			32
<b>IP</b> 4 Bytes			
<b>Line</b> 1 Byte	<b>Coder</b> 1 Byte	<b>Reserved</b> 2 Bytes	
8		24	

#### IP

Decoder/Monitor IP

#### Line

Video output line

#### Coder

Relative coder number (relative to line)

## 2.359 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	
<b>Read</b>	p_octet	minimal	Read configuration of monitor numbers on keyboard
<b>Write</b>	p_octet	service	Configure monitor numbers on keyboard; assign parameters to a number (given by num)
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Payload Structure

		16	32
<b>Line</b> 1 Byte	<b>Coder</b> 1 Byte	<b>URL Length</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>URL</b> <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

## 2.360 CONF\_KBD\_CONFIG\_SALVO

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a3e	salvo number	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read configuration of salvos for keyboard
<b>Write</b>	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
<b>Duration</b> 2 Bytes		<b>Reserved</b> 2 Bytes
<b>Camera [0]</b> 1 Byte	...	<b>Camera [N]</b> 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

## 2.361 CONF\_KBD\_CONNECT\_PARAMS

[API: Keyboard]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a33	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read parameters for connections established via keyboard
<b>Write</b>	p_octet	service	Set parameters for connections established via keyboard
CPP6/CPP7/CPP7.3			CPP13
Available	yes		no

### Payload Structure

		16	32
<b>Flags</b> 2 Bytes		<b>Reserved</b> 2 Bytes	
8		24	

### Flags

	Mask	Name	Description
Bit 1	0x0002	Request Audio RX	Speak at decoder side
Bit 0	0x0001	Request Audio TX	Listen at decoder side

## 2.362 CONF\_KBD\_KEY\_LABEL

[API: Keyboard]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a44		key number	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read a label of a key used for the alarm task editor. The label is shown on the keyboard display.	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.363 CONF\_KBD\_PASSWORD

[API: Keyboard]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a69		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Get the password (scrambled) of the keyboard	
<b>Write</b>	p_string	service	Deposit a password for the keyboard	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.364 CONF\_KBD\_PASSWORD\_CAMERA

[API: Keyboard]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a34		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Get the password (scrambled) for all cameras used on keyboard	
<b>Write</b>	p_string	service	Deposit a password for all cameras used on keyboard	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.365 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	

## 2.366 CONF\_LED\_BLINKING

[API: debug]

Tag Code		Num Descriptor	Message	SNMP Support
0x013d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Always 1	
<b>Write</b>	f_flag	minimal	1=power LED will flash for 7 sec	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes			yes

## 2.367 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	

## 2.368 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

App 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 1: App Entry

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

16		32	
Length = 0x0020 2 Bytes		Tag = 0x0001 2 Bytes	
8		24	

## Tag 2: ID (Required)

app id

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>ID (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## Tag 3: Name

app name

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Name (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

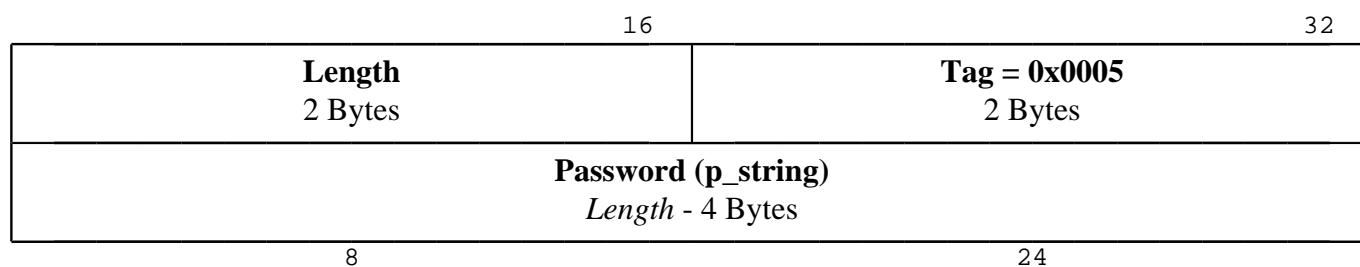
## Tag 4: License

app license

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>License (p_string)</b> <i>Length</i> - 4 Bytes			
8		24	

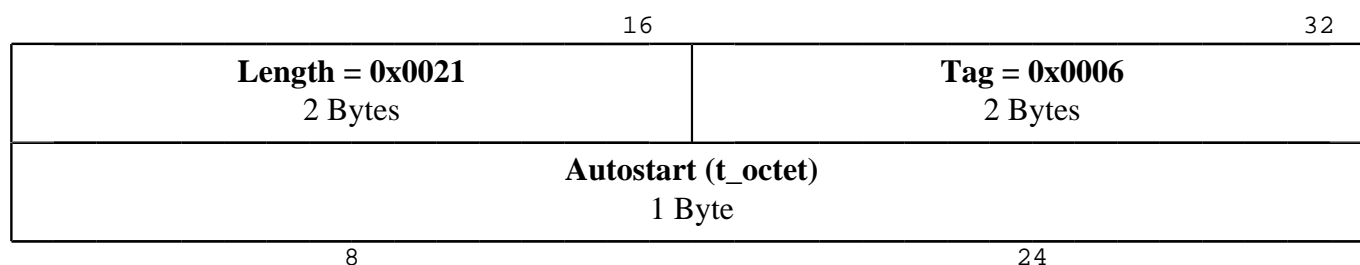
## Tag 5: Password

app version



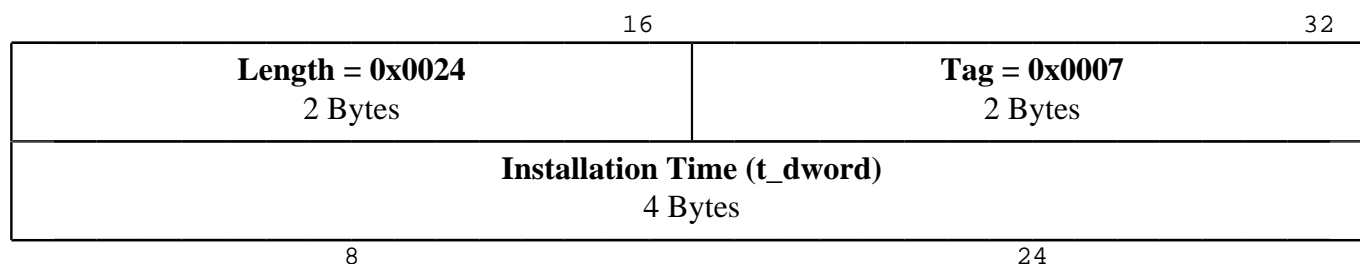
## Tag 6: Autostart

autostart enabled or not



## Tag 7: Installation Time

installation time in utc



last update time time in utc

state of the app (0: inactive, 1: active)

## 2.369 CONF\_LIST\_OF\_VIPROC\_SCENES

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a41		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.370 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	

## 2.371 CONF\_LLDP\_POWER\_ADDER

[API: lldp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c92		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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;	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.372 CONF\_LLDP\_REQUESTED\_POWER\_CAM

[API: lldp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c8f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Read the poe power requested by device (for the device alone) in tenths of Watts	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.373 CONF\_LLDP\_REQUESTED\_POWER\_TOTAL

[API: lldp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c8e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Read the poe power requested by device in total (adder+device itself) in tenths of Watts	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

# 2.374 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	

## 2.375 CONF\_LOCAL\_HTTP\_PORT

[API: http settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0954		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	always_legacy	Get the local HTTP port for browser access	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

### Num Descriptor Values

apply with  
APPLY\_NETWORK\_SETTINGS

0x8000

## 2.376 CONF\_LOCAL\_HTTPS\_PORT

[API: http settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a0e		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	always_legacy	Get the local HTTPS port for browser access	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

### Num Descriptor Values

apply with  
APPLY\_NETWORK\_SETTINGS

0x8000

## 2.377 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

16		32	
<b>Length = 0x0021</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>LOGIN_LIMITER_MSG_STATUS (t_octet)</b> 1 Byte			
8		24	

### Values:

Fail Msg                0  
Success Msg           1

## Tag 2: LOGIN\_LIMITER\_SERVER\_NAME

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>LOGIN_LIMITER_SERVER_NAME (p_string)</b> <i>Length</i> - 4 Bytes			
8		24	

## Tag 3: LOGIN\_LIMITER\_REMOTE\_ADDRESS

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>LOGIN_LIMITER_REMOTE_ADDRESS (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

**Tag 4: LOGIN\_LIMITER\_USER\_NAME**

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>LOGIN_LIMITER_USER_NAME (p_string)</b> <i>Length - 4 Bytes</i>			
8		24	

## 2.378 CONF\_LOGO

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x0939		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	0 := show \logo.h263\" from toolkit 1:= no logo 2:= screen saver	
<b>Write</b>	t_octet	service	0 := show \logo.h263\" from toolkit 1:= no logo 2:= screen saver	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

# 2.379 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	

## 2.380 CONF\_LOW\_AMBIENT\_LIGHT\_THRESHOLD

[API: system.status]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c46		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.381 CONF\_MAC\_ADDRESS

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x00bc	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	always_legacy	Read out the systems MAC address.
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Num Descriptor Values

Ethernet	1
WLAN	2
Bluetooth	3

## 2.382 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_string	service	AppID
<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	no	yes	

## 2.383 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	
<b>Read</b>	p_octet	always_legacy	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>IP</b> 4 Bytes			
<b>Port</b> 2 Bytes	<b>Flags</b> 1 Byte	<b>Reserved</b> 1 Byte	
<b>User...</b> 32 Bytes			
<b>User</b> [...]			
<b>User</b> ...			
<b>Password...</b> 32 Bytes			
<b>Password</b> [...]			
<b>Password</b> ...			

<b>Backup IP</b> 4 Bytes	
<b>Backup Port</b> 2 Bytes	<b>Reserved</b> 2 Bytes
8	24

## IP

IP address of the managing VRM

## Port

Port of the managing VRM

## Flags

	<b>Mask</b>	<b>Name</b>
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

## 2.384 CONF\_MANIPULATION\_ALARM\_STATE

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x0af0		manipulation alarm nbr	yes	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.385 CONF\_MANUFACTURER\_NAME

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d0b		None	no	no
Datatype		Access Level	Description	
Read	p_string	always_legacy	Returns the manufacturer name	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

## 2.386 CONF\_MASTERPWD\_CHALLENGE

[API: user management]

Tag Code		Num Descriptor	Message	SNMP Support
0x013f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always	Generates an password challenge which has to be passed to the operator for password reset	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.387 CONF\_MASTERPWD\_CHALLENGE\_STATE

[API: user management]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c21		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	always	Retrieves status information about the masterpwd challenge (4 bytes validity in seconds, 4 bytes lock state)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.388 CONF\_MAX\_GOP\_LENGTH\_VALUE

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b9d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the max gop length for recording	
<b>Write</b>	t_dword	service	Set the max gop length for recording, 0 means back to default	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.389 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	

## 2.390 CONF\_MAX\_RECORDING\_RETENTION\_TIME

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b5b	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the max recording retention time for a camera (in seconds), see detailed description
<b>Write</b>	p_octet	service	Set the max recording retention time for a camera (in seconds), see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<div>16</div> <div>32</div>		<b>Max retention time</b>	
		4 Bytes	
<div>8</div>		<b>Rec Idx</b> 2 Bytes	<b>Reserved</b> 2 Bytes
		24	

### Max retention time

Max retention in seconds, 0 or values bigger than about 32 years (value  $\geq 1009152000$ ) 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)

## 2.391 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	

## 2.392 CONF\_MIN\_TLS\_VERSION

[API: cert store]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c56		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.393 CONF\_MODE\_AUTO\_TRACKER

[API: autotracker]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b40		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get the autotracker mode (Modi: OFF=0, AUTO=1, CLICK=2).	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.394 CONF\_MONITOR\_NAME

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x028a		output line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Get the video monitor name	
<b>Write</b>	p_unicode	service	Set the video monitor name (max 32 unicode characters)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

## 2.395 CONF\_MOTION\_ALARM\_STATE

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x01c3		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.396 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	

## 2.397 CONF\_MPEG4\_AVC\_BITRATE\_OPTIMIZATION

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c37		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	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_SOFT_LIMIT)	
<b>Write</b>	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_SOFT_LIMIT)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	



## 2.398

# CONF\_MPEG4\_AVC\_BITRATE\_OPTIMIZATION\_OPTIONS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c49		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Byte[0] basicSupport; Byte[1] reserved; Byte[2-7] reserved	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.399 CONF\_MPEG4\_AVC\_CABAC

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0aa6		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets cabac for the selected preset ( 0=off; 1=on )	
<b>Write</b>	t_octet	service	Sets cabac for the selected preset ( 0=off; 1=on )	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.400 CONF\_MPEG4\_AVC\_CHROMA\_QUANT\_OFF

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x061a		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_int	minimal	Get the chroma quantisation offset (-12...12)	
<b>Write</b>	t_int	service	Set the chroma quantisation offset (-12...12)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.401 CONF\_MPEG4\_AVC\_CODING\_MODE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a45		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the coding mode for the selected preset ( 0=frame; 1=field; 2=makro block adaptive ff; 3=picture adaptive ff )	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.402 CONF\_MPEG4\_AVC\_DEBLOCKING\_ALPHA

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0618		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_int	minimal	Get the alpha H264 deblocking coefficient (-5...5)	
<b>Write</b>	t_int	service	Set the alpha H264 deblocking coefficient (-5...5)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.403 CONF\_MPEG4\_AVC\_DEBLOCKING\_BETA

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0619		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_int	minimal	Get the beta H264 deblocking coefficient (-5...5)	
<b>Write</b>	t_int	service	Set the beta H264 deblocking coefficient (-5...5)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.404 CONF\_MPEG4\_AVC\_DEBLOCKING\_ENABLE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0617		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Enables/disables the H264 deblocking filter	
<b>Write</b>	f_flag	service	Enables/disables the H264 deblocking filter	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.405 CONF\_MPEG4\_AVC\_DELTA\_IPQUANT

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0621		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_int	minimal	Gets the difference (-10..+10) between I and P-Frame quantization for selected preset	
<b>Write</b>	t_int	service	Sets the difference (-10..+10) between I- and P-Frame quantization for selected preset	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.406 CONF\_MPEG4\_AVC\_GOP\_STRUCTURE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a94		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the GOP structure of the selected preset ( 0=IP; 1=IBP; 2=IBBP; 3=IBBRBP )	
<b>Write</b>	t_octet	service	Sets the GOP structure of the selected preset ( 0=IP; 1=IBP; 2=IBBP; 3=IBBRBP )	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.407 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	

# 2.408 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	

## 2.409 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	
<b>Read</b>	t_dword	minimal	Gets the P frame min quantizer (9-51, 0=auto) for selected preset	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.410 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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>		yes	no	

## 2.411 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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>		yes	no	

## 2.412 CONF\_MPEG4\_BANDWIDTH\_KBPS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0607		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Reads the bandwidth of selected preset	
<b>Write</b>	t_dword	service	Sets the bandwidth of selected preset, sessionID to address session based video params	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.413

# CONF\_MPEG4\_BANDWIDTH\_KBPS\_SOFT\_LIMIT

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0612		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Reads the bandwidth soft limit (in KBPS) of selected preset	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.414 CONF\_MPEG4\_CURRENT\_PARAMS

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0600	video coder	no	no
	Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the current profile preset number for the specified encoder (NumDesc)	
<b>Write</b>	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.	
	<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	yes		yes	

## 2.415

# CONF\_MPEG4\_CURRENT\_PARAMS\_REL\_CODER

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x061c	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the current profile preset number for the specified encoder (relative to line).
<b>Write</b>	p_octet	service	Sets the video encoder (relative to line) to a preset.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

## Payload Structure

	16	32
<b>Line</b> 1 Byte	<b>Coder</b> 1 Byte	<b>Coding Capabilities</b> 2 Bytes
<b>Preset</b> 1 Byte	<b>Reserved</b> 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.



## 2.416

# 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	
<b>Read</b>	t_dword	minimal	SessionID references the replay session; 0:= no transcoding; 1-8: video preset of the transcoder	
<b>Write</b>	t_dword	user	Assign preset n (1, ..N ) to transcoder session; preset 0 means no transcoding	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		yes	

## 2.417 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	

## 2.418 CONF\_MPEG4\_FRAME\_SKIP\_RATIO

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0606		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets Mpeg4 frame skip ratio (1=all frames, ...)	
<b>Write</b>	t_dword	service	Set Mpeg4 frame skip ratio (1=all frames, ...), sessionID to address session based video params	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.419 CONF\_MPEG4\_INTRA\_FRAME\_DISTANCE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0604		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets the intra frame distance of selected preset	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.420 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	minimal	Request a video intra frame, SessionID is mandatory	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

## 2.421 CONF\_MPEG4\_NAME

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0602		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Get the name of the preset given by the Numeric Descriptor	
<b>Write</b>	p_string	service	Sets the name of the preset number given by the Numeric Descriptor	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.422 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	

## 2.423 CONF\_MPEG4\_RESOLUTION

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0608	profile preset	no	no
	Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	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 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 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	
<b>Write</b>	t_dword	service	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 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	

	CPP6/ CPP7/ CPP7.3	CPP13
Available	yes	yes

## 2.424 CONF\_MQTT\_SETTINGS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0d0a	MQTT instance	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	service	MQTT Settings in a tagged format
<b>Write</b>	p_octet	service	MQTT Settings in a tagged format
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

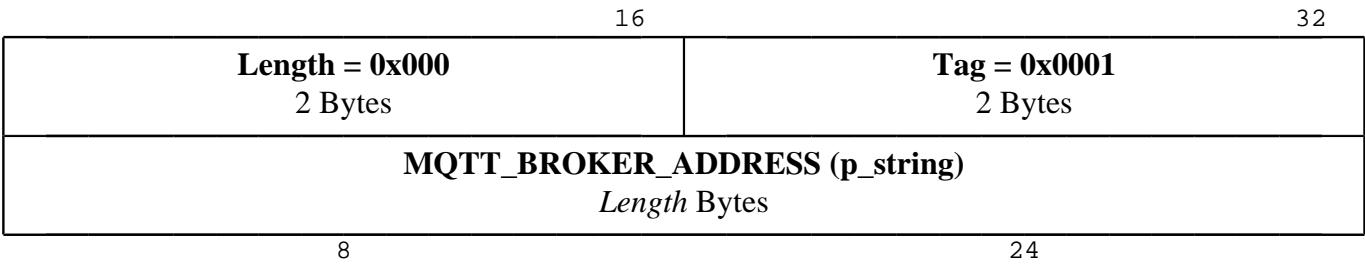
Length of tagged value without length and tag field

### Tag

Tag specifying the encoding and meaning of the value

**Tag 1: MQTT\_BROKER\_ADDRESS**

Address of the remote broker. Example 'mqtt



## 2.425 CONF\_MTU\_SIZE

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b3d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Mtu size (0 means default)	
<b>Write</b>	t_dword	service	Mtu size (0 means default)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.426 CONF\_MULTICAST\_AUDIO\_GROUP\_IP

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cd1		audio coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the multicast audio group address	
<b>Write</b>	t_dword	service	Set the multicast audio group address (range: 224.0.0.10 .. 239.255.255.255)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.427 CONF\_MULTICAST\_AUDIO\_GROUP\_IP\_STR

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cd2		audio coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the multicast audio group address	
<b>Write</b>	p_string	service	Set the multicast audio group address (range: 224.0.0.10 .. 239.255.255.255)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.428 CONF\_MULTICAST\_AUDIO\_PORT

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x01b2		audio coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Read the multicast audio UDP port number	
<b>Write</b>	t_word	service	Set the multicast audio UDP port (even port numbers only)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.429 CONF\_MULTICAST\_AUDIO\_PORT\_STR

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x01b5		audio coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the multicast audio UDP port number	
<b>Write</b>	p_string	service	Set the multicast audio UDP port (even port numbers only)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.430 CONF\_MULTICAST\_TTL

