



iOS Mobile Client. User Guide

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# General information about the iOS client app

The client app for mobile devices running iOS (version 7.0 and later) is available for free on the Apple [App Store](#) and works on the following devices:

- iPhone 4, iPhone 4S, iPhone 5, iPhone 5, iPhone 5S, iPhone 6, iPhone 6+
- iPod touch (fifth generation and later)
- iPad (all generations except the first one)

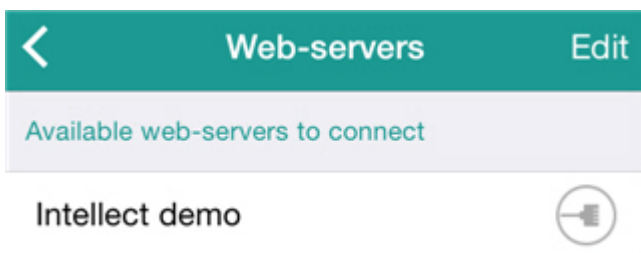
The client for iOS devices allows connecting to Axxon Next servers (version 3.0 and later) and Intellect servers (version 4.9.0 and later).

With this app, you can:

- Live video mode (including with audio from Intellect microphones)
- Control of PTZ cameras (including activation of presets)
- Archive viewing (including video with audio when viewing Intellect archives)
- Zoom in (with digital zoom)
- Managing cameras, relays and sensors (Intellect only).
- View maps (Intellect only).
- Run macros (Intellect only).
- View the list of events.
- Receiving push notifications about events in the system (Intellect only).
- Playback of iOS sound on Intellect speakers.

## Connecting to the server and working with servers

Intellect demo server is available on first run in order to demonstrate the Client features.




### **Note**

If the Client was updated to version 3.0 and the servers were created in previous versions, then there is no demo-server in the list.

To display the server, remove all servers from the list and restart the Client.

Add a new server as follows:

1. Click the **Edit** button and then the  button (**1**).
2. Read the QR code for the server settings by clicking the corresponding button (**5**) or add the settings manually:
  - a. Enter the server name (**1**).



b. Enter the URL server address in the format `http://<IP address of Axxon Next server>:<Port>/<Prefix>` (2).

**Note**  
 Example URLs with standard Server settings for Axxon Next and Intellect:

**Axxon Next:** 192.168.0.10:8000/asip-api

**Axxon Intellect:** 192.168.0.10:8085/web2

c. Enter the user name and password for connecting (3-4).

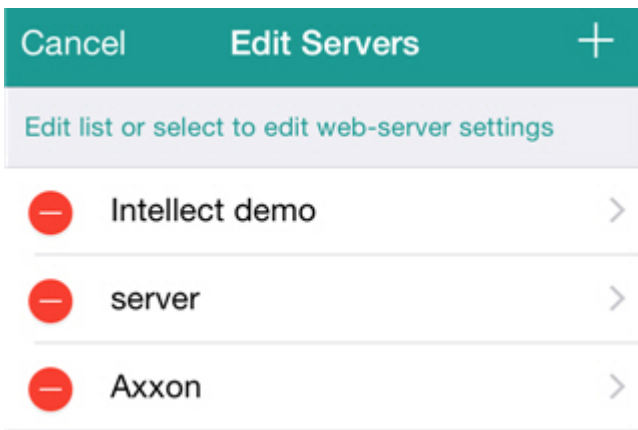
3. To test the connection, tap the **Test connection** button (5). If the server is running, the connection settings are correct, and the device has a stable Internet connection, the message **Connection successful** appears. Otherwise, a message will remind you to verify these conditions.

**Note**  
 To perform a basic check of the web server connection and operability, in a browser on your mobile device, go to the Server's URL address (see paragraph 2)

**Note**  
 You can share the server settings by sending them in e-mail. For this click the **Share connection settings** button (7).

