



How to setup NVR object counting

Application Notes

Version <1.0>



Technical Support Team

Preface

This application note gives step by step instruction on how to setup NVR object counting function.

Caution

1. The configuration must be done in both NVR local and remote client with suitable firmware version.
2. Object counting cost VI license, please make sure customer NVR have enough VI license, if you are unsure of how many VI license your NVR have please contact with Surveon support team.

Scope

Product model	Firmware version
Linux NVR	3.2.0.A09 or above version
VMS (Remote client, SCC)	2.7 or above version

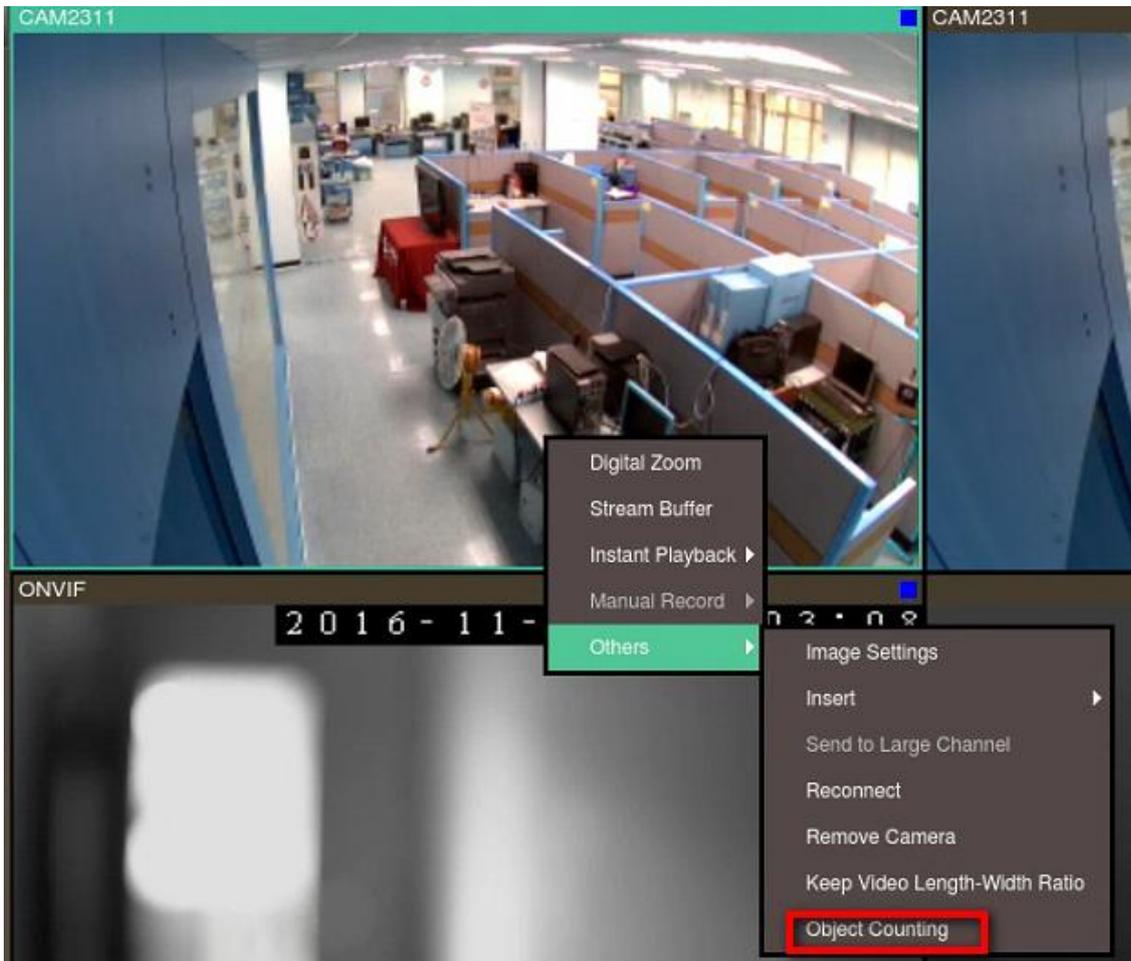
Here we have 2 steps in total; you can find each steps in the following items.

Step 1. Enable Object counting in NVR local client.

Step 2. Setup Object counting and check counting record in view log.