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0267		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get the TTL (time to live) in IP-Header for multicast packets	
<b>Write</b>	t_octet	service	Set the TTL (time to live) in IP-Header for multicast packets	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.431 CONF\_MULTICAST\_VIDEO\_GROUP\_IP

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x01b1		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the multicast video group address	
<b>Write</b>	t_dword	service	Set the multicast video group address (range: 224.0.0.10 .. 239.255.255.255)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.432 CONF\_MULTICAST\_VIDEO\_GROUP\_IP\_STR

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x01b4		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the multicast video group address	
<b>Write</b>	p_string	service	Set the multicast video group address (range: 224.0.0.10 .. 239.255.255.255)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.433 CONF\_MULTICAST\_VIDEO\_PORT

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0286		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Read the multicast video UDP port number	
<b>Write</b>	t_word	service	Set the multicast video UDP port (even port numbers only)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.434 CONF\_MULTICAST\_VIDEO\_PORT\_STR

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0288		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the multicast video UDP port number	
<b>Write</b>	p_string	service	Set the multicast video UDP port (even port numbers only)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.435 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	live	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	

# 2.436 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	

# 2.437 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	

## 2.438 CONF\_NBR\_OF\_ALARM\_IN

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x01db		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of installed alarm input contacts (possible masterswitch included)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.439 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	

## 2.440 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	

## 2.441 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	minimal	Returns the number of audio inputs	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

# 2.442 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	

## 2.443 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	

## 2.444 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	

## 2.445 CONF\_NBR\_OF\_EXT\_ETH\_FIBER\_PORTS

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a2a		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of external fiber ethernet ports of a device	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.446 CONF\_NBR\_OF\_EXT\_ETH\_PORTS

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a28		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of external ethernet ports of a device	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.447 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	

## 2.448 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	

## 2.449 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	

## 2.450 CONF\_NBR\_OF\_MOTION\_DETECTORS

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x09af		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of installed motion detectors	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.451 CONF\_NBR\_OF\_PIR

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c1a		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of installed PIR sensors	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

# 2.452 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	

## 2.453 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	

## 2.454 CONF\_NBR\_OF\_TRAPS\_HOSTS

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x029d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Number of hosts snmp traps can be sent to	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.455 CONF\_NBR\_OF\_VIDEO\_IN

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x01d6		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of installed video inputs	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.456 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	

## 2.457 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	

## 2.458 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	

### 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-Structure

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

### Length

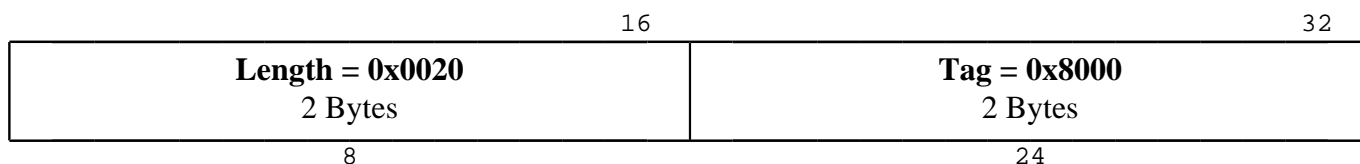
Length of tagged value including length and tag field

### Tag

Tag specifying the encoding and meaning of the value

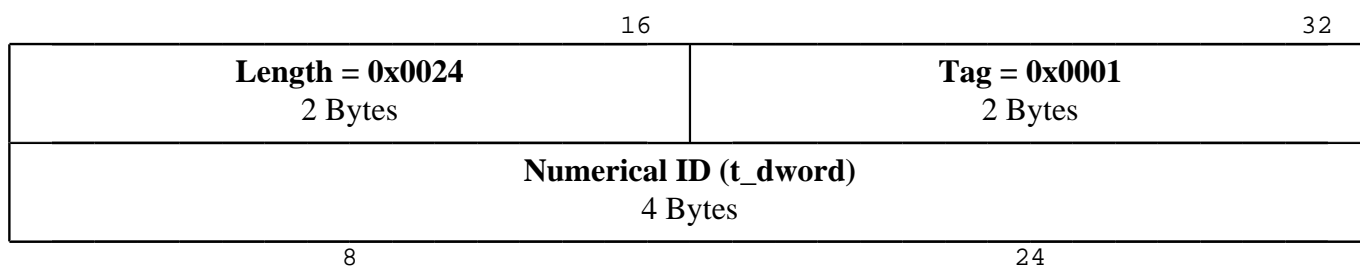
## Tag 0x8000: Service Entry

Surrounding tag for each entry in the list. With help of the length field client software is the change to skip complete entries.



## Tag 1: Numerical ID

This tag gives each service a numerical ID. The ID should be retrieved via reading this command first. You can assume, that the ID for a special service keeps constant in newer firmware versions. So this ID can be treated as a unique identifier for a specific service. When using this command in write direction to configure a service this ID must be presented to identify the service.





## 2.459 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	

## 2.460 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	
<b>Read</b>	p_string	minimal	Reads the time servers ip address (\xxx.xxx.xxx.xxx\	
<b>Write</b>	p_string	service	Or URL) used to sync time from	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.461 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	
<b>Read</b>	f_flag	minimal	Reads if the NTP server of the camera should be started	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.462 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	
<b>Read</b>	t_dword	minimal	Returns mode which is used by time server, time server(0), SNTP server(1), off(2)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.463 CONF\_NUMBER\_OF\_VIPROC\_CONFIGS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a3c		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the number of configurations for the specified line.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.464 CONF\_OBEY\_ICMP\_REDIRECTS

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c13		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	service	Obey or ignore ICMP redirect messages,	
<b>Write</b>	t_octet	service	Obey or ignore ICMP redirect messages,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

### Values:

ignore	0
obey	1

# 2.465 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	

## 2.466 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	

## 2.467 CONF\_OEM\_EXT\_ID

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x097d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	DEPRECATED: please use CONF_DEVICE_TYPE_IDS instead. Get the oem extension id	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.468 CONF\_ONVIF\_STREAM\_MODE

[API: onvif]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bcb		coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	#ValueList: 1=stream is configured by onvif; 0=stream is not configured by onvif;	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.469 CONF\_ONVIF\_STREAM\_URI\_EX

[API: onvif]

Tag Code		Num Descriptor	Message	SNMP Support
0x0be4		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Extension to the onvif stream uri that will be appended in the GetStreamUri command	
<b>Write</b>	p_string	service	Extension to the onvif stream uri that will be appended in the GetStreamUri command	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.470 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	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.471 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	service	Access to the OSD via RCP command
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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 overlayed 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
<b>ID</b> 2 Bytes		<b>Len</b> 2 Bytes	
<b>x</b> 1 Byte	<b>y</b> 1 Byte	<b>bg_luma</b> 1 Byte	<b>bg_chroma</b> 1 Byte
<b>attributes</b> 4 Bytes			
<b>font_luma</b> 1 Byte	<b>font_chroma</b> 1 Byte	<b>flags</b> 2 Bytes	
<b>Text</b> <i>Len - 16 Bytes</i>			
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

## 2.472 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	
<b>Read</b>	p_octet	minimal	Access to the OSD via RCP command
<b>Write</b>	p_octet	service	Access to the OSD via RCP command
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

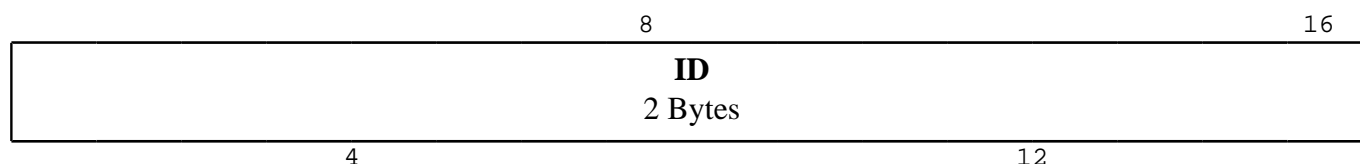
### Description

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 overlayed 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.

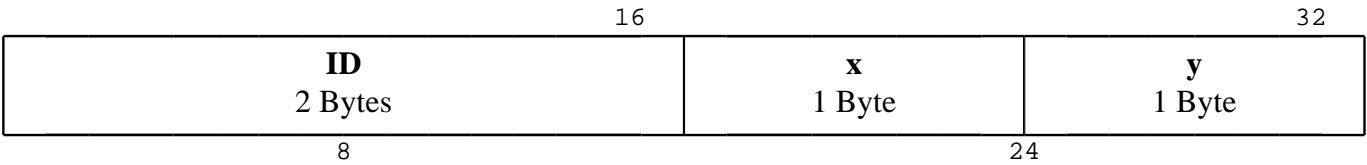
### Request Payload Structure



### 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)

## 2.473 CONF\_PASSWORD\_SETTINGS

[API: user management]

Tag Code		Num Descriptor	Message	SNMP Support
0x028b		password level	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always_legacy	Get the unit password (scrambled). num parameter sets the password levels; 1=user, 2=service, 3=live	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.474 CONF\_PIC\_INFO

[API: rcp.connection]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b8e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Enables/disables the generation of pic info packets (payload type 97)	
<b>Write</b>	t_octet	service	Enables/disables the generation of pic info packets (payload type 97)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.475 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	

## 2.476 CONF\_PIR\_SENSITIVITY

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bbb		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	user	Get sensitivity of PIR sensor.	
<b>Write</b>	t_octet	service	Set sensitivity of PIR sensor.	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

### Values:

disabled	0
lowest	1
highest	10

## 2.477 CONF\_PIR\_STATUS

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bbc		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	user	Obsolete - Raw ADC value of the PIR sensor.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.478 CONF\_PMPP\_ADDRESS

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ab9		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the Pmpp Address (allowed values: 1-63;)	
<b>Write</b>	t_octet	service	Sets the Pmpp Address (allowed values: 1-63;)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.479 CONF\_PMPP\_PORT

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0aba		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get the Pmpp Port of the pmpp server,	
<b>Write</b>	t_word	service	Sets the Pmpp Port of the pmpp server,	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

### Values:

off 0

## 2.480 CONF\_POE\_GRANTED\_POWER

[API: lldp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ae6		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Read the current poe power granted by switch / midspan in tenths of Watts	
<b>Write</b>	t_word	service	Write/limit the max power budget to be used by the device in tenths of Watts	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.481 CONF\_PORT\_FC\_MODE

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0abb	num=0 is the flow control mode of the external state on single ethernet port units or the internal fc mode on multiple ethernet port units; num>=1 is the fc mode of the corresponding port on multiple ethernet port units (SFP Fiber port is always the last counted port).	no	no
	Datatype	Access Level	Description
<b>Read</b>	t_octet	minimal	On module based units, only the master module is capable of setting the external port fc modes.
<b>Write</b>	t_octet	service	On module based units, only the master module is capable of setting the external port fc modes.
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Values:

off	0
on	1

## 2.482 CONF\_POWER\_MONITOR\_NAMES

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c54	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Returns names from all monitored power rails, see detailed description
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		no

### Payload Structure

16	32
<b>Number of power rails</b> 4 Bytes	
<b>Name of power rail (zero terminated) [0]</b>	
...	
<b>Name of power rail (zero terminated) [</b> <b>Number of power rails</b> <b>- 1]</b>	
8	24

### Number of power rails

Number of monitored power rails.

## 2.483 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	
<b>Read</b> p_octet	minimal	Returns values from all monitored power rails, see detailed description	
<b>Write</b> p_octet	service	Writing one Byte with 0x01 resets min/max/avg	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Payload Structure

16	32
<b>Number of rails</b> 4 Bytes	
<b>Rail value [0]</b> (see description)	
...	
<b>Rail value [</b> <b>Number of rails</b> <b>- 1]</b> (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
<b>Options</b> 4 Bytes	
<b>Actual Voltage</b> 4 Bytes	
<b>Min Voltage</b> 4 Bytes	

<b>Max Voltage</b> 4 Bytes
<b>Actual Current</b> 4 Bytes
<b>Min Current</b> 4 Bytes
<b>Max Current</b> 4 Bytes
<b>Actual Power</b> 4 Bytes
<b>Min Power</b> 4 Bytes
<b>Max Power</b> 4 Bytes

8

24

## Options

	<b>Mask</b>	<b>Name</b>
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

## 2.484 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	

## 2.485 CONF\_PREPARE\_FOR\_RECORDING

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b51	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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 choosen 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	
<b>Flags</b> 1 Byte	<b>Storage/Lun Count</b> 1 Byte	<b>Storage/Lun Index [0]</b> 1 Byte	...
...			<b>Storage/Lun Index [Storage/Lun Count - 1]</b> 1 Byte
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             2  
Recording

## 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.

## 2.486 CONF\_PRIV\_MASK\_DOME\_PTZ\_POS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c48	video line	no	no
Datatype	Access Level	Description	
Read	-	Unavailable	
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: Privacy mask dome PTZ

16	32
Length 2 Bytes	Tag = 0x0000 2 Bytes
Privacy mask dome PTZ (p_octet) Length - 4 Bytes	
8	24

Privacy mask dome PTZ

		16	32
<b>Command</b> 1 Byte	<b>Mask ID</b> 1 Byte	<b>Reserved...</b> 6 Bytes	
<b>Reserved</b> ...			
8		24	

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).

## 2.487 CONF\_PRIV\_MSK

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ab7		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Legacy command please use CONF_PRIV_MSK_POLY	
<b>Write</b>	p_octet	service	Legacy command please use CONF_PRIV_MSK_POLY	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.488 CONF\_PRIV\_MSK\_OPTIONS

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bd7	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

16		32	
<b>Color Support</b> 1 Byte	<b>Rectangle Support</b> 1 Byte	<b>Polygon Support</b> 1 Byte	<b>Max Number Of Polygon Vertices</b> 1 Byte
<b>Max Number Of Priv Masks Per Line</b> 1 Byte	<b>Only Legacy Cmd Support</b> 1 Byte	<b>Only Legacy Dome Cmd Support Via Bicom</b> 1 Byte	<b>Dome rcp priv mask support</b> 1 Byte
<b>Dome zoom threshold support</b> 1 Byte	<b>Number Of Priv Masks Lines</b> 1 Byte	<b>Dome Priv Mask Enlargement Support</b> 1 Byte	<b>IVA Behind Priv Mask Support</b> 1 Byte
<b>Supported feature bits</b> 1 Byte	<b>Reserved</b> 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

## 2.489 CONF\_PRIV\_MSK\_POLY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bd8	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

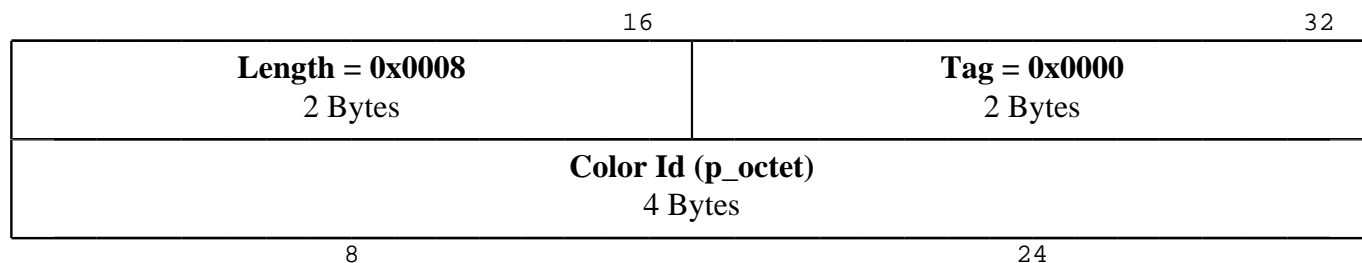
Length of tagged value including length and tag field

### Tag

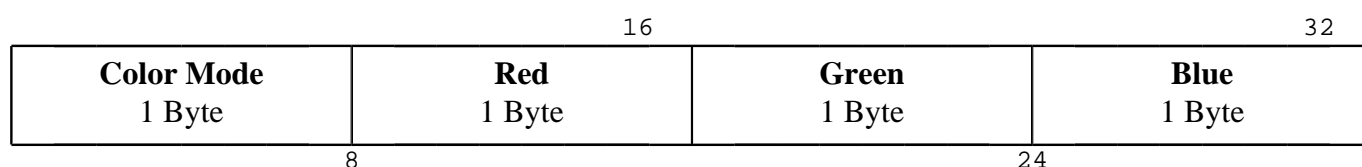
Tag specifying the encoding and meaning of the value

## 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 0: Color Mode

Use as an alternative to the Color Id tag above to change only the color mode without affecting the configured RGB values or any other tags. Color Mode supports the same values as the field with the same name in the Color Id tag

16		32	
<b>Length = 0x0005</b> 2 Bytes		<b>Tag = 0x0000</b> 2 Bytes	
<b>Color Mode (t_octet)</b> 1 Byte			
8		24	

## 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 allowed to be sent with this command.

Currently only a block configuration is supported. All polygons have to be sent as separate tagged items within the same command.

Currently only non self intersecting polygons are supported refer to CONF\_PRIV\_MSK\_OPTIONS.

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes	
<b>Polygon (fixed camera) description id (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

## Polygon (fixed camera) description id

16		32	
<b>Enable</b> 1 Byte	<b>Id</b> 1 Byte	<b>Number Of Vertices</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 4 Bytes			
<b>Vertex [0]</b> (see description)			

...	
<b>Vertex [</b> <b>Number Of Vertices</b> <b>- 1]</b> (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)

16		32
<b>X</b>	<b>Y</b>	
2 Bytes	2 Bytes	
8	24	

## 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 allowed to be sent with this command.

Only one polygon is allowed to be sent 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 )

16		32	
<b>Length</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes	
<b>Polygon Config @ moving camera (p_octet)</b> <i>Length - 4 Bytes</i>			
8		24	

## Polygon Config @ moving camera

		16	32
<b>Enable</b> 1 Byte	<b>Id</b> 1 Byte	<b>Number Of Vertices</b> 1 Byte	<b>Zoom Threshold</b> 1 Byte
<b>Reserved</b> 4 Bytes			
<b>Vertex [0]</b> (see description)			
...			
<b>Vertex [</b> <b>Number Of Vertices</b> <b>- 1]</b> (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)

**Zoom Threshold**

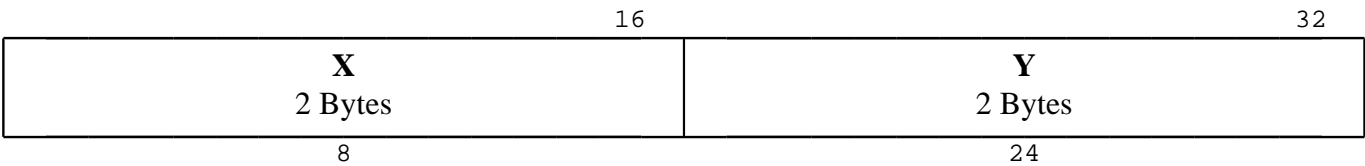
Availability defined via CONF\_PRIV\_MSK\_OPTIONS

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 )

16		32	
<b>Length = 0x000c</b> 2 Bytes		<b>Tag = 0x0003</b> 2 Bytes	
<b>Global Options @ moving camera (p_octet)</b> 8 Bytes			
8		24	

## Global Options @ moving camera

16		32	
<b>Disable masks</b> 1 Byte	<b>IVA Behind Mask</b> 1 Byte	<b>Priv Mask Enlargement</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 4 Bytes			
8		24	

## Disable masks

Disable all privacy masks

## IVA Behind Mask

Enable IVA behind privacy masks

## Priv Mask Enlargement

Automatically enlarge priv masks while moving

## Tag 4: Dome position

Defines on moving cameras the view for a certain priv mask. Only for internal use! Automatically generated when a polygon is written on a dome.