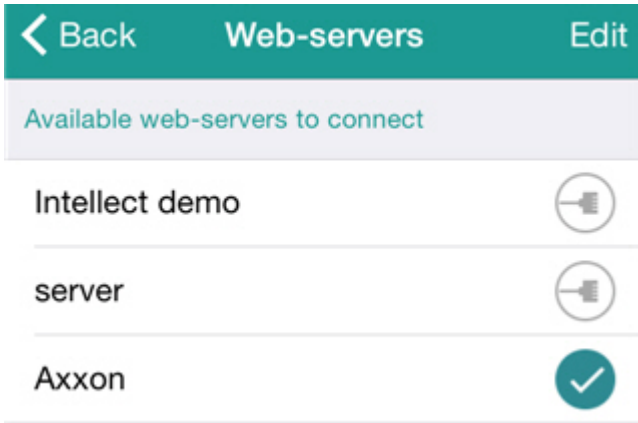
4. To save the server, tap the **Save** button (6).


The server is added to the list.



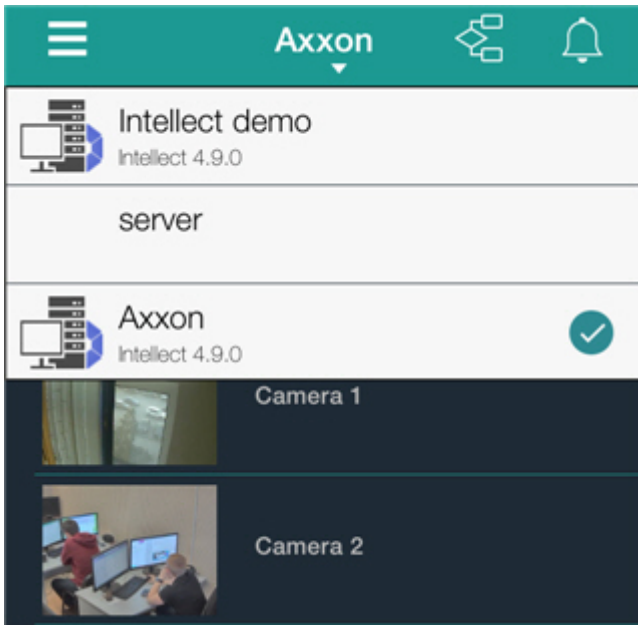
To remove the server, click the button , to restore to server settings, select it in the list.

To finish editing, click the **Cancel** button.



To connect to the server select it in the list. The server that is now connected is marked .

To switch the servers, click the context menu by clicking the name of current server and select the required one.



Restore to the server settings as follows:

1. Call the main menu by clicking the  button in the top left corner.
2. Click the server to which the connection is installed.