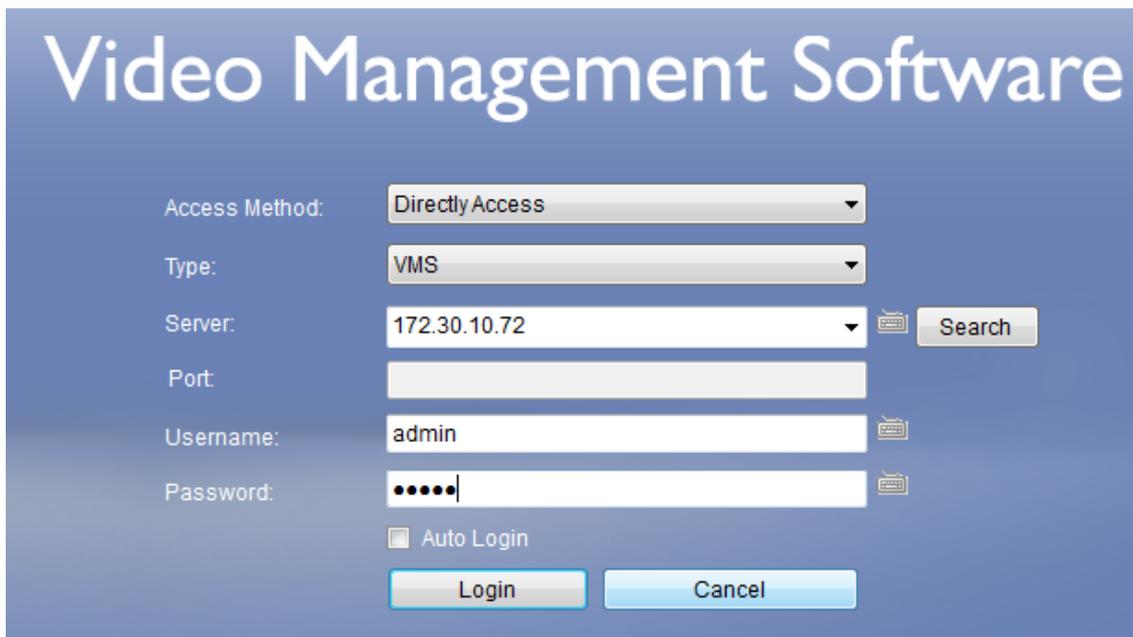
Step 1. Enable Object counting in NVR local client

1. Select the camera you want to enable object counting and right click mouse choose "Others" / "Object Counting" to enable object counting in this camera.