16		32	
<b>Length = 0x001c</b> 2 Bytes		<b>Tag = 0x0004</b> 2 Bytes	
<b>Dome position (p_octet)</b> 24 Bytes			
8		24	

Dome position

		16	32
<b>enable</b> 1 Byte	<b>id</b> 1 Byte	<b>Reserved</b> 2 Bytes	
<b>panPosition</b> 4 Bytes			
<b>tiltPosition</b> 4 Bytes			
<b>zoomPosition</b> 4 Bytes			
<b>reserved</b> 4 Bytes			
8		24	

## 2.490 CONF\_PRIVACY\_MODE

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c33	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the privacy mode status
<b>Write</b>	t_dword	user	Set the privacy mode status
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Read Payload Structure

		16	32
<b>Status</b> 1 Byte	<b>Source of Privacy Mode</b> 1 Byte	<b>opt. Timeout in min</b> 2 Bytes	
8		24	

#### Status

off	0
on	1

#### Source of Privacy Mode

RCP cmd	0
Tap	1

### Write Payload Structure

		16	32
<b>Status</b> 1 Byte	<b>reserved</b> 1 Byte	<b>opt. Timeout in minutes</b> 2 Bytes	
8		24	

#### 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

## 2.491 CONF\_PRODUCT\_NAME

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0aea		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string p_octet	always	Read the product name of the device. This command was previously named \CTN\".	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.492 CONF\_PROTECT\_HTTP\_COOKIE

[API: http settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cdc	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	f_flag	minimal	Protect default session cookie with HttpOnly (legacy behaviour)
<b>Write</b>	f_flag	service	Protect default session cookie with HttpOnly (legacy behaviour)
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Values:

Disabled	0
Enabled	1

## 2.493 CONF\_PTZ\_AUTO\_ROTATE\_MODE

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c3f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Residential indoor ptz auto-rotate (auto-track) mode. 0=off, 1=std function, 2=production test mode	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.494 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	

## 2.495 CONF\_PUBLISH\_MEDIA\_KEYS

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x09fc		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.496 CONF\_RAW\_IMAGE

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c98	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes		yes

### Request Payload Structure

	16	32
<b>Requested Format</b> 2 Bytes		<b>Selected Scaler</b> 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
<b>Image Width</b> 4 Bytes		
<b>Image Height</b> 4 Bytes		
<b>YUV Format</b> 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

## 2.497 CONF\_RCP\_CLIENT\_REGISTRATION

[API: rcp.control]

Tag Code	Num Descriptor	Message	SNMP Support
0xff00	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	always	Not supported; will generate message if client idle timeout will happen in 1 minute
<b>Write</b>	p_octet	always	
<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	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
<b>Registration Type</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Client ID</b> 2 Bytes	
<b>PE</b> 1 Byte	<b>PL</b> 1 Byte	<b>Number Of Tags</b> 2 Bytes	
<b>Tag [0]</b> 2 Bytes		...	
<b>Tag [</b> <b>Number Of Tags</b> <b>- 1]</b> 2 Bytes		<b>Password...</b> N Bytes	
<b>Password</b> ...			
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.

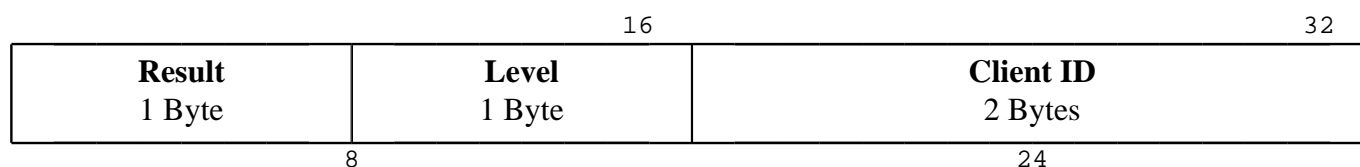
## Tag

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 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.

## 2.498 CONF\_RCP\_CLIENT\_REGISTRATION\_V2

[API: rcv.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
<b>Registration Type</b> 1 Byte	<b>Flags</b> 1 Byte	<b>Client ID</b> 2 Bytes	
<b>PE</b> 1 Byte	<b>PL</b> 1 Byte	<b>Number Of Tags</b> 2 Bytes	
<b>Tag [0]</b> 2 Bytes		...	
<b>Tag [</b> <b>Number Of Tags</b> <b>- 1]</b> 2 Bytes		<b>Password...</b> N Bytes	
<b>Password</b> ...			
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

		16	32
<b>Result</b> 1 Byte	<b>Level</b> 1 Byte	<b>Client ID</b> 2 Bytes	
8		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.

## 2.499 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.

## 2.500 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

	16	32
<b>Result</b> 1 Byte	<b>Level</b> 1 Byte	<b>Client ID</b> 2 Bytes
8		24

### Result

Unregister failed    0x00  
Unregister            0x01  
successful

### 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.

## 2.501 CONF\_RCP\_CODER\_LIST

[API: rcp.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xff11	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

	12	24
<b>MediaType</b> 1 Byte	<b>Direction</b> 1 Byte	<b>Flags</b> 1 Byte
6		18

### MediaType

Video	0x01
Audio	0x02
Data	0x03

### Direction

Input	0x00
Output	0x01

### Flags

	Mask	Name	Description
Bit 0	0x01	Extended Format	Request extended format instead of compact.

### Response Payload Structure

## Payload for 'Flags' = 'Compact Format Response Structure'

<b>Coder Number [0]</b> 1 Byte	...	<b>Coder Number [N]</b> 1 Byte
-----------------------------------	-----	-----------------------------------

## Coder Number

Absolute coder numbers.

## Extended Format Video Response Structure

### Payload for any other case

<b>Coder Definition [0]</b> (see description)
...
<b>Coder Definition [N]</b> (see description)

## Coder Definition

	16	32
<b>Coder Number</b> 2 Bytes	<b>Coding Capabilities</b> 2 Bytes	
<b>Current Coding</b> 2 Bytes	<b>Resolution Capabilities</b> 2 Bytes	
<b>Resolution Current</b> 2 Bytes	<b>Reserved...</b> 6 Bytes	
<b>Reserved</b> ...		
8	24	

## Coder Number

Absolute coder numbers.

## Coding Capabilities

All coding capabilities is one or multiple of:

	<b>Mask</b>	<b>Name</b>
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:

	<b>Mask</b>	<b>Name</b>
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

<b>Coder Definition [0]</b> (see description)
...
<b>Coder Definition [N]</b> (see description)

## Coder Definition

16		32	
<b>Coder Number</b> 2 Bytes	<b>Coding Capabilities</b> 2 Bytes		
<b>Current Coding</b> 2 Bytes	<b>CodParameter Capabilities</b> 2 Bytes		
<b>CodParameter Current</b> 2 Bytes	<b>Reserved...</b> 6 Bytes		
<b>Reserved</b> ...			
8			24

## Coder Number

Absolute coder numbers.

## Coding Capabilities

All coding capabilities is one or multiple of:

	<b>Mask</b>	<b>Name</b>
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

<b>Coder Definition [0]</b> (see description)
...
<b>Coder Definition [N]</b> (see description)

## Coder Definition

16		32	
<b>Coder Number</b> 2 Bytes		<b>Coding Capabilities</b> 2 Bytes	
<b>Current Coding</b> 2 Bytes		<b>CodParameter Capabilities</b> 2 Bytes	
<b>CodParameter Current</b> 2 Bytes		<b>Reserved...</b> 6 Bytes	
<b>Reserved</b> ...			
8		24	

## Coder Number

Absolute coder numbers.

## Coding Capabilities

All coding capabilities is one or multiple of:

	<b>Mask</b>	<b>Name</b>
Bit 0	0x0001	RCP

## Current Coding

See 'Coding Capabilities' for details.

The current available coding capabilities.

## CodParameter Capabilities

	<b>Mask</b>	<b>Name</b>
Bit 2	0x0004	RS422
Bit 1	0x0002	RS485
Bit 0	0x0001	RS232

## CodParameter Current

See 'CodParameter Capabilities' for details.

The current available coding capabilities.

## 2.502 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_octet	live	
<b>CPP6/ CPP7/ CPP7.3</b>		<b>CPP13</b>	
<b>Available</b>	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	
<b>Flags</b> 1 Byte	<b>Line</b> 1 Byte	<b>Decoder Instance</b> 1 Byte	<b>Relative Coder</b> 1 Byte
<b>Port</b> 2 Bytes		<b>SSL Port</b> 2 Bytes	
<b>VRM Track Id</b> 2 Bytes		<b>Reserved</b> 2 Bytes	
<b>URL Length</b> 2 Bytes		<b>URL...</b> <i>URL Length</i> Bytes	
<b>URL</b> ...			

Password Length 2 Bytes	Password... URL Length 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.

## 2.503 CONF\_RCP\_CONNECTIONS\_ALIVE

[API: rcp.connection]

Tag Code		Num Descriptor	Message	SNMP Support
0xffc2		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	live	Retriggers a running connection identified by its session_id; returns the current number of active connections	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

[API: rcp.control]

## Request Payload Structure



## MaxResultMsg

## ModeSpecificData

24		48	
<b>MsgSeqNo</b> 4 Bytes		<b>BootCount</b> 2 Bytes	
12		36	

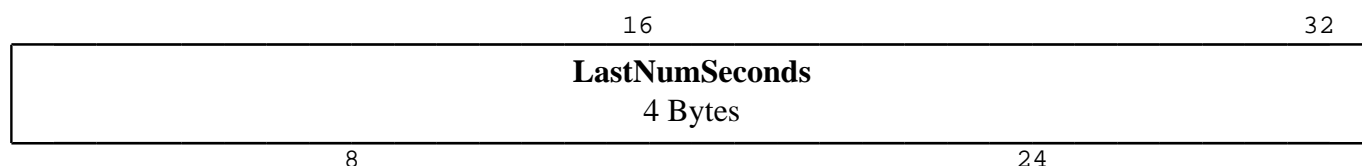
## MsgSeqNo

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)



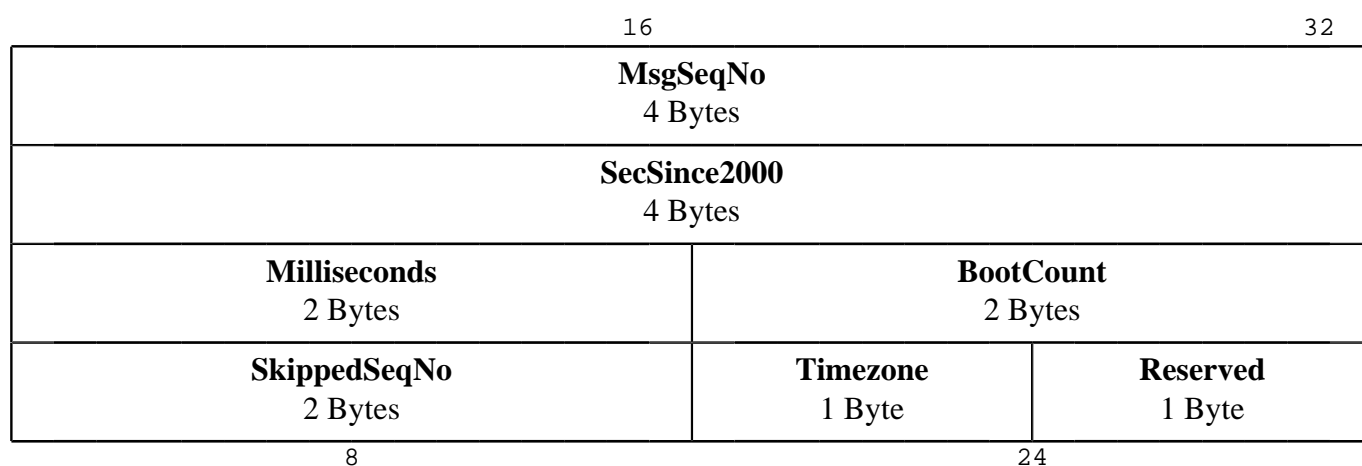
## LastNumSeconds

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

## 2.505 CONF\_RCP\_REG\_MD5\_RANDOM

[API: rcp.control]

Tag Code		Num Descriptor	Message	SNMP Support
0xff05		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string p_octet	always	Returns a 16 char. random string to be used in MD5 hash encrypted registration. see detailed description	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	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.

## 2.506 CONF\_RCP\_SERVER\_PORT

[API: rcp.control]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a17		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get the local RCP server TCP port number	
<b>Write</b>	t_word	service	Set the local RCP server TCP port number, allowed: 0 or 1756 (Reboot necessary)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.507 CONF\_RCP\_TRANSFER\_TRANSPARENT\_DATA

[API: rcpcontrol]

Tag Code	Num Descriptor	Message	SNMP Support
0xffdd	yes	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	user	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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.

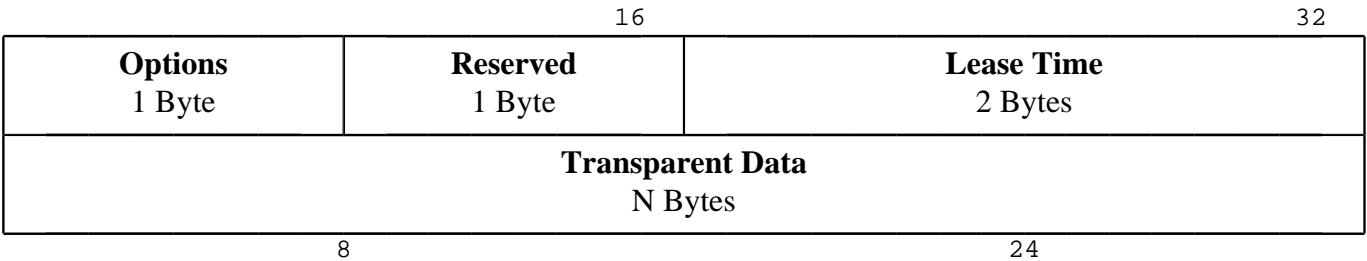
If no client has a lease on the serial port, a message to all registered clients will be generated.

NOTE: The received message will carry NO header.

### Num Descriptor Values

Any      Port to write to

### Write Payload Structure



Options

Currently no options used

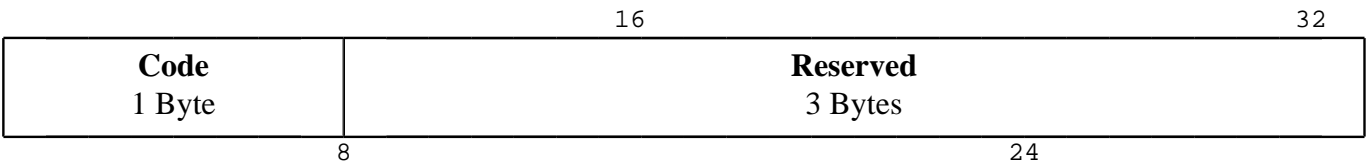
Lease Time

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
Infinitite	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

## 2.508 CONF\_REC\_MGNT

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a89		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.509 CONF\_REC\_MONITOR\_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cfc	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the recorder monitor status, see detailed description
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

This command can be used to get the status of recording, whether it records all data as desired or if unintentional loss is occurring. It also gives a hint as utc time interval, when the data where lost. The status is also send as message on status changes from nominal to critical and vise versa. The status changes to critical, when loss occurs and returns to status nominal after 2 minitus without further data loss

### Request Payload Structure

16		32	
<b>Camera</b> 2 Bytes		<b>Recording Index</b> 2 Bytes	
8		24	

### Camera

The camera index 1 to n

### Recording Index

Primary Recording	1
Secondary Recording	2

### Response Payload Structure

16		32
Camera 2 Bytes		Recording Index 2 Bytes
Status 1 Byte	Version 1 Byte	reserved 2 Bytes
recorded high 4 Bytes		

<b>recorded low</b> 4 Bytes	
<b>lost high</b> 4 Bytes	
<b>lost low</b> 4 Bytes	
<b>issue start time utc</b> 4 Bytes	
<b>issue end time utc</b> 4 Bytes	
<b>latest issue time utc</b> 4 Bytes	
<b>info time stamp</b> 4 Bytes	
<b>State ID</b> 4 Bytes	

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## Camera

The camera index from 1 to n

## Recording Index

Primary Recording	1
Secondary Recording	2

## Status

NONE	0	no info
NOMINAL	1	no actual recording issue
CRITICAL	2	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

## 2.510 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>Span Manager Config [0]</b> (see description)
...
<b>Span Manager Config [N]</b> (see description)

### Span Manager Config

Repeated 8 times at maximum

16	32
<b>Span Manager IP Address</b> 4 Bytes	
<b>Target ID</b> 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	OVERWRITING

**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.

## 2.511 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	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.512 CONF\_RECORDING\_BUFFER\_LEVEL

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b70		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.513 CONF\_RECORDING\_RETENTION\_TIME

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a30		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the primary recording retention time for a camera (in seconds).	
<b>Write</b>	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	
<b>Available</b>	yes		yes	



## 2.514

# CONF\_RECORDING\_RETENTION\_TIME\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a48		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the secondary recording retention time for a camera (in seconds).	
<b>Write</b>	t_dword	service	Set the secondary recording retention time for a camera (in seconds) (value $\geq 1009152000$ ) means maximum, no influence on local recording, only for vrm managed recording. (effect takes place on next mounted span)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.515 CONF\_RECORDING\_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a9b	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get the current recording status,
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Request Payload Structure

		16	32
<b>Camera</b> 1 Byte	<b>Recording Index</b> 1 Byte	<b>Reserved...</b> 50 Bytes	
<b>Reserved</b> [...]			
<b>Reserved</b> ...			
<b>Reserved</b> ...			
8		24	

### Camera

The camera index

### Recording Index

Primary Recording	1
Secondary Recording	2

### Response Payload Structure

		16	32
<b>Camera</b> 1 Byte	<b>Recording Index</b> 1 Byte	<b>Status</b> 1 Byte	<b>Error</b> 1 Byte
<b>Current Recording Span...</b> (see description)			

Current Recording Span	
...	
<b>Flags</b> 1 Byte	<b>Reserved</b> 3 Bytes
<b>Datarate</b> 4 Bytes	
<b>Packet alloc no wait</b> 4 Bytes	
<b>Packet alloc wait</b> 4 Bytes	
<b>Packet alloc failed</b> 4 Bytes	
<b>Recent time period</b> 4 Bytes	
<b>Packets recorded high</b> 4 Bytes	
<b>Packets recorded low</b> 4 Bytes	
<b>Packets lost high</b> 4 Bytes	
<b>Packets lost low</b> 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)

## 2.516

# CONF\_REFERENCE\_IMAGE\_CHECK\_INFO\_MESSAGE

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b42	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

## Payload Structure

		20	40
<b>Flags</b> 1 Byte	<b>Correlation</b> 1 Byte	<b>Threshold</b> 1 Byte	<b>SecondsToAlarm</b> 2 Bytes
	10		30

## 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

## 2.517 CONF\_RELAIS\_NAME

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0109		relay output	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Read the description for a relay output	
<b>Write</b>	p_unicode	service	Set the description for a relay output (32 unicode characters)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.518 CONF\_RELAIS\_SWITCH

[API: I/Os]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0094	relay output	no	no
	Datatype	Access Level	Description	
<b>Read</b>	f_flag	minimal	Return the current relay state	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.519 CONF\_RELAY\_OUTPUT\_MODE

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bdb		relay output	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.520 CONF\_RELAY\_OUTPUT\_STATE

[API: I/Os]

Tag Code		Num Descriptor	Message	SNMP Support
0x01c1		relay output	yes	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Get the logical level of an relay output	
<b>Write</b>	f_flag	user	Set the logical level of an relay output	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.521 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	

## 2.522 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

**Tag 1: RP\_INFO\_TAG\_DEVICE\_URL**

Direct link to the device in the Remote Portal

16		32	
<b>Tag = 0x0001</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>RP_INFO_TAG_DEVICE_URL (p_string)</b> <i>Length</i> Bytes			
8		24	

## 2.523 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	
<b>Read</b>	p_string	minimal	Get the ip address or iqn of the remote recording device (max. 50 characters).	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.524 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	minimal	Request a video intra frame, SessionID is mandatory	
	CPP6/CPP7/CPP7.3			CPP13
Available	yes			yes

## 2.525 CONF\_ROI

[API: roi]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b48	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	live	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Description

Select region of interest. The Session-ID identifies the video coder.