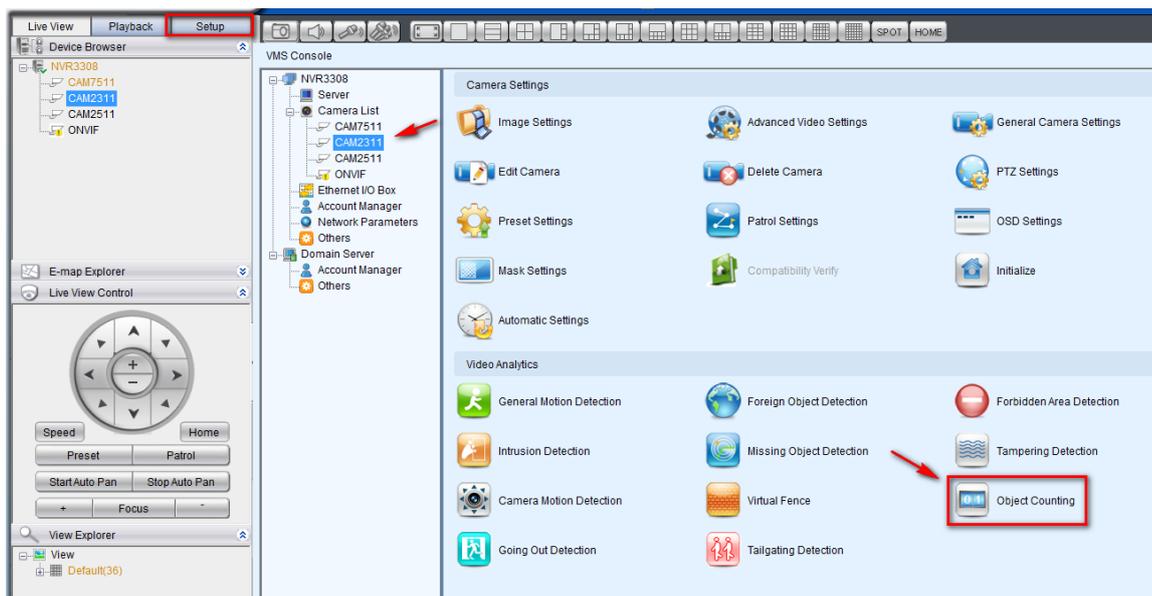


Step 2. Setup Object counting and check counting record in view log

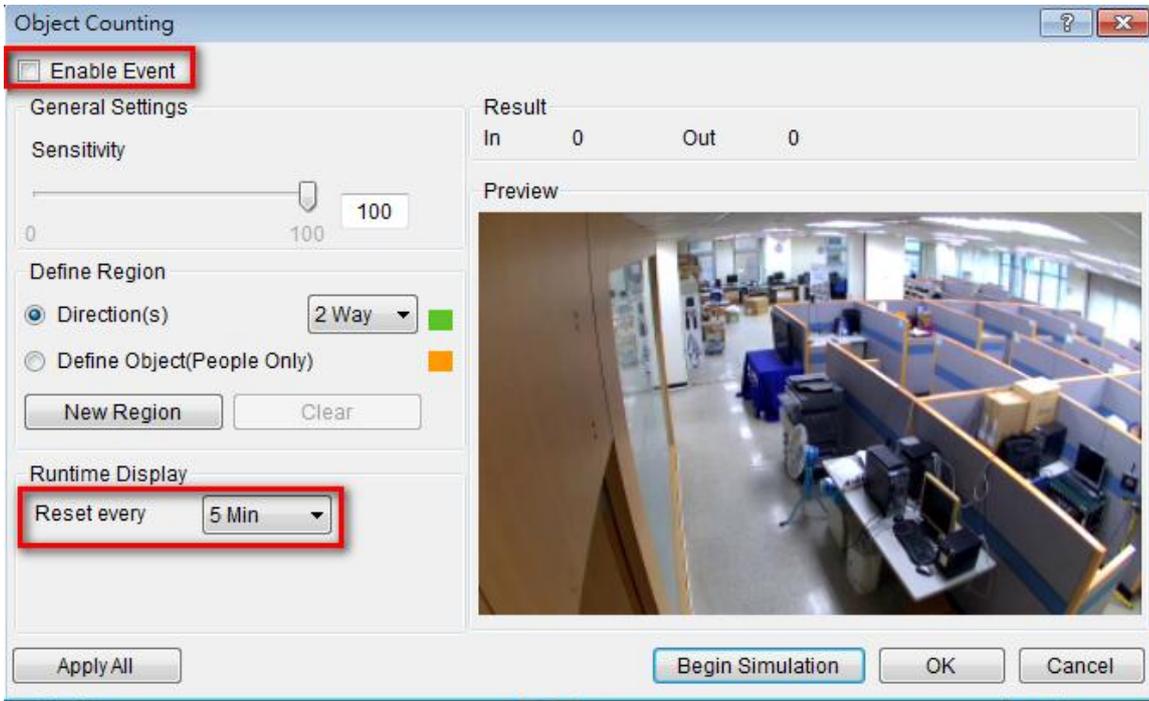
1. In Remote Client



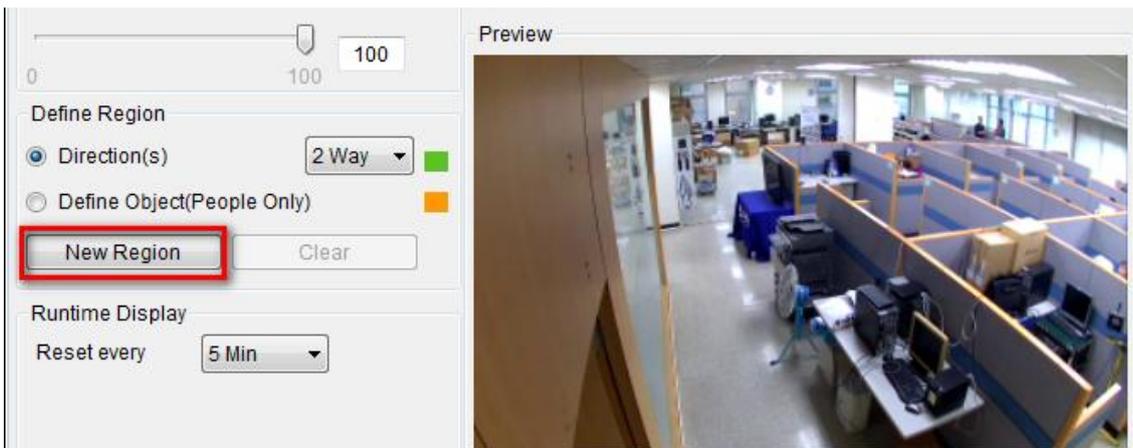
2. Press "Setup" and select the camera to enable object counting function then press "Object Counting".