### Payload Structure

16		32	
<b>hPos</b> 2 Bytes		<b>vPos</b> 2 Bytes	
<b>size</b> 2 Bytes		<b>reserved</b> 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

## 2.526 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
	<b>Opt1</b> 1 Byte	
	<b>Opt2</b> 1 Byte	
	<b>Opt3</b> 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

## 2.527 CONF\_RTSP\_PORT

[API: rtsp settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a63		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the local Rtsp port	
<b>Write</b>	t_dword	service	Sets the local Rtsp port #ValueList: 0= Rtsp off	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.528 CONF\_RTSPS\_PORT

[API: rtsp settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ce6		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the local Rtsp port	
<b>Write</b>	t_dword	service	Set the local Rtsp port #ValueList: 0= Rtsp off;	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.529 CONF\_RULE\_ENGINE\_ID

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b94		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Reads the version id of the rule engine	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.530 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		no	

## 2.531 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	

## 2.532 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	

## 2.533 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		no	

## 2.534 CONF\_SCHEDULED\_PTZ\_PROFILE

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c20	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read one scheduled ptz profile, see detailed description
<b>Write</b>	p_octet	service	Write one scheduled ptz profile, see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>Camera</b> 2 Bytes	<b>Reserved</b> 1 Byte	<b>Profile Number</b> 1 Byte
<b>PTZ Profile...</b> (see description)		
<b>PTZ Profile</b> ...		
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)



## 2.535 CONF\_SCHEDULED\_PTZ\_PROFILES

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c1f	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read scheduled ptz profiles of one cam, see detailed description
<b>Write</b>	p_octet	service	Write scheduled ptz profiles of one cam, see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

<b>PTZ Profile [0]</b> (see description)
...
<b>PTZ Profile [9]</b> (see description)

### PTZ Profile

	16	32
<b>PTZ/ROI Preset/Tour</b> 2 Bytes	<b>Flags</b> 1 Byte	<b>Reserved...</b> 5 Bytes
<b>Reserved</b> ...		
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

	<b>Mask</b>	<b>Name</b>	<b>Description</b>
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)



## 2.536

# CONF\_SD\_CARD\_LIFE\_SPAN\_ALARM\_THRESHOLD

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c87		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.537 CONF\_SD\_CARD\_LIFE\_SPAN\_ENABLE

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c9c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	user	Read enable state for SD-Card live-span information (may be disabled for SD-Card which does not supports this feature)	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.538 CONF\_SD\_CARD\_LIFE\_SPAN\_MANF

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cde		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	user	Read SD-Card manufacturer for SD Lifespan indicator. 0=Autodetect; 1=SANDISK; 2=SONY; 3=MICRON; 4=EMMC_GENERIC	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.539 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	
<b>Read</b>	p_octet	user	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes		no

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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.

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0001</b> 2 Bytes
<b>MANF_ID (t_octet)</b> 1 Byte	

## Tag 2: PROD\_ID

SD Card product ID.

<b>Length = 0x0022</b> 2 Bytes	<b>Tag = 0x0002</b> 2 Bytes
<b>PROD_ID (t_word)</b> 2 Bytes	

## Tag 3: PROD\_STRING

SD Card product string.

<b>Length</b> 2 Bytes	<b>Tag = 0x0003</b> 2 Bytes
<b>PROD_STRING (p_string)</b> <i>Length - 4 Bytes</i>	

## Tag 4: NUM\_BLOCKS

Number of SD Card 512 byte blocks.

<b>Length = 0x0024</b> 2 Bytes	<b>Tag = 0x0004</b> 2 Bytes
<b>NUM_BLOCKS (t_dword)</b> 4 Bytes	

## Tag 5: ESTIMATED\_LIFE\_SPAN\_PERCENT\_DONE

Consumed value of estimated lifespan for SD-Card in percent (only for supported cards)

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0005</b> 2 Bytes
<b>ESTIMATED_LIFE_SPAN_PERCENT_DONE (t_octet)</b> 1 Byte	

## Tag 6: MANF\_NAME

Manufacturer plain text name (only for supported cards)

<b>Length</b> 2 Bytes	<b>Tag = 0x0006</b> 2 Bytes
<b>MANF_NAME (p_string)</b> <i>Length - 4 Bytes</i>	

## Tag 7: SERIAL\_NO

SD-Card serial number

<b>Length = 0x0024</b> 2 Bytes	<b>Tag = 0x0007</b> 2 Bytes
<b>SERIAL_NO (t_dword)</b> 4 Bytes	

## 2.540 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	
<b>Read</b>	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.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.541 CONF\_SECURITY\_COPROC\_AUTHENTICATE

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b92		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.542 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	

## 2.543 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	

## 2.544 CONF\_SEI\_ENABLE

[API: rcp.connection]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b6d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	user	Enable/disable SEI: 0=off, 1=on	
<b>Write</b>	t_octet	user	Enable/disable SEI: 0=off, 1=on	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		yes	

## 2.545 CONF\_SENSITIVITY\_OBJECT\_BASED\_VCA

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b31		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.546 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	
<b>Read</b>	p_octet	user	
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

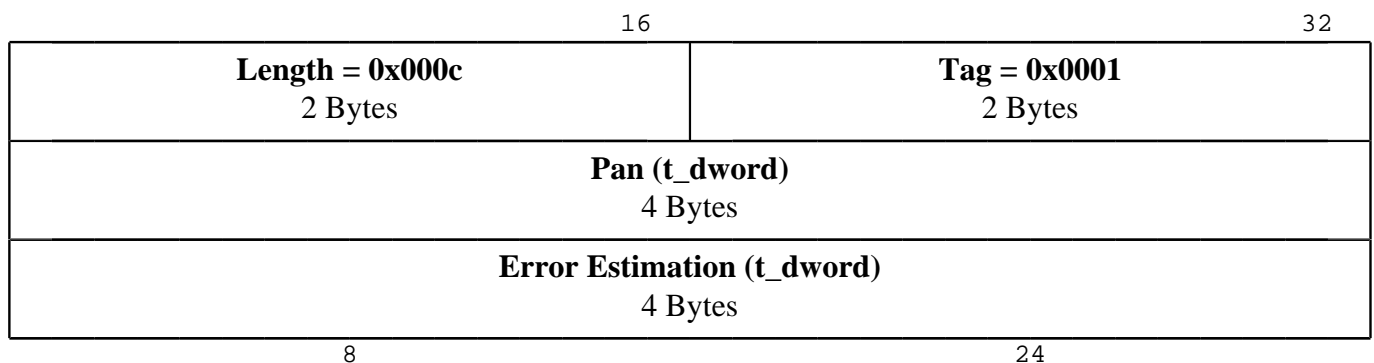
Length of tagged value including length and tag field

#### Tag

Tag specifying the encoding and meaning of the value

## Tag 1: Pan

Pan angle (magnetic sensor present).



## Pan

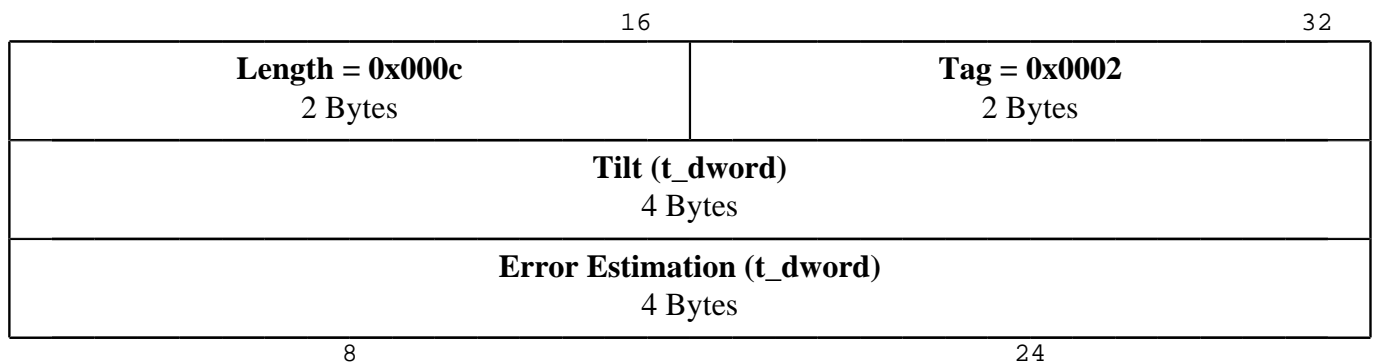
Specifies the pan angle in units of  $(2 \cdot \pi / (2^{32}))$

## Error Estimation

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

## Tag 2: Tilt

Tilt angle (acceleration sensor present).



## Tilt

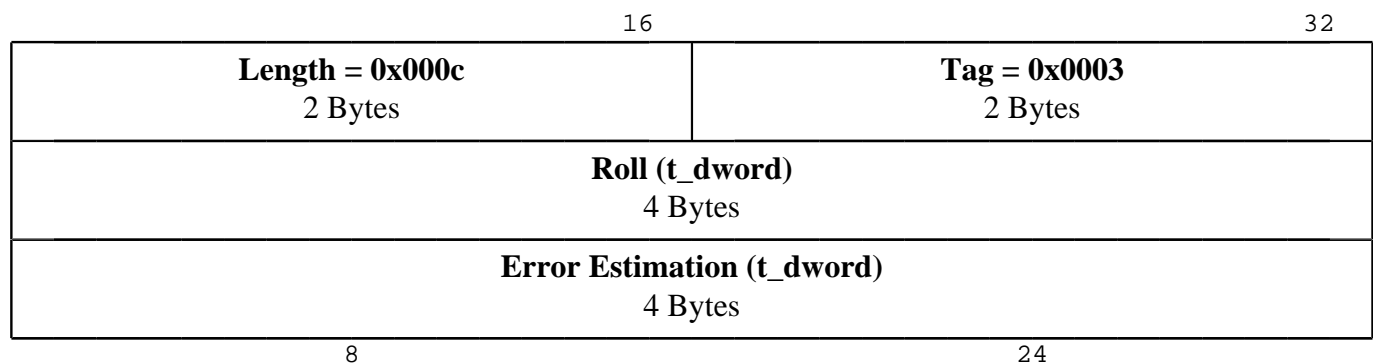
Specifies the tilt angle in units of  $(2 \cdot \pi / (2^{32}))$

## Error Estimation

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

## Tag 3: Roll

Roll angle (acceleration sensor present).



## Roll

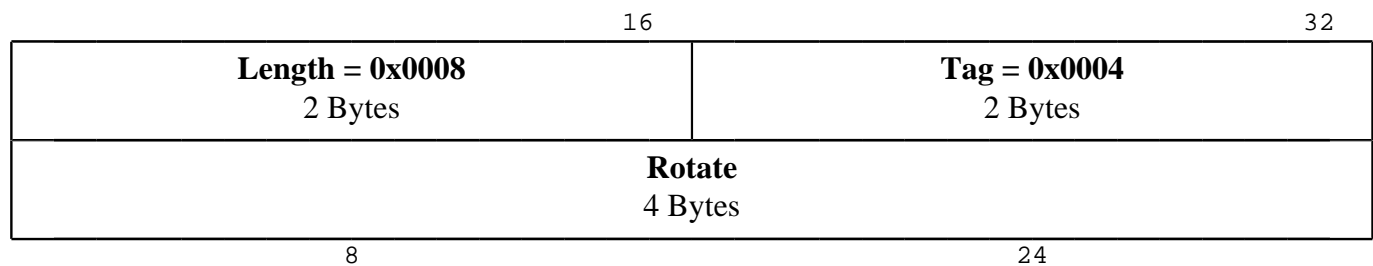
Specifies the roll angle in units of  $(2 \cdot \pi / (2^{32}))$

## Error Estimation

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

## Tag 4: Rotate

Image Sensor rotation is active (if tag is missing an unrotated image has to be assumed).



## Rotate

Specifies the rotate angle in units of  $(2 \cdot \pi / (2^{32}))$ . This value can be added to the roll angle.

Tag 5: Vector

Acceleration vector (acceleration sensor present).

		16	32
<b>Length = 0x0010</b> 2 Bytes		<b>Tag = 0x0005</b> 2 Bytes	
<b>x (t_dword)</b> 4 Bytes			
<b>y (t_dword)</b> 4 Bytes			
<b>z (t_dword)</b> 4 Bytes			
8		24	

**X**  
Accelaration in x direction in milli g

**y**  
Accelaration in y direction in milli g

**Z**  
Accelaration in z direction in milli g

**Note:** Missing tags are to be considered as unknown (e.g., no sensor available)

## 2.547 CONF\_SERIAL\_ACTS\_ACCESS\_RIGHTS

[API: serial port]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b1a		physical port	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Return access rights of ACTS/ OSRD commands which are sent via transparent data.	
<b>Write</b>	t_octet	service	Set access rights of ACTS/OSRD commands which are sent via transparent data.	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

user rights	0	mainly PTZ) (default
service rights	1	change settings

## 2.548 CONF\_SERIAL\_NUMBER

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ae7		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	always_legacy	Returns the serial number of the device. The representation of this serial number is binary octets	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.549 CONF\_SERIAL\_PORT\_APP\_VAL

[API: serial port]

Tag Code	Num Descriptor	Message	SNMP Support
0x01f1	physical port	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_octet	always_legacy	
<b>Write</b>	t_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
pipend 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!)

## 2.550 CONF\_SERIAL\_PORT\_BITS

[API: serial port]

Tag Code		Num Descriptor	Message	SNMP Support
0x027f		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:

seven data bits	7
eight data bits	8

## 2.551 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

## 2.552 CONF\_SERIAL\_PORT\_MODE\_VAL

[API: serial port]

Tag Code		Num Descriptor	Message	SNMP Support
0x0208		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:

port mode RS232	1	
port mode RS422/RS485	2	NOT available in conventional VideoJet

## 2.553 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

## 2.554 CONF\_SERIAL\_PORT\_RATE

[API: serial port]

Tag Code		Num Descriptor	Message	SNMP Support
0x027e		physical port	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Bitrate=300; bitrate=600; bitrate=1200; bitrate=2400; bitrate=4800; bitrate=9600; bitrate=19200	
<b>Write</b>	t_dword	service	Bitrate=300; bitrate=600; bitrate=1200; bitrate=2400; bitrate=4800; bitrate=9600; bitrate=19200	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.555 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

## 2.556 CONF\_SET\_REC\_BUFFER\_SIZE

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ae1		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.557 CONF\_SET\_VIRTUAL\_ALARM\_ID

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b41	virtual alarm number	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_unicode	service	Set virtual alarm with num
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

## 2.558 CONF\_SHIFT\_CALIBRATION\_ELEMENT

[API: calibration]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c82		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	user	4 bytes reserved, 2 bytes shiftx (0x8000 normalized), 2 bytes shifty (0x8000 normalized), calibration element	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.559 CONF\_SIGNALLED\_POE\_CLASS

[API: lldp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ca1		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	service	Read the signalled poe class of the device (incl. power adder); 1: class0, 2: class1, 3: class2, etc. 255: no PoE	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.560 CONF\_SND\_MSS

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a02		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Max tcp send mss for all connections	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.561 CONF\_SNMP\_READ\_COMMUNITY

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b16		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read the community string for snmp read access	
<b>Write</b>	p_string	service	Write the community string for snmp read access	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.562 CONF\_SNMP\_SERVER\_MODE

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c4e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	service	Read the snmp server mode (0=v1 legacy mode; 1=v1; 8=v3; 9=v1+v3)	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.563 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	

## 2.564 CONF\_SNMP\_TRAP\_COMMUNITY

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b18		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read the community string used in snmp traps	
<b>Write</b>	p_string	service	Write the community string used in snmp traps	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.565 CONF\_SNMP\_TRAP\_LIST

[API: snmp]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a11	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	List of commands to be posted as snmp trap. See detailed description.
<b>Write</b>	p_octet	service	List of commands to be posted as snmp trap. See detailed description.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

### Payload Structure

<b>Trap Descriptor [0]</b> (see description)
...
<b>Trap Descriptor [N]</b> (see description)

### Trap Descriptor

	16	32
<b>RCP Msg Code</b> 2 Bytes	<b>Bitmask of Flags</b> 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

## 2.566 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	

## 2.567 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	

## 2.568 CONF\_SNMP\_USER\_PROFILE

[API: snmp]

Tag Code	Num Descriptor	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	
<b>Read</b>	p_octet	service	Read a snmp (non-legacy) mode user profile
<b>Write</b>	p_octet	service	Write a snmp (non-legacy) mode user profile
CPP6/CPP7/CPP7.3			CPP13
Available	yes		no

### Payload Structure

16	32
<b>User Name...</b> 32 Bytes	
<b>User Name</b> [...]	
<b>User Name</b> ...	
<b>Auth Password...</b> 32 Bytes	
<b>Auth Password</b> [...]	
<b>Auth Password</b> ...	
<b>Privacy Password...</b> 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 authentication3

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

## 2.569 CONF\_SNMP\_WRITE\_COMMUNITY

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b17		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read the community string for snmp write access	
<b>Write</b>	p_string	service	Write the community string for snmp write access	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.570 CONF\_SOCKET\_KNOCKER\_DESTINATION

[API: Socket Kocker]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aee	destination number (starting with 1)	no	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Get socket knocker destination and connection configuration. See detailed description for payload structure	
<b>Write</b> p_octet	service	Specify socket knocker destination and connection configuration. See detailed description for payload structure	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b> yes			yes

### Payload Structure

		16	32
<b>Port</b> 2 Bytes		<b>SSL</b> 1 Byte	<b>Number of sockets</b> 1 Byte
<b>Try connect timeout</b> 1 Byte	<b>Reserved</b> 3 Bytes		
<b>URL</b> N Bytes			
8		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).

## 2.571

# CONF\_SOCKET\_KNOCKER\_DESTINATION\_NAME

[API: Socket Kocker]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c83		destination number (starting with 1); see CONF_SOCKET_KNOCKER_DE	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.572 CONF\_SOCKET\_KNOCKER\_MODE

[API: Socket Knocker]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b5c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get mode of the socket knocker: 0=off, 1=on, 2=auto	
<b>Write</b>	t_dword	service	Switch socket knocker on/off: 0=off, 1=on, 2=auto	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.573 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	
<b>Read</b>	p_octet	minimal	Get the current status of the socket knocker. See detailed description for payload structure
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Payload Structure

	16	32
<b>State</b> 1 Byte	<b>Reason</b> 1 Byte	<b>Reserved</b> 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

## 2.574 CONF\_SOFT\_VARIANT\_ID

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bb2		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the soft variant Id if set; (notice: if no soft variant ID is set, the 'original' variantID will be returned)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.575 CONF\_SOFT\_VARIANT\_ID\_OPTIONS

[API: system.settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bb6	None	no	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Get a list of possible soft variant IDs plus the according variant name.	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b> yes		yes	

### Payload Structure

		16	32
<b>Number of variants</b> 1 Byte	<b>Flags</b> 1 Byte	<b>reserved</b> 2 Bytes	
<b>Variant Description [0]</b> (see description)			
...			
<b>Variant Description [</b> <b>Number of variants</b> <b>- 1]</b> (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							
<b>Variant ID</b>															
4 Bytes															
<b>Variant Name (p_string)...</b>															
60 Bytes															
<b>Variant Name</b>															
[...]															
<b>Variant Name</b>															
...															
8								24							

**Note:** If no soft variant IDs are possible, an empty payload will be returned.

## 2.576 CONF\_SOFTWARE\_VERSION

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x002f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string t_dword	always	Read the software version	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.577 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	

## 2.578 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	
<b>Read</b>	p_octet	service	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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).

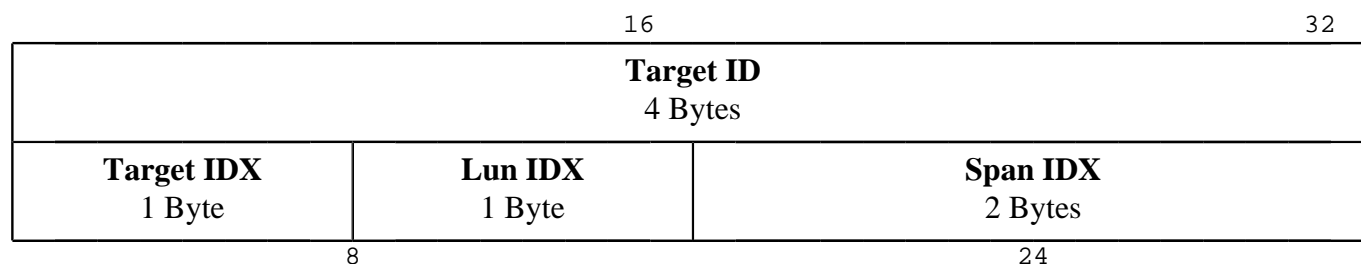
If the device is already recording on spans (a span list is already present on the device), the new list must contain the span addresses, that the unit is currently recording on. The latter information can be obtained by reading the current span address list from the unit and check the corresponding 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

<b>Span Address [0]</b> (see description)
...
<b>Span Address [N]</b> (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.

## 2.579 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	
<b>Read</b>	p_octet	minimal	See detailed description of CONF_SPAN_ADDRESS_LIST	
<b>Write</b>	p_octet	service	See detailed description of CONF_SPAN_ADDRESS_LIST (no need to include mounted spans in list)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.580 CONF\_SPAN\_CERTIFICATES\_LIST

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c11	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	service	Read certificates list from a span, see detailed description
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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		
<b>Target Id</b> 4 Bytes					
<b>Target IdX</b> 1 Byte		<b>LUN</b> 1 Byte		<b>Span IDX</b> 2 Bytes	
<b>Start Time</b> 4 Bytes					
<b>End Time</b> 4 Bytes					
<b>TZ QH</b> 1 Byte		<b>Flags</b> 1 Byte		<b>Reserved</b> 2 Bytes	
<b>List Len</b> 4 Bytes					
<b>Certificate [0]</b> (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.

Certificate

Timestamp 4 Bytes		
TZ QH 1 Byte	Reserved 1 Byte	Length 2 Bytes
Certificate... Length - 8 Bytes		
Certificate ...		

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

## 2.581 CONF\_SPAN\_FILES\_DIR

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0aa1	entry index 1 - 32768	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read the path entry end exported iscsi addr. (gen dll only)
<b>Write</b>	p_octet	service	Set path to span files (gen dll only).
<b>CPP6/ CPP7/ CPP7.3</b>			<b>CPP13</b>
<b>Available</b>	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
<b>Action</b> 4 Bytes	
<b>Reserved...</b> 8 Bytes	
<b>Reserved</b> ...	

<b>Path...</b> N Bytes	
<b>Path</b> ...	
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

16			32
<b>Exported target id</b> 4 Bytes			
<b>Target index</b> 1 Byte	<b>Lun</b> 1 Byte	<b>Reserved</b> 2 Bytes	
<b>Error</b> 4 Bytes			
<b>Path...</b> N Bytes			
<b>Path</b> ...			
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.

## 2.582 CONF\_SPAN\_HDR\_ACCESS

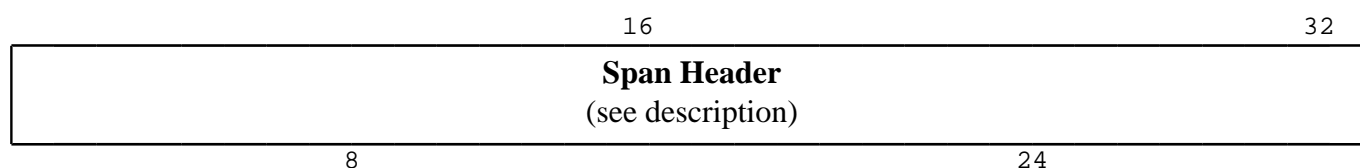
[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09e8	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	service	Access span header information.
<b>Write</b>	p_octet	service	Access span header information.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Num Descriptor Values

LOCK HEADER    0x01  
MANAGER        0x02  
HEADER  
UNIT HEADER    0x03

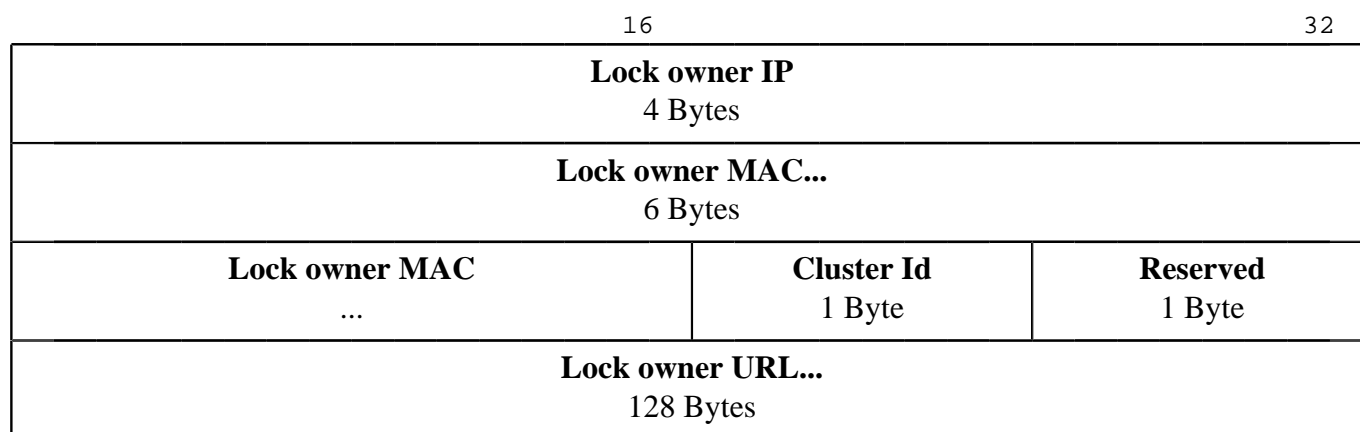
### Payload Structure



### 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)**



<b>Lock owner URL</b> [...]	
<b>Lock owner URL</b> ...	
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	
<b>Manager Header Data...</b> N Bytes			
<b>Manager Header Data</b> ...			
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).

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 ...					

<b>GUID...</b> 32 Bytes	
<b>GUID</b> [...]	
<b>GUID</b> ...	
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.

## 2.583 CONF\_SPAN\_HISTORY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ace	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read span history
<b>Write</b>	p_octet	service	Clear span history or add a span history entry
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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	
<b>cam</b> 2 Bytes	<b>rec idx</b> 2 Bytes		
<b>action</b> 2 Bytes	<b>span count</b> 2 Bytes		
<b>span address [0]</b> (see description)			
...			
<b>span address [ span count - 1]</b> (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 specifie 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**

1632		
Target Id 4 Bytes		
Target IdX 1 Byte	LUN 1 Byte	Span IDX 2 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

## 2.584 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	Read the file info of a span.
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

	16	32
<b>Optional span info flags</b> 4 Bytes		
<b>file info payload...</b> N Bytes		
<b>file info payload</b> ...		
8	24	

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 responsypayload 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

## 2.585 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	

## 2.586 CONF\_SPAN\_PARTITION\_PROP\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a4b		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.587 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	Not supported	
Write	p_octet	service	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 rcv 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 to 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 specially in the case needed, when a device shall return to a target, from that it had retreated earlier 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

1632		
<b>Recording Span...</b> (see description)		
<b>Recording Span</b> ...		
<b>Premounted span...</b> 8 Bytes		
<b>Premounted span</b> ...		
<b>Flags</b> 2 Bytes	<b>Recording</b> 1 Byte	<b>Reserved</b> 1 Byte
8	24	

## Recording Span

1632		
<b>Target id</b> 4 Bytes		
<b>Target idx</b> 1 Byte	<b>Lun</b> 1 Byte	<b>Span idx</b> 2 Bytes
8		24

### Target id

The target id of the span

### Target idx

The target index of the span

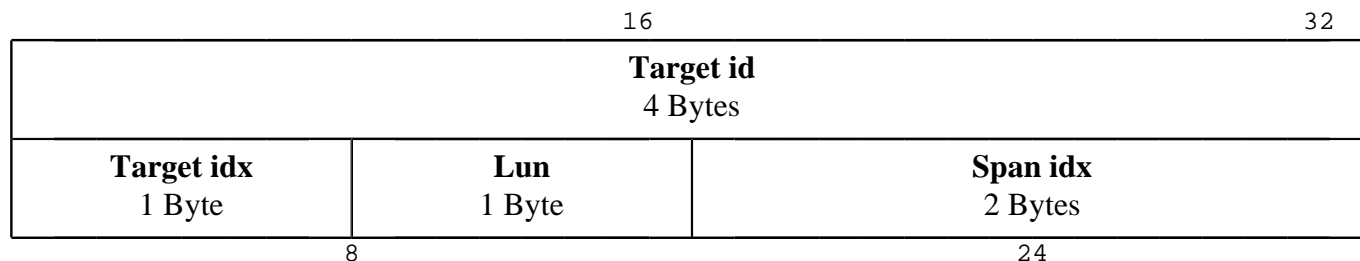
### Lun

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	

## 2.588 CONF\_SPAN\_USE\_STATUS

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x09f8	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	service	Usage status of a span, see detailed description
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Description

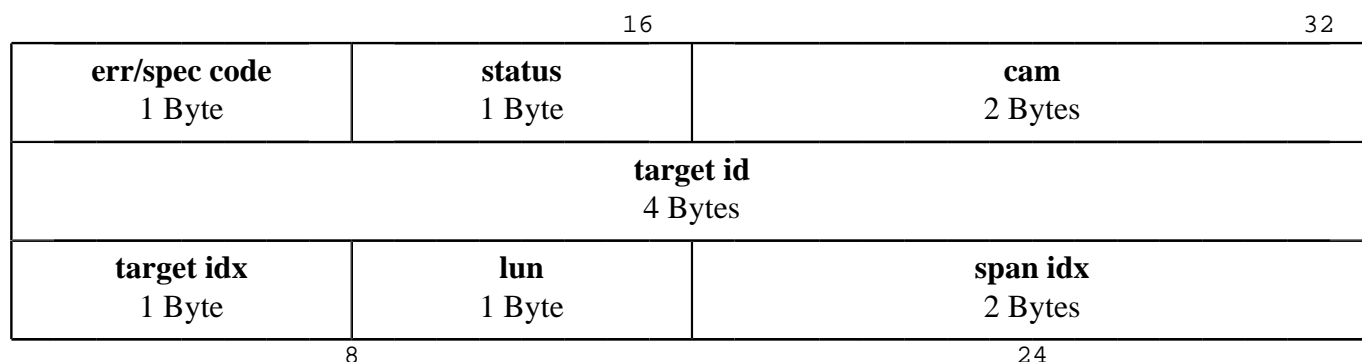
This messages reports the use status of a span for this device and which cammera for primary recording. If a span was opened for a planned recording, this message will be send with status MOUNTED. If the mounting fails status will be ERROR. If a span was closed after recording status will be RELEASE, 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

<b>Use Status Message [0]</b> (see description)
...
<b>Use Status Message [N]</b> (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 rcv message the payload contains always 1 span use status message.



## 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_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

## 2.589 CONF\_SPAN\_USE\_STATUS\_SECONDARY

[API: recording settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a4a		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	service	Span use status of the secondary recording, payload is the same as in command CONF_SPAN_USE_STATUS	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.590 CONF\_STAMP

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c71	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

<b>Region Info [0]</b> (see description)
...
<b>Region Info [N]</b> (see description)

### Region Info

16	32
<b>Stamping Region ID</b> 2 Bytes	<b>Region Payload Length</b> 2 Bytes
<b>Region Payload</b> (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

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

## 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

<b>Tag = 0x0001</b> 2 Bytes	<b>Length = 0x0001</b> 2 Bytes
<b>Visibility (t_octet)</b> 1 Byte	

### Values:

Hidden	0
Visible	1

## Tag 2: Position

<b>Tag = 0x0002</b> 2 Bytes	<b>Length = 0x0003</b> 2 Bytes
<b>Position (p_octet)</b> 3 Bytes	

### Position

	12	24
<b>Position Type</b> 1 Byte	<b>Position X</b> 1 Byte	<b>Position Y</b> 1 Byte
6		18

### 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

<b>Tag = 0x0003</b> 2 Bytes	<b>Length = 0x000</b> 2 Bytes
<b>Text (p_octet)</b> <i>Length</i> Bytes	



## Payload for 'customFontSupport' of command CONF\_ENC\_STAMPING\_PROPERTIES = 'customFontSupported'

		16	32
<b>font mode</b> 1 Byte	<b>reserved</b> 1 Byte	<b>font size in 1/1000 of picture height</b> 2 Bytes	
<b>reserved...</b> 8 Bytes			
<b>reserved</b> ...			
8		24	

### font mode

Normal	0	
Big	1	
Custom	255	custom font size

### Payload for any other case

		16	32
<b>font mode</b> 1 Byte			
8		24	

### font mode

Normal	0
Big	1

## Tag 5: Transparent Background

<b>Tag = 0x0005</b> 2 Bytes	<b>Length = 0x0001</b> 2 Bytes
<b>Transparent Background (t_octet)</b> 1 Byte	

### Values:

No transparent background	0
Transparent background	1

## Tag 6: Color

<b>Tag = 0x0006</b> 2 Bytes	<b>Length = 0x000c</b> 2 Bytes
<b>Color (p_octet)</b> 12 Bytes	

### Color

16				32
<b>Color Mode</b> 1 Byte	<b>Reserved</b> 3 Bytes			
<b>Background - Red</b> 1 Byte	<b>Background - Green</b> 1 Byte	<b>Background - Blue</b> 1 Byte	<b>Reserved</b> 1 Byte	
<b>Text - Red</b> 1 Byte	<b>Text - Green</b> 1 Byte	<b>Text - Blue</b> 1 Byte	<b>Reserved</b> 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

## 2.591 CONF\_STAMP\_ATTR\_ALARM

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0938	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

		16	32
<b>x</b> 1 Byte	<b>y</b> 1 Byte	<b>reserved</b> 2 Bytes	
<b>attributes</b> 4 Bytes			
<b>reserved</b> 2 Bytes		<b>reserved</b> 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=0ff, 1=on (use custom font and background color from payload)

## 2.592 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	
<b>reserved</b> 2 Bytes		<b>bg_luma</b> 1 Byte	<b>bg_chroma</b> 1 Byte
<b>attributes</b> 4 Bytes			
<b>font_luma</b> 1 Byte	<b>font_chroma</b> 1 Byte	<b>flags</b> 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

# 2.593 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	

# 2.594 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	

## 2.595 CONF\_STAMP\_ATTR\_NAME

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0936	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Description

Supported for CPP4, CPP6, CPP7 and CPP7.3. For other platforms use CONF\_STAMP instead.

### Payload Structure

		16	32
<b>x</b> 1 Byte	<b>y</b> 1 Byte	<b>reserved</b> 2 Bytes	
<b>attributes</b> 4 Bytes			
<b>reserved</b> 2 Bytes		<b>flags</b> 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**

	<b>Mask</b>	<b>Name</b>
Bit 3	0x0008	Display only logo
Bit 2	0x0004	Logo position relative to font
Bit 1	0x0002	Enable logo stamping

## 2.596 CONF\_STAMP\_ATTR\_TIME

[API: stamping]

Tag Code	Num Descriptor	Message	SNMP Support
0x0937	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Deprecated! Use CONF_STAMP instead.
<b>Write</b>	p_octet	service	Deprecated! Use CONF_STAMP instead.
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Payload Structure

		16	32
<b>x</b> 1 Byte	<b>y</b> 1 Byte	<b>reserved</b> 2 Bytes	
<b>attributes</b> 4 Bytes			
<b>reserved</b> 2 Bytes		<b>reserved</b> 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)

## 2.597 CONF\_STAMP\_DEC\_FREEZE\_STRING

[API: stamping]

Tag Code		Num Descriptor	Message	SNMP Support
0x092f		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	String displayed on the local monitor if DEC_SHOW_FREEZE is enabled and no vido data is coming in	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.598 CONF\_START\_CLIENT

[API: account]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b20		account info (1...MAX_ACCOUNT)	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.599 CONF\_START\_MULTICAST\_STREAMING

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b8b		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Video streaming on coder (1st coder-> 1st octet, 2nd coder-> 2nd octet....)	
<b>Write</b>	p_octet	service	Enable video streaming on coder. 1st Coder->1 octet, 2nd Coder ->2nd octet....	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.600 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	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.601 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	
<b>Read</b>	t_dword p_octet	minimal	Obsolete, please use CONF_START_RECORD instead	
<b>Write</b>	t_dword p_octet	service	Obsolete, please use CONF_START_RECORD instead	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.602 CONF\_START\_VIPROC\_CONFIG\_EDITING

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a38		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.603 CONF\_STARTPAGE\_BACKGROUND\_URL

[API: browser]

Tag Code		Num Descriptor	Message	SNMP Support
0x028d		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Get the URL of the startpage' background image (max 64 char)	
<b>Write</b>	p_string	service	Set the URL of the startpage' background image (max 64 char)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.604 CONF\_STARTPAGE\_LOGO\_URL

[API: browser]

Tag Code		Num Descriptor	Message	SNMP Support
0x028e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Get the URL of the startpage' OEM logo image (max 64 char)	
<b>Write</b>	p_string	service	Set the URL of the startpage' OEM logo image (max 64 char)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.605

# CONF\_STARTPAGE\_PRESENTATION\_SWITCHES

[API: browser]

Tag Code		Num Descriptor	Message	SNMP Support
0x028f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get switches for HTML startpage presentation (usage is up the the user)	
<b>Write</b>	t_dword	service	Set switches for HTML startpage presentation (usage is up the the user)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.606 CONF\_STATELESS\_IP\_V6\_PREFIX\_LEN

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bc6		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get unit's IPv6 address prefix length (Automatic assigned IP)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.607 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	

## 2.608 CONF\_STATIC\_PRIV\_MSK\_OVERLAY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cd3	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

		16	32
<b>Tag = 0x0000</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>Cross hair (p_octet)</b> <i>Length</i> Bytes			
8	24		

Cross hair

16				32			
<b>Enable</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte
8				24			

Enable

OFF	0
On	1

## 2.609

# 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	
<b>Read</b>	p_octet	minimal	Byte[0] 0: cross hair not supported / 1: basic support of cross hair ; Byte[1-15] reserved;	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.610 CONF\_STATUS\_AUTO\_TRACKER

[API: autotracker]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b86		None	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets current mode of auto tracker. 0=off; 1=idle; 2=seeking; 3=tracking active; 4=tracking passive	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.611 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

## 2.612

# CONF\_STD\_MEDIA\_ENCAPSULATION\_PROTOKOL

[API: alarm connections]

Tag Code		Num Descriptor	Message	SNMP Support
0x0309		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Defines the standard media encapsulation protokol: 1=RTP over UDP, 2=TCP	
<b>Write</b>	t_octet	service	Defines the standard media encapsulation protokol: 1=RTP over UDP, 2=TCP	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.613 CONF\_STOP\_CLIENT

[API: account]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b21	SessionId (see CONF_START_CLIEN	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	-	Unavailable
<b>Write</b>	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

## 2.614 CONF\_STOP\_VIPROC\_CONFIG\_EDITING

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a39		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.615 CONF\_STORAGE\_IO

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a61	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	List the currently running storage io tasks.
<b>Write</b>	p_octet	service	Start or stop a storage io task.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Request Payload Structure

16		32	
<b>Lun Address...</b> (see description)			
<b>Lun Address</b> ...			
<b>Start Burst Size</b> 4 Bytes			
<b>End Burst Size</b> 4 Bytes			
<b>Burst Size Duration</b> 4 Bytes			
<b>Burst Size Increase</b> 4 Bytes			
<b>Maximum Read Rate</b> 4 Bytes			
<b>Maximum Write Rate</b> 4 Bytes			
<b>Repeat</b> 4 Bytes			
<b>Mode</b> 2 Bytes		<b>Flags</b> 2 Bytes	
<b>ID</b> 4 Bytes			
<b>Action</b> 1 Byte	<b>Reserved...</b> 47 Bytes		

<b>Reserved</b> [...]	
<b>Reserved</b> ...	
<b>Reserved</b> ...	
8	24

## Lun Address

16	32
<b>iSCSI IP</b> 4 Bytes	
<b>Target Idx</b> 4 Bytes	
<b>Lun</b> 4 Bytes	
<b>Span Idx</b> 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
<b>Lun Address...</b> 8 Bytes		
<b>Lun Address</b> ...		
<b>Start Burst Size</b> 4 Bytes		
<b>End Burst Size</b> 4 Bytes		
<b>Burst Size Duration</b> 4 Bytes		
<b>Burst Size Increase</b> 4 Bytes		
<b>Maximum Read Rate</b> 4 Bytes		

<b>Maximum Write Rate</b> 4 Bytes		
<b>Repeat</b> 4 Bytes		
<b>Mode</b> 2 Bytes	<b>Flags</b> 2 Bytes	
<b>ID</b> 4 Bytes		
<b>Status</b> 1 Byte	<b>Error</b> 1 Byte	<b>Reserved</b> 2 Bytes
<b>Repeat Count</b> 4 Bytes		
<b>Current Burst Size</b> 4 Bytes		
<b>Current Offset</b> 4 Bytes		
<b>Current Read Datarate</b> 4 Bytes		
<b>Current Write Datarate</b> 4 Bytes		
<b>Read Bytes</b> 4 Bytes		
<b>Write Bytes</b> 4 Bytes		
<b>Read Operations</b> 4 Bytes		
<b>Write Operations</b> 4 Bytes		
<b>Read Errors</b> 4 Bytes		
<b>Write Errors</b> 4 Bytes		

8

24

## Lun Address

	16	32
	<b>iSCSI IP</b> 4 Bytes	
	<b>Target Idx</b> 4 Bytes	
	<b>Lun</b> 4 Bytes	
	<b>Span Idx</b> 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

Bit 0      0x0001      READ 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.