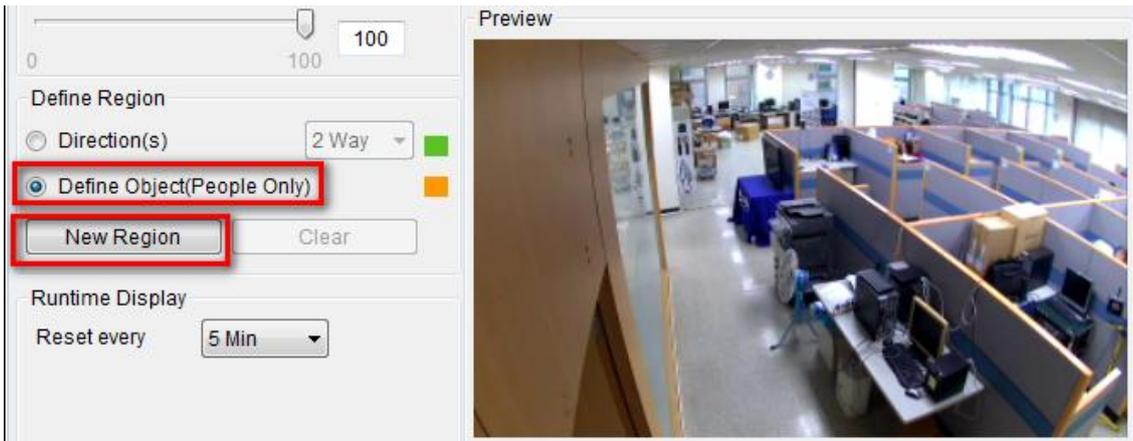
3. Mark "Enable Event" and setup "Runtime Display" (reset log number when time is reached).



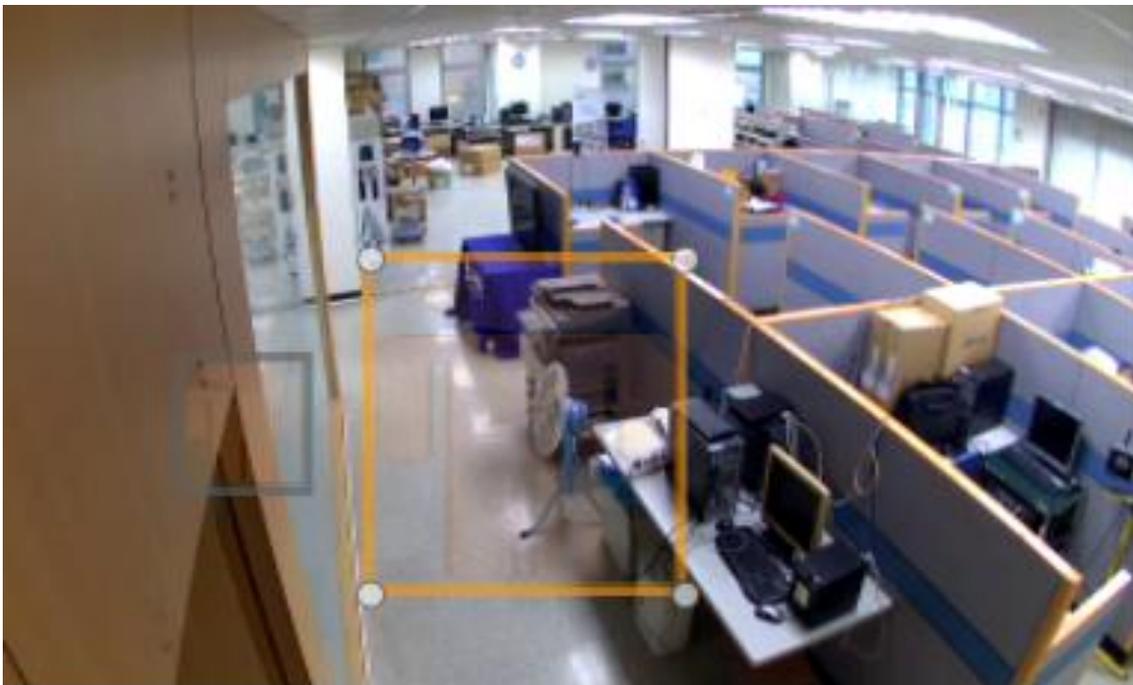
4. Press “New Region” and adjust the line



5. Press “Define Object(People Only)” and “New Region”



6. Setup object size and adjust rectangles.



7. Customer can search object counting record in the Server / View Log.



View Log

Log Counting

Camera Name: All Cameras

From: 2016-11-15 14:02 To: 2016-11-15 15:02

Direction(s): All Search

Totalize: In: 4 Out: 5

	Time	Camera Name	In	Out
<input checked="" type="checkbox"/>	2016-11-15 14:20-14:30	CAM2311	0	1
<input type="checkbox"/>	2016-11-15 14:50-15:00	CAM2311	2	4
<input type="checkbox"/>	2016-11-15 15:00-15:10	CAM2311	2	0

Report Detail

Close