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.

## 2.616 CONF\_STORAGE\_LIST

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a37	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read the device storage list.
<b>Write</b>	p_octet	service	Write the stuff. (, not supported while recording is running)
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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 preformance 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
<b>Storage Type</b> 4 Bytes		
<b>Target ID</b> 4 Bytes		
<b>Target Index</b> 1 Byte	<b>Lun</b> 1 Byte	<b>Rec Region Size</b> 2 Bytes

<b>iSCSI export</b> 1 Byte	<b>Span Manager</b> 1 Byte	<b>Reserved...</b> 4 Bytes	
<b>Reserved</b> ...		<b>Flags</b> 1 Byte	<b>Storage threshold</b> 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 eihier direction.

## Read Payload Structure

16				32			
<b>Storage Type</b> 4 Bytes							
<b>Target ID</b> 4 Bytes							
<b>Target Index</b> 1 Byte	<b>Lun</b> 1 Byte		<b>Fmt Progress</b> 1 Byte		<b>Utilization</b> 1 Byte		
<b>iSCSI export</b> 1 Byte	<b>Span Manager</b> 1 Byte		<b>Mgr Status</b> 1 Byte		<b>Mgr Error</b> 1 Byte		
<b>Mgr Flags</b> 1 Byte	<b>Reserved</b> 1 Byte		<b>Flags</b> 1 Byte		<b>Storage threshold</b> 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) /	0x04
OFFLINE (read payload only)	
ALARM OVERWRITE (msg only) /	0x05
ONLINE (read payload only)	

---

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 eier 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.

## 2.617 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	

## 2.618 CONF\_STORAGE\_MEDIUM\_AVAIL

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x09d4		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.619 CONF\_STORAGE\_MEDIUM\_TYPE

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x09d3		None	no	no
Datatype		Access Level	Description	
Read	t_dword	minimal	Obsolete	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

## 2.620 CONF\_STORAGE\_REPORT

[API: storage]

Tag Code	Num Descriptor	Message	SNMP Support
0x09cf	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get information about the storage device
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

16		32	
Type 1 Byte	Availability 1 Byte	Access Type 1 Byte	IO Error Type 1 Byte
<b>IO Error Count</b> 4 Bytes			
<b>Throughput Read</b> 4 Bytes			
<b>Throughput Write</b> 4 Bytes			
<b>iSCSI Login Connection [0]</b> (see description)			
...			
<b>iSCSI Login Connection [N]</b> (see description)			
8		24	

### Type

None	0x00
RAM Recording	0x03
iSCSI	0x04
USB	0x05

## Availability

## Access Type

## IO Error Type

## IO Error Count

## Throughput Read

## Throughput Write

## iSCSI Login Connection



995

## Error

Indicates the error that happend in that state.

## 2.621 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	

## 2.622 CONF\_STORAGE\_TARGET\_ID

[API: storage]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c09		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the storage target id, if there is no explicite configured (default 0), it returns the device unit ipv4 address	
<b>Write</b>	t_dword	service	Set the storage target id of this device which is an 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	
<b>Available</b>	yes		yes	

## 2.623 CONF\_STRATOCAST\_ONOFF

[API: stratocast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cab		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Switch on or off the automatic start of stratocast service	
<b>Write</b>	f_flag	minimal	Switch on (true) or off (false) the automatic start of stratocast service	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.624 CONF\_STRATOCAST\_REGISTER

[API: stratocast]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0cad	None	no	no
	Datatype	Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.625 CONF\_STRATOCAST\_STATE

[API: stratocast]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cb4		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the actual state of the stratocast connection (0=inactive, 1=connecting, 2=registering, 3=connected)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.626 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

## 2.627 CONF\_STREAM\_PRIORITY

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cb0		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the h26x stream (1..n) which should have high priority. Set to 0 if all encoder should run free	
<b>Write</b>	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	
<b>Available</b>	no		yes	

## 2.628 CONF\_STREAM\_SECURITY\_OPTIONS

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bb9		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.629 CONF\_STREAM\_SECURITY\_V2

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bb8		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.630

# CONF\_STREAMING\_GATEWAY\_ACTIVE\_LINES

[API: streaming gateway]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b25		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the number of configured streaming gateway lines	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		no	no	

## 2.631 CONF\_STREAMING\_GATEWAY\_CONFIG

[API: streaming gateway]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b24	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read streaming gateway configuration, see detailed description
<b>Write</b>	p_octet	service	Write streaming gateway configuration, see detailed description
CPP6/ CPP7/ CPP7.3			CPP13
<b>Available</b>	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

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]			

...	
Tag-Structure [N]	
8	24

## 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.

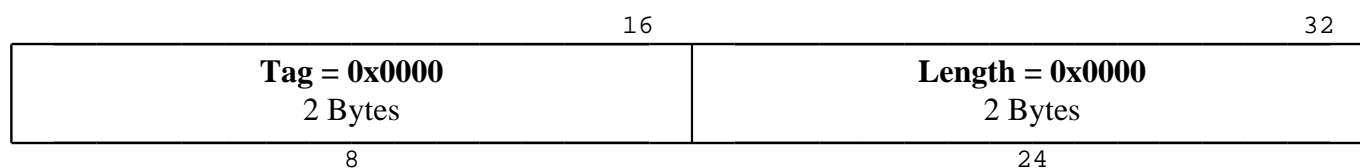
## Length

Length of tagged value without length and tag field

## Tag

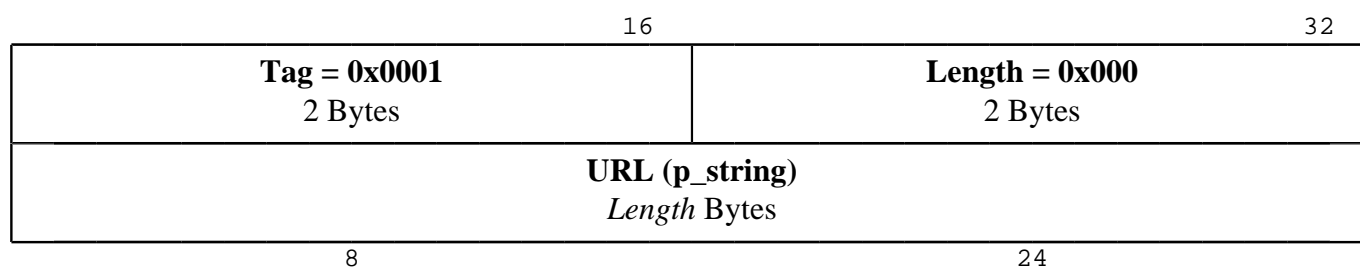
Tag specifying the encoding and meaning of the value

### 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



## Stream

<b>Tag = 0x0002</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>Stream (p_octet)</b> <i>Length</i> Bytes			

16		32
<b>Remote camera line</b> 2 Bytes	<b>Remote camera stream</b> 1 Byte	<b>Reserved</b> 1 Byte
8	24	

In network order

see detailed description for camera token

<b>Tag = 0x0003</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>Camera token (p_octet)</b> <i>Length</i> Bytes			

see detailed description for profile token

<b>Tag = 0x0004</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>Profile token (p_octet)</b> <i>Length</i> Bytes			

## 2.632 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	

## 2.633 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 on 1  
set multicast streaming mode mpeg2 to on 2  
set multicast streaming mode                    3  
mpeg4+mpeg2 to on

## 2.634 CONF\_SUBNET

[API: ethernet]

Tag Code	Num Descriptor	Message	SNMP Support
0x0002	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	Read the unit's subnet
<b>Write</b>	t_dword	service	Set the unit's subnet
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Num Descriptor Values

Default	0	
Primary IP Subnet	1	
Auto IP Subnet	2	read direction

## 2.635 CONF\_SUBNET\_STR

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x007d		yes	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the subnet mask using string notation (xxx.xxx.xxx.xxx)	
<b>Write</b>	p_string	service	Set the subnet mask using string notation (xxx.xxx.xxx.xxx)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Num Descriptor Values

Default	0	
Primary IP Subnet	1	
Auto IP Subnet	2	read direction

## 2.636 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	

## 2.637 CONF\_SYSCONTACT

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x00ba		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the system contact required in SNMP	
<b>Write</b>	p_string	service	Write the system contact required in SNMP	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.638 CONF\_SYSLOCATION

[API: snmp]

Tag Code		Num Descriptor	Message	SNMP Support
0x00bb		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Read the system location required in SNMP	
<b>Write</b>	p_string	service	Write the system location required in SNMP	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.639 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	

## 2.640 CONF\_SYSLOG\_LOG\_LEVEL

[API: syslog]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c5e		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.641 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	
<b>Read</b>	-	Unavailable	
<b>Write</b>	p_string	service	Write a message string to the SYSLOG system
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

## 2.642 CONF\_SYSLOG\_PORT

[API: syslog]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c69		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Reads the SYSLOG host network port	
<b>Write</b>	t_word	service	Set the SYSLOG host network port	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.643 CONF\_SYSLOG\_PROTOCOL

[API: syslog]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c5f		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Get the SYSLOG server protocol (0 = UDP, 1=TCP, 2=TLS)	
<b>Write</b>	t_octet	service	Set the SYSLOG server protocol (0 = UDP, 1=TCP, 2=TLS)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.644 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	
<b>Read</b>	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).	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.645 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) Length - 4 Bytes	

## 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.

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0003</b> 2 Bytes
<b>CORE_IDX (t_octet)</b> 1 Byte	

### Tag 5: IDLE\_PERC

Idle value for this core in percent

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0005</b> 2 Bytes
<b>IDLE_PERC (t_octet)</b> 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

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0006</b> 2 Bytes
<b>ENC_PERC (t_octet)</b> 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

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0007</b> 2 Bytes
<b>VCA_PERC (t_octet)</b> 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.

<b>Length</b> 2 Bytes	<b>Tag = 0x0002</b> 2 Bytes
<b>RECORDER_N (p_octet)</b> <i>Length - 4 Bytes</i>	

## RECORDER\_N

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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.

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0004</b> 2 Bytes
<b>REC_IDX (t_octet)</b> 1 Byte	

### Tag 8: RECORDING\_LOAD\_PERC

Current load of a local recording media in percent

<b>Length = 0x0021</b> 2 Bytes	<b>Tag = 0x0008</b> 2 Bytes
<b>RECORDING_LOAD_PERC (t_octet)</b> 1 Byte	

## Tag 9: RECORDING\_MEDIA\_STATUS

Current status of a local recording media

<b>Length = 0x0024</b> 2 Bytes	<b>Tag = 0x0009</b> 2 Bytes
<b>RECORDING_MEDIA_STATUS (t_dword)</b> 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

## 2.646 CONF\_SYSTEM\_OS\_VERSION

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d03		None	no	no
Datatype		Access Level	Description	
Read	p_string	service	Get the S&ST OS Version	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	no		yes	

# 2.647 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	

## 2.648 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	

### 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

<b>target id resolve rule [0]</b> (see description)
...
<b>target id resolve rule [N]</b> (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	
<b>target id range start</b> 4 Bytes			
<b>target id range end</b> 4 Bytes			
<b>index</b> 2 Bytes		<b>priority</b> 1 Byte	<b>type</b> 1 Byte
<b>reserved</b> 4 Bytes			
<b>type specific parameter... (optional)</b> (see description)			
<b>type specific parameter</b> [...]			
<b>type specific parameter</b> ...			
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' payload for 'type' = 'ISCSI Server' (0x02)**

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.

## 2.649 CONF\_TCP\_BANDWIDTH\_CHECK

[API: transcoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b64		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get tcp bandwith check max duration in ms, sessionID to address session based params	
<b>Write</b>	t_dword	service	Set tcp bandwith check max duration in ms, sessionID to address session based params	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

## 2.650 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	

## 2.651 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	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	no		no	

## 2.652 CONF\_TCP\_RATE\_CONTROL

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b4c		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Enables/disables tcp rate control	
<b>Write</b>	t_dword	service	Enables/disables tcp rate control	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.653 CONF\_TELNET\_PORT

[API: debug]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a18		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Get the local Telnet TCP port number	
<b>Write</b>	t_word	service	Set the local Telnet TCP port number	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.654 CONF\_TEMP\_SENS

[API: system.status]

Tag Code		Num Descriptor	Message	SNMP Support
0x09c5		temperature sensor	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	user	Value of the temperature sensor in tenths of degrees Celsius, specified by numdes, in case of negative temperature, the value wraps as 32 bit DWORD and needs to be casted to int	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.655 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	
<b>Read</b>	t_octet p_string	minimal	Read the hours	
<b>Write</b>	t_octet p_string	service	Set the hours, not supported while recording is running or configured to active	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.656 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	
<b>Read</b>	t_octet p_string	minimal	Read the minutes	
<b>Write</b>	t_octet p_string	service	Set the minutes, not supported while recording is running or configured to active	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.657 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	

## 2.658 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	
<b>Read</b>	t_octet p_string	minimal	Read the seconds	
<b>Write</b>	t_octet p_string	service	Set the seconds, not supported while recording is running or configured to active	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

# 2.659 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	

## 2.660 CONF\_TIME\_STAMP\_VAL

[API: stamping]

Tag Code		Num Descriptor	Message	SNMP Support
0x0085		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Deprecated! Use CONF_STAMP instead.	
<b>Write</b>	t_octet	user	Deprecated! Use CONF_STAMP instead.	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.661 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	

## 2.662 CONF\_TPPP\_PORT

[API: serial port]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ca8		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Gets the port of the third party protocol proxy (0 means off)	
<b>Write</b>	t_word	service	Sets the port of the third party protocol proxy (0 means off)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.663 CONF\_TRAFFIC\_SHAPER\_LIMIT

[API: ethernet]

Tag Code		Num Descriptor	Message	SNMP Support
0x0d16		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Set the network traffic shaper to a limit value of x KBit/s; 0=Limiter off	
<b>Write</b>	t_dword	service	Set the network traffic shaper to a limit value of x KBit/s; 0=Limiter off	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.664 CONF\_TRANSCODER\_CAPABILITIES

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c0d		None	no	no
Datatype		Access Level	Description	
Read	p_octet	minimal	Returns capabilities of a transcoder device in a tagged format	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available		no	no	

### Payload Structure

<b>Number of tagged elements</b> 4 Bytes
<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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: TC\_TAG\_MAX\_INPUT\_RESOLUTION

maximum transcoder input resolution

16		32	
<b>Tag = 0x0001</b> 2 Bytes		<b>Length = 0x0008</b> 2 Bytes	
<b>Width (t_dword)</b> 4 Bytes			
<b>Height (t_dword)</b> 4 Bytes			
8		24	

## Tag 2: TC\_TAG\_MAX\_SUBVIEWS

maximum transcoder subviews

16		32	
<b>Tag = 0x0002</b> 2 Bytes		<b>Length = 0x0001</b> 2 Bytes	
<b>TC_TAG_MAX_SUBVIEWS (t_octet)</b> 1 Byte			
8		24	

## 2.665 CONF\_TRANSCODER\_INFORMATION

[API: rcv.connection]

Tag Code	Num Descriptor	Message	SNMP Support
0xd060	None	no	no
Datatype	Access Level	Description	
Read	p_octet	live	
Write	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
Available	no	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 1: Transcoder state

16	32
<b>Tag = 0x0001</b> 2 Bytes	<b>Length = 0x0002</b> 2 Bytes
<b>Transcoder state (t_word)</b> 2 Bytes	
8	24

Not present      0  
 Connected        1

## Tag 2: Version

		16	32
<b>Tag = 0x0002</b> 2 Bytes		<b>Length = 0x000</b> 2 Bytes	
<b>Version (p_string)</b> <i>Length</i> Bytes			
8		24	

## Tag 3: Number of sessions total

		16	32
<b>Tag = 0x0003</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Number of sessions total (t_word)</b> 2 Bytes			
		8	24

## Tag 4: Number of sessions local

		16	32
<b>Tag = 0x0004</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Number of sessions local (t_word)</b> 2 Bytes			
		8	24

## Tag 5: Number of sessions dedicated

		16	32
<b>Tag = 0x0005</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Number of sessions dedicated (t_word)</b> 2 Bytes			
		8	24

## Tag 6: Sessions in use total

16		32	
<b>Tag = 0x0006</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Sessions in use total (t_word)</b> 2 Bytes			
8		24	

## Tag 7: Sessions in use local

16		32	
<b>Tag = 0x0007</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Sessions in use local (t_word)</b> 2 Bytes			
8		24	

## Tag 8: Sessions in use dedicated

16		32	
<b>Tag = 0x0008</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Sessions in use dedicated (t_word)</b> 2 Bytes			
8		24	

## Tag 9: Session in use local by other VRM

16		32	
<b>Tag = 0x0009</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Session in use local by other VRM (t_word)</b> 2 Bytes			
8		24	

## Tag 10: Sessions available total

16		32	
<b>Tag = 0x000a</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Sessions available total (t_word)</b> 2 Bytes			
8		24	

## Tag 11: Sessions available local

<div> <div> <div>16</div> <div>32</div> </div> <div> <div> <div>Tag = 0x000b</div> <div>2 Bytes</div> </div> <div> <div>Length = 0x0002</div> <div>2 Bytes</div> </div> </div> </div>	
<div> <div>Sessions available local (t_word)</div> <div>2 Bytes</div> </div>	
8	24

## Tag 12: Sessions available dedicated

<div> <div> <div>16</div> <div>32</div> </div> <div> <div> <div>Tag = 0x000c</div> <div>2 Bytes</div> </div> <div> <div>Length = 0x0002</div> <div>2 Bytes</div> </div> </div> </div>	
<div> <div>Sessions available dedicated (t_word)</div> <div>2 Bytes</div> </div>	
8	24

## Tag 13: Sessions offline

<b>Tag = 0x000d</b> 2 Bytes		<b>Length = 0x0002</b> 2 Bytes	
<b>Sessions offline (t_word)</b> 2 Bytes			

## 2.666 CONF\_TRANSPARENT\_DATA\_OVER\_IP

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0af2		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.667 CONF\_UNIT\_ID

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0025		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Read the unit ID	
<b>Write</b>	p_unicode	service	Set unit ID (max 31 unicode character + null delimiter)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.668 CONF\_UNIT\_NAME

[API: system.settings]

Tag Code		Num Descriptor	Message	SNMP Support
0x0024		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	always_legacy	Read the unit name	
<b>Write</b>	p_unicode	service	Set unit name (max 31 unicode character + null delimiter)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.669

# CONF\_UNSOLICITED\_AUTODETECT\_REPLY\_TIME

[API: rcv.discovery]

Tag Code		Num Descriptor	Message	SNMP Support
0x0957		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	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)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

# 2.670 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	

## 2.671 CONF\_UPLOAD\_HISTORY

[API: system.status]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b44	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>Upload History Header...</b> (see description)	
<b>Upload History Header</b> ...	
<b>Upload History Entry [0] ...</b> (see description)	
<b>Upload History Entry</b> ...	
<b>Upload History Entry</b> ...	
8	24

## Upload History Header

16		32	
<b>Upload Started Count</b> 2 Bytes		<b>Upload Success Count</b> 2 Bytes	
<b>Upload Failed Count</b> 2 Bytes		<b>Latest Entry</b> 1 Byte	<b>Reserved</b> 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	
<b>Firmware Version</b> 4 Bytes			
<b>Upload Start Time</b> 4 Bytes			
<b>Upload File Type</b> 1 Byte	<b>Upload Error Code</b> 1 Byte	<b>Flags</b> 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.

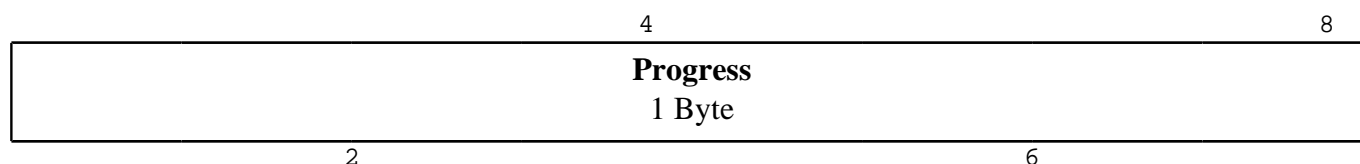
**Note:** For a successful upload, all defined bits should be set, except for the UPLOAD\_FAILED bit.

## 2.672 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

## 2.673 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	
<b>Read</b>	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))	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

## 2.674 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	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	no		no	

## 2.675 CONF\_USER\_AUTH\_MODE

[API: user management]

Tag Code	Num Descriptor	Message	SNMP Support
0x0be3	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	live	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Description

Command CONF\_USER\_AUTH\_MODE allows to query or enable/disable user authentication modes.

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### Tag-Structure

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

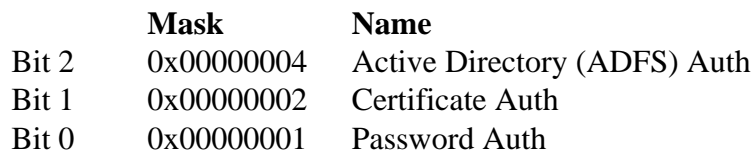
### Length

Length of tagged value including length and tag field

### Tag

Tag specifying the encoding and meaning of the value

## tag specifying the encoding and meaning of the value



## 2.676 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	

## 2.677 CONF\_VCA\_BRIGHTNESS\_INFO

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c25		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Luminance (1..255), the value 0 means N/A	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.678 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

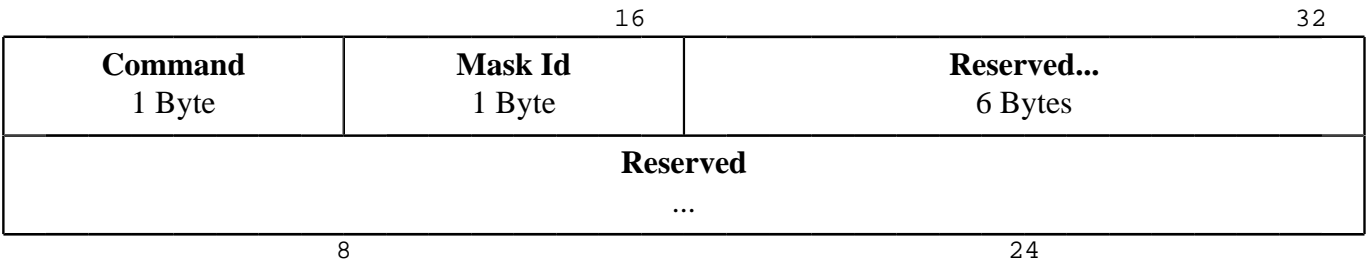
### Tag

Tag specifying the encoding and meaning of the value

### Tag 0: vca mask dome ptz

16		32
<b>Length</b> 2 Bytes	<b>Tag = 0x0000</b> 2 Bytes	
<b>vca mask dome ptz (p_octet)</b> <i>Length - 4 Bytes</i>		
8	24	

**vca mask dome ptz**



**Command**

MoveDomeToDefinedPos    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

## 2.679 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	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
8		24	

### 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

## 2.680 CONF\_VCA\_MSK\_POLY

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0c6e	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	iva	Configure polygon VCA mask (aka 'virtual mask')
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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

<b>Length</b> 2 Bytes	<b>Tag = 0x0002</b> 2 Bytes
<b>Polygon description (p_octet)</b> <i>Length - 4 Bytes</i>	

## Polygon description

		16	32
<b>Enable</b> 1 Byte	<b>Id</b> 1 Byte	<b>Number Of Vertices</b> 1 Byte	<b>Reserved...</b> 5 Bytes
<b>Reserved</b> ...			
<b>Vertex [0]</b> (see description)			
...			
<b>Vertex [</b> <b>Number Of Vertices</b> <b>- 1]</b> (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

		16	32
<b>X</b> 2 Bytes	<b>Y</b> 2 Bytes		
8	24		

## X

X Coordinate      0 - 32678

## Y

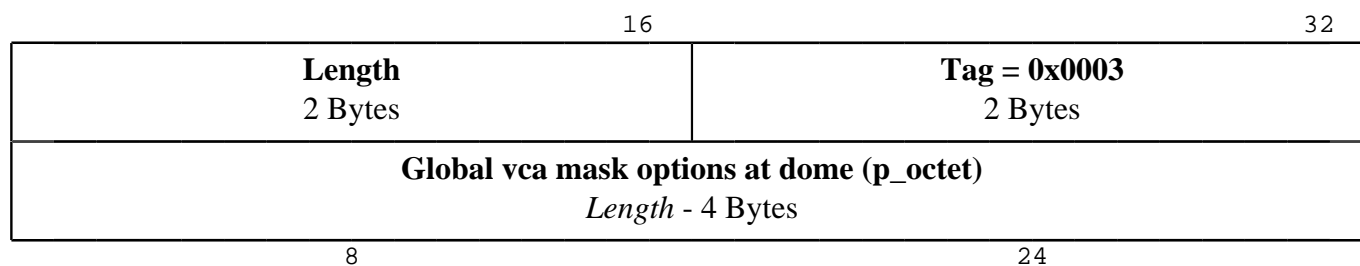
Y Coordinate      0 - 32768

Coordinate system for vca masking:

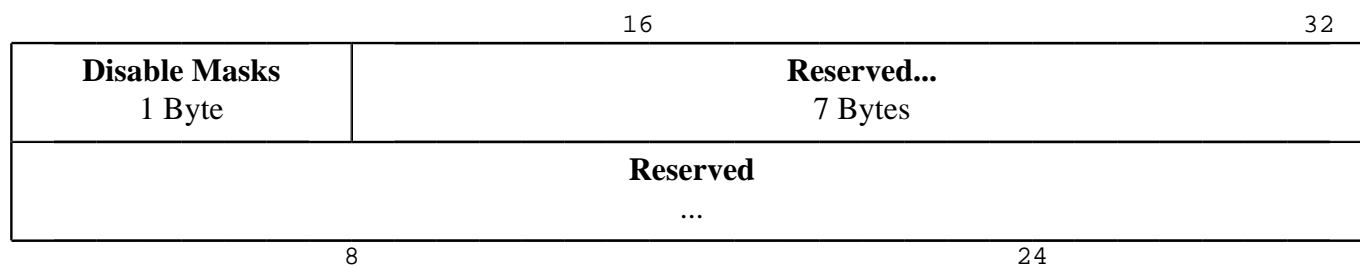
Upper left edge : (0,0)

Lower right edge: (32768,32768)

### Tag 3: Global vca mask options at dome



### Global vca mask options at dome



Use CONF\_VCA\_MSK\_OPTIONS to query if supported ( Byte[7] rcp vca mask support @ dome )

### Disable Masks

Do not change      0  
Disable Masks      1

## 2.681 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	

## 2.682 CONF\_VCA\_OUTPUT\_FORMAT

[API: vipro]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ca7	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		yes

### Payload Structure

	16	32
<b>Image Width</b>		
4 Bytes		
<b>Image Height</b>		
4 Bytes		
8	24	

## 2.683 CONF\_VCA\_SHAPES

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bc8		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	live	SessionID references the transcoder session; enable vca shape overlay	
<b>Write</b>	t_dword	live	SessionID references the transcoder session; enable vca shape overlay;	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		yes	

## 2.684 CONF\_VCA\_SUGGESTED\_FIREMASK

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c31		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Get suggested fire mask from algorithm (payload beyond the scope of this document)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.685 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	

## 2.686 CONF\_VCD\_OPERATOR\_PARAMS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a1b		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Read parametrization of vcd operator which corresponds to line <num>	
<b>Write</b>	p_octet	iva	Configures the vcd manager. if configuration fails an error is returned.	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.687

# CONF\_VID\_H264\_ENC\_BASE\_OPERATION\_MODE\_CAPS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0af9	video line	no	no
Datatype	Access Level	Description	
<b>Read</b> 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.	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

## Payload Structure

16	32
<b>Number of streams</b> 4 Bytes	
<b>Mode Combination [0]</b> (see description)	
...	
<b>Mode Combination [N]</b> (see description)	
8	24

## Mode Combination

<b>Mode [0]</b> 4 Bytes
...
<b>Mode [</b> <b>Number of streams</b> <b>- 1]</b> 4 Bytes



## Mode

See 'Stream Operation Mode' of command 'CONF\_VIDEO\_H264\_ENC\_BASE\_OPERATION\_MODE' for details.

## 2.688 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	

# 2.689 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	

## 2.690 CONF\_VID\_IN\_SATURATION

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x092c		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the saturation value (0-255)	
<b>Write</b>	t_octet	service	Sets the saturation value (0-255)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.691 CONF\_VIDEO\_ALARM\_STATE

[API: alarm]

Tag Code		Num Descriptor	Message	SNMP Support
0x01c2		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	0=video alarm is off; 1=video alarm is on (no video signal detected at video input)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.692 CONF\_VIDEO\_BITRATE\_AVERAGING\_PERIOD

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0622		profile preset	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the (maximum) period in seconds for bitrate averaging (0=no bitrate averaging)	
<b>Write</b>	t_dword	service	Sets the (maximum) period in seconds for bitrate averaging (0=no bitrate averaging)	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.693 CONF\_VIDEO\_CURRENT\_PARAMS\_CODNBR

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0982		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get the current profile preset number for the specified encoder (NumDesc)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.694 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	
<b>Read</b>	t_octet	minimal	Max. number of reference frames used by a P-slices in H.26x streams with 0 = unrestricted	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.695 CONF\_VIDEO\_ENC\_PRIO

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a81		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Reads the video encoder priorisation 0:= no, 1:=h26x, 2:=jpeg, 3:=h26x_2nd stream	
<b>Write</b>	t_dword	service	Writes the video encoder priorisation 0:=no, 1:=h26x, 2:=jpeg, 3:=h26x_2nd stream	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.696 CONF\_VIDEO\_ENC\_STREAMING

[API: multicast]

Tag Code		Num Descriptor	Message	SNMP Support
0x099a		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Video streaming on coder (video encoder n: coderbits=1<<(n-1))	
<b>Write</b>	t_dword	service	Enables video streaming on coder (video encoder n: coderbits=1<<(n-1))	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.697 CONF\_VIDEO\_ENC\_TEMP\_QUANT\_ADJ

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0626	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Get temporary encoding quality adjustment see
<b>Write</b>	p_octet	live	Temporary encoding quality adjustmens see
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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
<b>En</b> 1 Bit	<b>DeltaQp</b> 7 Bits	<b>Reserved</b> 3 Bytes	
<b>Left</b> 2 Bytes		<b>Right</b> 2 Bytes	
<b>Top</b> 2 Bytes		<b>Bottom</b> 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

## 2.698 CONF\_VIDEO\_ENCODER\_ENCODED\_BYTES

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0af6		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Get encoded bytes (32 Bit Counter) since bootup. Only supported for h.264 and Jpeg encoder.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.699 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	

## 2.700 CONF\_VIDEO\_ENCODER\_STATUS\_EXT

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a90		video coder	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.701

# 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	
<b>Read</b>	p_octet	always_legacy	Get the base operation mode of the h.264 encoders per line. First DWORD stream 1, second DWORD stream 2...
<b>Write</b>	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	
<b>Available</b>	yes	no	

## Payload Structure

<b>Stream Operation Mode [0]</b> 4 Bytes
...
<b>Stream Operation Mode [N]</b> 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

**Note:** Only a few legacy IDs are listed above. Query the full set of supported Stream Operation Modes and their meaning for a specific video input format of a camera via CONF\_H264\_ENC\_BASE\_OP\_MODE\_CAPS\_VERBOSE (IDs are not guaranteed to have the same meaning across different video input modes and camera models in the future). Bit 24 signals that width and height need to be exchanged (picture is rotated by 90 degrees).

## 2.702 CONF\_VIDEO\_H264\_ENC\_CONFIG

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ad2		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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...	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.703 CONF\_VIDEO\_H264\_ENC\_CONFIG\_BULK

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ad9		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.704 CONF\_VIDEO\_H264\_ENC\_CONFIG\_DEFAULTS

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b4d		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.705 CONF\_VIDEO\_H264\_ENC\_CURRENT\_PROFILE

[API: encoder]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ad4		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Returns the current active profile number for the h.264 streams (first DWORD: stream 1, second DWORD: stream 2...)	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.706 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	

## 2.707 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	

## 2.708 CONF\_VIDEO\_INPUT\_FORMAT\_EX

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b10	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	always_legacy	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	yes	

### Payload Structure

16		32	
<b>Video Format Mode</b> 1 Byte	<b>Video Format Id</b> 1 Byte	<b>Video Format Image Orientation</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Rotation Low Byte</b> 1 Byte	<b>Rotation High Byte</b> 1 Byte	<b>Rotation Mode</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 1 Byte	<b>Reserved</b> 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

## 2.709 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	minimal	Obsolete to be removed	
Write	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
Available	yes		yes	

## 2.710 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	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes		yes

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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)

16		32
<b>Length</b> 2 Bytes	<b>Tag = 0x0000</b> 2 Bytes	
<b>Basic verbose of CONF_VIDEO_INPUT_FORMAT_EX (p_octet)</b> <i>Length - 4 Bytes</i>		
8	24	

## Basic verbose of CONF\_VIDEO\_INPUT\_FORMAT\_EX

		16	32
<b>Id</b> 1 Byte	<b>Flags</b> 1 Byte	<b>Rotation Options</b> 1 Byte	<b>Reserved</b> 1 Byte
<b>Width</b> 4 Bytes			
<b>Height</b> 4 Bytes			
<b>Framerate In mHz</b> 4 Bytes			
<b>Min Framerate In mHz (optional)</b> 4 Bytes			
8		24	

### 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 5	0x20	HDR-X Mode	Defines if mode is a HDR-X mode
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.
<b>Combined Values</b>			
	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

## 2.711 CONF\_VIDEO\_LINE\_DEWARPING\_MODE

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bf6		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>		yes	yes	

## 2.712

# 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	
<b>Read</b>	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	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.713 CONF\_VIDEO\_LINE\_DUO

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ca9		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Duo line support (0=off, 1=on), use CONF_DEVICE_CAPABILITIES tag 41 to detect support	
<b>Write</b>	t_dword	service	Duo line support (0=off, 1=on), use CONF_DEVICE_CAPABILITIES tag 41 to detect support	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		yes	

## 2.714 CONF\_VIDEO\_OUT\_CROPPING

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x070c		output line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Enable cropping at video output if the aspect ratio of the incoming video doesn't fit	
<b>Write</b>	t_octet	service	Enable cropping at video output if the aspect ratio of the incoming video doesn't fit	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	no		no	

## 2.715 CONF\_VIDEO\_OUT\_DISPLAY\_FORMAT

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x070a	output line	no	no
Datatype	Access Level	Description	
<b>Read</b>	t_word	minimal	(analog) display format:
<b>Write</b>	t_word	service	(analog) display format.
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	no	no	

### Read Payload Structure

	8		16
<b>flags</b>		<b>flags2</b>	
1 Byte		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
<b>flags</b>		<b>flags2</b>	
1 Byte		1 Byte	
4		12	

## flags

AUTO/ ANAMORPH	0
4:3	1
ANAMORPH 16:9	2

## flags2

crop	2
------	---

## 2.716 CONF\_VIDEO\_OUT\_MONITOR\_SPEC

[API: decoder/videoout]

Tag Code	Num Descriptor	Message	SNMP Support
0x0708	output line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read active monitor specification of a video out line
<b>Write</b>	p_octet	service	Override default monitor timing spec
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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.

## 2.717 CONF\_VIDEO\_OUT\_STANDARD

[API: decoder/videoout]

Tag Code		Num Descriptor	Message	SNMP Support
0x0700		output line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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	
<b>Write</b>	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	
<b>Available</b>		no	no	

# 2.718 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	

## 2.719 CONF\_VIDEO\_OVER\_SSL

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b65		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	user	Returns if video over ssl is supported or not	
<b>Write</b>	t_dword	user	Enables/disables video over ssl	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>		yes	yes	

### Values:

disabled	0
enabled	1

## 2.720 CONF\_VIDEO\_QUALITY

[API: encoder]

	Tag Code	Num Descriptor	Message	SNMP Support
	0x0a82	profile preset	no	no
	Datatype	Access Level	Description	
<b>Read</b>	t_dword	minimal	Gets the video quality for a selected preset (0=auto, 1(worst)..100(best))	
<b>Write</b>	t_dword	service	Sets the video quality for a selected preset (0=auto, 1(worst)..100(best))	
	CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes		yes	

## 2.721 CONF\_VIDEO\_RECOVERY

[API: recording settings]

Tag Code	Num Descriptor	Message	SNMP Support
0x0d04	None	yes	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	service	Recover video from a damaged span, see detailed description	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	no	no	

### Description

This command is used to recover video data from VDP packets on a damaged span and convert it to an MP4 file. During recovery, all data but the VDP packets are ignored. Client ID, session ID, and numeric descriptor ID in the RCP header are not used. The payload contains all relevant information as a tag structure. This command is only supported on Windows.

### Payload Structure

<b>Tag-Structure [0]</b>
...
<b>Tag-Structure [N]</b>

### 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: Subject

Request or event for which this command is sent.

16		32
<b>Length = 0x0022</b> 2 Bytes		<b>Tag = 0x0001</b> 2 Bytes
<b>Subject (t_word)</b> 2 Bytes		
8	24	

Start	1	Sent in a request to start video recovery. The payload must contain the 'source' tag and can optionally contain the 'destination' tag. If no destination tag is sent, a default filename is used. The response will contain the 'started' subject and the 'thread ID' tag.
Started	2	Sent in a response to the 'start' subject to indicate that video recovery has been started. The payload contains the 'thread ID' tag.
Progress	3	Sent in a message to indicate the progress of video recovery. The payload contains the 'thread ID' and 'percentage' tags.
Finished	4	Sent in a message to indicate that video recovery has finished. The payload also contains the 'thread ID' tag.
Stop	5	Sent in a request to stop a video recovery thread. The payload must contain the 'thread ID' tag. The response will contain the 'stopped' subject and the 'thread ID' tag.
Stopped	6	Sent in a response to the 'stop' subject or in a message to indicate that the video recovery thread has been stopped. The payload contains the 'thread ID' tag.

## Tag 2: Source

Source span from which video data is recovered. Sent with the 'start' subject.

16		32
<b>Length = 0x000c</b> 2 Bytes		<b>Tag = 0x0002</b> 2 Bytes
<b>Target ID (t_dword)</b> 4 Bytes		
8	24	
<b>Target index (t_octet)</b> 1 Byte	<b>Lun index (t_octet)</b> 1 Byte	<b>Span index (t_word)</b> 2 Bytes

## IPv4 address of the target

<div> <div> <div>16</div> <div>32</div> </div> <div> <div> <div>Length = 0x0024</div> <div>2 Bytes</div> </div> <div> <div>Tag = 0x0003</div> <div>2 Bytes</div> </div> </div> </div>	
<div> <div>Thread ID (t_dword)</div> <div>4 Bytes</div> </div>	
8	24

<div> <div> <div>Length = 0x0021</div> <div>2 Bytes</div> </div> <div> <div>Tag = 0x0004</div> <div>2 Bytes</div> </div> </div>	
<div> <div>Percentage (t_octet)</div> <div>1 Byte</div> </div>	

<b>Length</b> 2 Bytes	<b>Tag = 0x0005</b> 2 Bytes
<b>Destination (p_string)</b> <i>Length</i> - 4 Bytes	

## 2.722 CONF\_VIDEO\_STATIC\_SCENE\_REGIONS

[API: encoder]

Tag Code	Num Descriptor	Message	SNMP Support
0x0623	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	p_octet	service	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

<b>Region Specification [0]</b> (see description)
...
<b>Region Specification [N]</b> (see description)

## Region Specification

16																32																			
<b>Preset id</b> 1 Byte								<b>Exclude</b> 1 Byte								<b>Reserved</b> 5 Bits				<b>Category</b> 2 Bits				<b>Shrink</b> 1 Bit				<b>N</b> 1 Byte							
<b>Left Edge</b> 2 Bytes																<b>Right Edge</b> 2 Bytes																			
<b>Upper Edge</b> 2 Bytes																<b>Lower Edge</b> 2 Bytes																			
<b>Vertex [0]</b> (see description)																																			
...																																			
<b>Vertex [N]</b> (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.

	<b>Mask</b>	<b>Name</b>
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

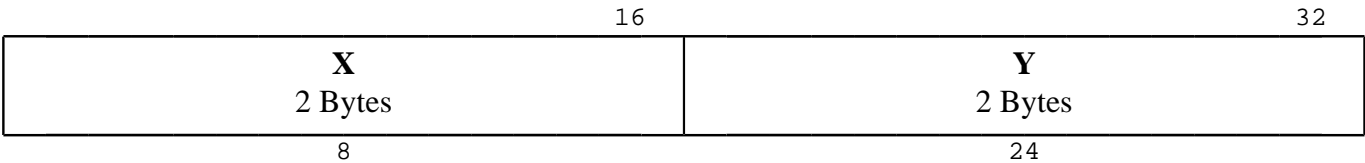
### Shrink

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 - 32678

**Y**  
Y Coordinate    0 - 32678

The rectangles and the future shapes are specified via a virtual coordinate system with a nominal range of 0..32768 x 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.

## 2.723 CONF\_VIDEO\_TERMINATION\_RESISTOR\_OFF

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x0275		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	State of the analog video termination resistor (75 Ohms on/off)	
<b>Write</b>	f_flag	service	Switch the analog video termination resistor (75 Ohms on/off),	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

enabled	1	75 Ohms on
disabled	0	75 Ohms off

## 2.724 CONF\_VIDEO\_TERMINATION\_RESISTOR\_ON

[API: video input]

Tag Code		Num Descriptor	Message	SNMP Support
0x0274		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	State of the analog video termination resistor (75 Ohms on/off)	
<b>Write</b>	f_flag	service	Switch the analog video termination resistor (75 Ohms on/off),	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

### Values:

enabled	1	75 Ohms on
disabled	0	75 Ohms off

# 2.725 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	

## 2.726 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

	20	40
<b>Alarm Flags</b> 2 Bytes	<b>Detector</b> 2 Bytes	<b>ConfigId</b> 1 Byte
10	30	

### 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.

# 2.727 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	



## 2.728

# CONF\_VIPROC\_ALARM\_EXT\_AGGREGATION\_TIME

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ba7		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.729 CONF\_VIPROC\_ALARM\_MASK

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a23		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	



## 2.730

# CONF\_VIPROC\_CONFIG\_CHANGE\_IN\_RECORDING

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a60	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	yes	

## 2.731 CONF\_VIPROC\_CONFIG\_NAME

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a40		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_unicode	minimal	Returns the name of the currently active viproc configuration.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.732 CONF\_VIPROC\_CUSTOM\_PARAMETERS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0802		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Reads the video content analysis (VCA) custom parameters, payload is beyond the scope of this document	
<b>Write</b>	p_octet	iva	Sets the VCA custom parameters, payload is beyond the scope of this document	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.733 CONF\_VIPROC\_CUSTOM\_PARAMETERS\_TAGS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bac		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Reads one or more parameter tags from viproc configuration, payload is beyond the scope of this document	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.734 CONF\_VIPROC\_DEFAULT

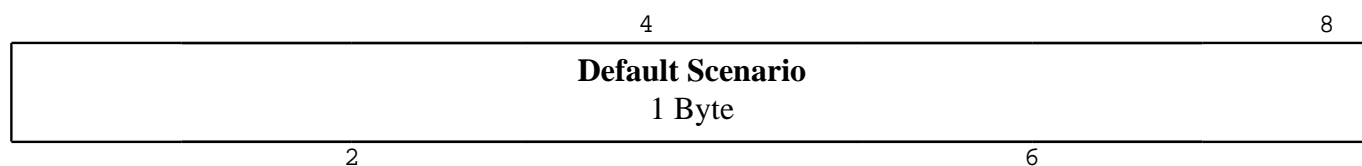
[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0cbb	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	Unavailable	
<b>Write</b>	t_octet	iva	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

## 2.735 CONF\_VIPROC\_DEFAULT\_LIST

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cba		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	List of available IVA default configuration sets, value: string   ... eg, 0=default   1=line_crsossing.iva   2=inside_field.iva	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.736 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	

## 2.737 CONF\_VIPROC\_DLL\_NAME

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0804		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	always_legacy	Reads the name of currently selected VCA component	
<b>Write</b>	p_string	iva	Specify the name of the VCA component	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.738 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	

## 2.739 CONF\_VIPROC\_FIRE\_PARAMETERS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c0c		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Gets the VCA fire detector settings (no vca profiles), payload is beyond the scope of this document	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.740 CONF\_VIPROC\_GLOBAL\_PARAMETERS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0b68		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Reads the VCA global parameters, payload is beyond the scope of this document	
<b>Write</b>	p_octet	iva	Sets the VCA global parameters, payload is beyond the scope of this document	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.741 CONF\_VIPROC\_GLOBAL\_PARAMETERS\_TAGS

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c68		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Reads the VCA global parameters, payload is beyond the scope of this document	
<b>Write</b>	p_octet	iva	Sets the VCA global parameters, payload is beyond the scope of this document	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	



## 2.742 CONF\_VIPROC\_HOLIDAYS\_SCHEDULE

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a67		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.743 CONF\_VIPROC\_ID

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0803		video line	yes	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	always_legacy	Get the viproc interface id (0:= no viproc), nb: message is sent in host byte order	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.744 CONF\_VIPROC\_MODE

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a65		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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).	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.745 CONF\_VIPROC\_MOTION\_DEBOUNCE\_TIME

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0acb		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Read the motion alarm debounce time of the video line (4, 3s == 43). Note, this parameter belongs to a viproc config.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	



## 2.746

# CONF\_VIPROC\_OLD\_AGGREGATION\_TIME\_USED

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0cf3		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	minimal	Returns if old aggregation times are used or not	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.747 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	

## 2.748 CONF\_VIPROC\_RE\_TASK\_NAMES

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b2b	video line	yes	no
Datatype	Access Level	Description	
<b>Read</b> p_octet	minimal	Read the current rule engine task names which corresponds to line <num>	
<b>Write</b> -	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

		16	32
<b>Id</b> 1 Byte	<b>Type</b> 1 Byte	<b>Name...</b> 64 Bytes	
<b>Name</b> [...]			
<b>Name</b> ...			
<b>Name</b> ...			
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.

## 2.749 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	



## 2.750

# CONF\_VIPROC\_REFERENCE\_IMAGE\_FILENAME

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0806		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string p_octet	minimal	Reads the current reference image filename	
<b>Write</b>	-	-	Unavailable	
<b>CPP6/ CPP7/ CPP7.3</b>			<b>CPP13</b>	
<b>Available</b>	yes		yes	

## 2.751 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	

## 2.752 CONF\_VIPROC\_SCENE

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a3b		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_dword	minimal	Returns the scene for which the active config is defined.	
<b>Write</b>	t_dword	iva	Writes the scene number of the active viproc configuration	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.753 CONF\_VIPROC\_SENSITIVE\_AREA

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0b78	video line	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Sets the sensitive area of the object based VCA algorithm in the active (or last loaded) config profile, see detailed description
<b>Write</b>	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	
<b>Available</b>	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:

```
OXO
XXO
OXO
```

has the following binary 0b010110010 or hexadecimal 0x590 structure. Alignment bits can be set to zero but will be ignored.

## 2.754 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	

## 2.755 CONF\_VIPROC\_TAGGED\_CONFIG

[API: viproc]

Tag Code	Num Descriptor	Message	SNMP Support
0x0a42	yes	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	Read a list of viproc items in an atomic way. see detailed description
<b>Write</b>	p_octet	iva	Writes any viproc commands in an atomic way. see detailed description
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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
<b>Config ID</b> 4 Bytes	
<b>Tag-Structure [0]</b>	
...	
<b>Tag-Structure [N]</b>	
<b>0x00000000</b> 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
<b>Tag = 0x0800</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_ONOFF ( p_octet )</b> (See Command)			
		8	24

### Tag 0x0804: CONF\_VIPROC\_DLL\_NAME

		16	32
<b>Tag = 0x0804</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_DLL_NAME ( p_octet )</b> (See Command)			
		8	24

## Tag 0x0a3b: CONF\_VIPROC\_SCENE

16		32	
<b>Tag = 0x0a3b</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_SCENE ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0a40: CONF\_VIPROC\_CONFIG\_NAME

16		32	
<b>Tag = 0x0a40</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_CONFIG_NAME ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0802: CONF\_VIPROC\_CUSTOM\_PARAMETERS

16		32	
<b>Tag = 0x0802</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_CUSTOM_PARAMETERS ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0a1b: CONF\_VCD\_OPERATOR\_PARAMS

16		32	
<b>Tag = 0x0a1b</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VCD_OPERATOR_PARAMS ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0a23: CONF\_VIPROC\_ALARM\_MASK

16		32	
<b>Tag = 0x0a23</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_ALARM_MASK ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0aca: CONF\_VIPROC\_ALARM\_AGGREGATION\_TIME

16		32	
<b>Tag = 0x0aca</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_ALARM_AGGREGATION_TIME ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0ba7: CONF\_VIPROC\_ALARM\_EXT\_AGGREGATION\_TIME

16		32	
<b>Tag = 0x0ba7</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_ALARM_EXT_AGGREGATION_TIME ( p_octet )</b> (See Command)			
8		24	

## Tag 0x0acb: CONF\_VIPROC\_MOTION\_DEBOUNCE\_TIME

16		32	
<b>Tag = 0x0acb</b> 2 Bytes		<b>Length</b> 2 Bytes	
<b>CONF_VIPROC_MOTION_DEBOUNCE_TIME ( p_octet )</b> (See Command)			
8		24	

## 2.756 CONF\_VIPROC\_TAGGED\_CONFIG\_INTERNAL

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a43		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_octet	minimal	Read a list of viproc items in an atomar way.	
<b>Write</b>	-	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		yes	

## 2.757 CONF\_VIPROC\_WEEKLY\_SCHEDULE

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0a66		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	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.	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.758 CONF\_VIRTUAL\_ALARM\_PARAMETER

[API: alarm]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ba6	virtual alarm nbr	no	no
Datatype	Access Level	Description	
<b>Read</b>	-	-	Unavailable
<b>Write</b>	p_octet	service	Activate/deactivate virtual alarms with parameter, see detailed description
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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							
<b>flags</b> 1 Byte				<b>reserved</b> 3 Bytes											
<b>alarm content handle</b> 4 Bytes															
<b>pre alarm time</b> 4 Bytes															
<b>post alarm time</b> 4 Bytes															
<b>user data len</b> 4 Bytes															
<b>user data</b> <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 pre alarm 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
<b>Combined Values</b>			
	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

## 2.759 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	

## 2.760 CONF\_VIRTUAL\_AUDIO\_LINES

[API: audio]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf5	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	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

16		32	
<b>No. of Entries</b> 2 Bytes		<b>Length per entry</b> 2 Bytes	
<b>Entry [0]</b> (see description)			
...			
<b>Entry [N]</b> (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

		16	32
No. of virtual line		No. of physical Line	
2 Bytes		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 physcial 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.

## 2.761 CONF\_VIRTUAL\_LINES

[API: video input]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bf4	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	always_legacy	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	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

16		32
<b>No. of Entries</b> 2 Bytes	<b>Length per entry</b> 2 Bytes	
<b>Entry [0]</b> (see description)		
...		
<b>Entry [N]</b> (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**

		16	32
<b>No. of virtual line</b>		<b>No. of physical Line</b>	
2 Bytes		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 physcial 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.

## 2.762 CONF\_WATERMARK

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x0924		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	0=disables watermark; 1=classic watermark, 2=video authentication(low profile), 3=video authentication(mid profile), 4=video authentication(high profile)	
<b>Write</b>	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	
<b>Available</b>	yes		yes	

## 2.763 CONF\_WIFI\_CONFIG\_TOKEN

[API: security]

Tag Code		Num Descriptor	Message	SNMP Support
0x0c29		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read WifiConfigToken; used for residential cloud services APP as a secret to change the Wifi network settings after initial configuration	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.764 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	

## 2.765 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	

# 2.766 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	

## 2.767 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	

## 2.768 CONF\_WLAN\_OPERATING\_MODE

[API: wlan]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ac7		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_octet	minimal	Gets the operating mode of WLAN	
<b>Write</b>	t_octet	service	Sets the operating mode of WLAN	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

### Values:

Off	0	
Auto	1	Station only
Access point	2	

## 2.769 CONF\_WLAN\_REGION\_CODE

[API: wlan]

Tag Code		Num Descriptor	Message	SNMP Support
0x0acf		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	t_word	minimal	Gets the region code for the WLAN adapter	
<b>Write</b>	t_word	service	Sets the region code for the WLAN adapter	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

### Values:

USA	0x10
Canada	0x20
EU	0x30
Spain	0x31
France	0x32
Japan	0x40
Japan	0x41

## 2.770 CONF\_WLAN\_SCAN

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0ac6	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_octet	service	Performs a WLAN network scan, see detailed description
<b>Write</b>	-	-	Unavailable
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes		no

### Payload Structure

<b>Number of Entries</b> 4 Bytes
<b>Entry [0]</b> (see description)
...
<b>Entry [N]</b> (see description)

### Number of Entries

Number of scan entries

### Entry

16	32
<b>SSID...</b> 32 Bytes	
<b>SSID</b> [...]	
<b>SSID</b> ...	
<b>MAC Address...</b> 6 Bytes	
<b>MAC Address</b> ...	<b>Strength...</b> 4 Bytes

<b>Strength</b> ...	<b>Channel...</b> 4 Bytes
<b>Channel</b> ...	<b>Flags...</b> 4 Bytes
<b>Flags</b> ...	
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

	<b>Mask</b>	<b>Name</b>	<b>Description</b>
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.

## 2.771 CONF\_WLAN\_SSID

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0943	None	no	no
Datatype	Access Level	Description	
<b>Read</b>	p_string	minimal	Read the WLAN ssid
<b>Write</b>	p_string	service	Write the WLAN ssid
CPP6/CPP7/CPP7.3		CPP13	
<b>Available</b>	yes	no	

## 2.772 CONF\_WLAN\_WPA\_PSK

[API: wlan]

Tag Code		Num Descriptor	Message	SNMP Support
0x0ac3		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	service	Read the WPA pre shared key	
<b>Write</b>	p_string	service	Write the WPA pre shared key	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.773 CONF\_WLAN\_WPS\_SETUP

[API: wlan]

Tag Code		Num Descriptor	Message	SNMP Support
0x0bc4		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	p_string	minimal	Reports the camera WPS PIN to be entered in the access point.	
<b>Write</b>	p_string	service	Starts a WiFi Protected Setup (WPS) session with the provided PIN (4 or 8 digits) and SSID.<ul><li>PIN: The string contains the pin, a plus sign and the SSID. E.g.: \12345678 + MyAccessPoint\"</li><li>Push-button configuration (PBC): leave string empty</li><li>If the SSID is omitted	
CPP6/CPP7/CPP7.3			CPP13	
<b>Available</b>	yes		no	

## 2.774 CONF\_WLAN\_WPS\_STATUS

[API: wlan]

Tag Code	Num Descriptor	Message	SNMP Support
0x0bc5	None	yes	no
Datatype	Access Level	Description	
<b>Read</b>	t_octet	minimal	
<b>Write</b>	-	Unavailable	
CPP6/CPP7/CPP7.3			CPP13
<b>Available</b>	yes	no	

### Payload Structure

<b>Status</b> 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

## 2.775 CONF\_WPS\_BUTTON\_ENABLED

[API: wlan]

Tag Code		Num Descriptor	Message	SNMP Support
0x0be8		None	no	no
Datatype		Access Level	Description	
<b>Read</b>	f_flag	user	Returns if the WPS button is enabled (1) or not (0). Default is enabled.	
<b>Write</b>	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	
<b>Available</b>	yes		no	

## 2.776 CONF\_WRITE\_XML\_TO\_VCD

[API: viproc]

Tag Code		Num Descriptor	Message	SNMP Support
0x0baf		video line	no	no
Datatype		Access Level	Description	
<b>Read</b>	-	-	Unavailable	
<b>Write</b>	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	
<b>Available</b>	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](mailto: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 ( 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\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 00 01 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 00 01 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
//assigned 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 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
    struct sockaddr_in  stFrom;              //binding structure
for UDP rx socket
    SOCKET              VideoDataSocket;     //the video receiveing
socket

    //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);
}

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 registered
    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](mailto: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
    doprnt);
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 receiveinbg
socket

    OCTET         PassOverToRCP[] = "GET /rcp_tunnel
HTTP1.0\r\n\r\n";
    OCTET         PassVideoDataSocketToRCP[128];
    int           buffsize = 128 * 1024;

    //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);
}

//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 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), 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                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, 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 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 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 to 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 session 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

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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