3. Click the **Edit** button and select the required server in the list.

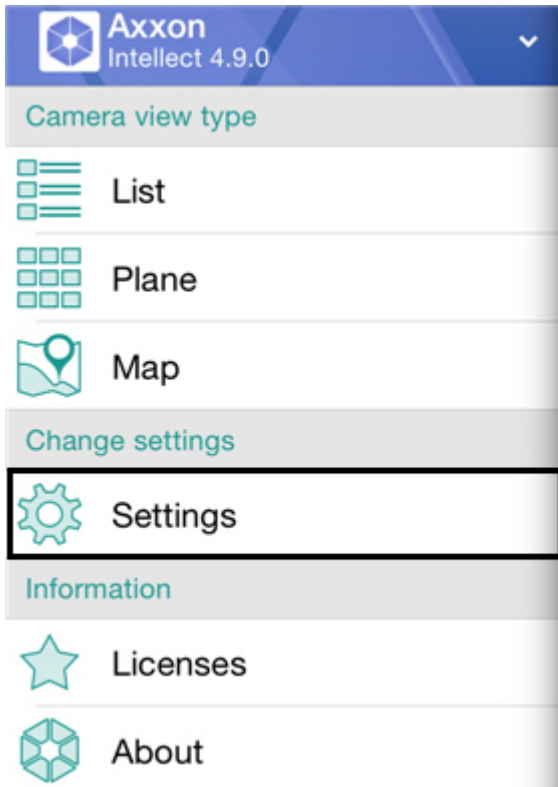
## Mobile iOS Client settings

### Restricting video playback fps and resolution

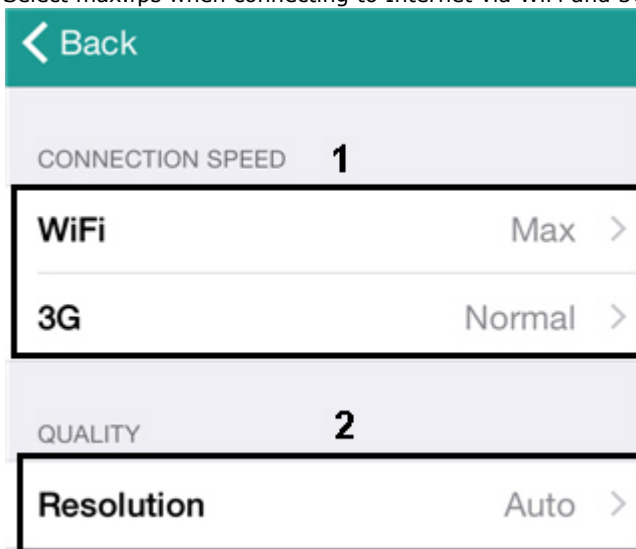
The mobile iOS Client allows restricting video playback fps and resolution (both in live video mode and when reviewing recorded video). These restrictions are recommended when your mobile device has a slow Internet connection.

To restrict video parameters, do the following:

1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.



3. Select max.fps when connecting to Internet via WiFi and 3G: **Maximum:** 9 fps, **Medium:** 6 fps, **Slow:** 3 fps.



**Note.** These settings are valid only when connection to the *Intellect* software package is established.

4. Select the video resolution (**2**):
  - a. **Auto** - when your mobile device has a slow Internet connection, the degradation of image quality algorithm is applied for the image resolution (**1**).
  - b. **QCIF** - display video with constant resolution (176 × 144) (**2**).
  - c. **Max** - display video with original resolution (**3**).

Resolution	
Auto	1 ✓
QCIF	2
Max	3

## Display of video statistics

In the mobile iOS Client, you can view the following video statistics: frame number, fps, frame dimensions and size (KB), and delay from live video (in seconds).

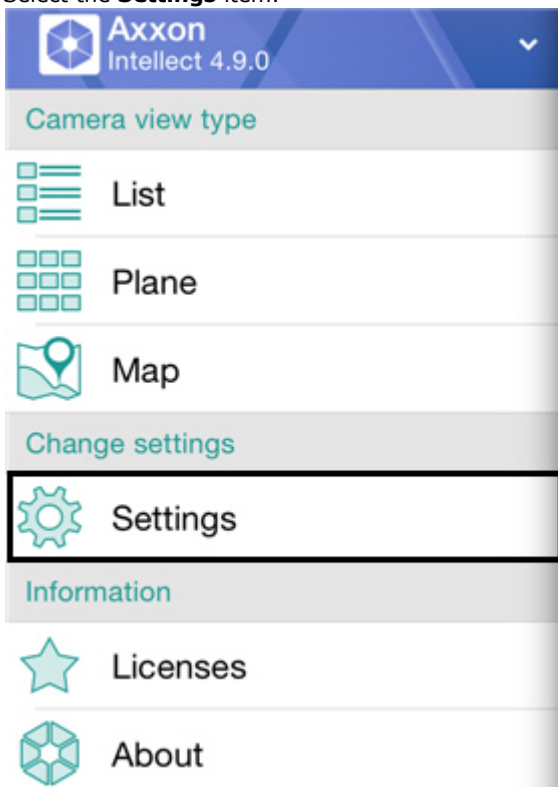


**Note.**

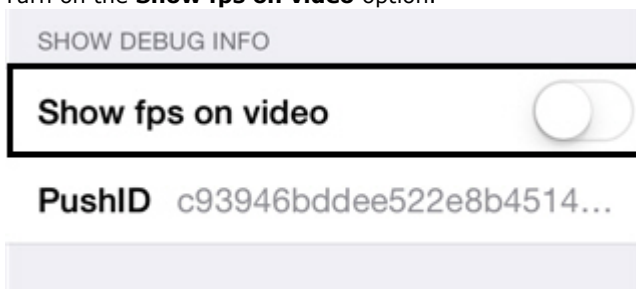
This settings is valid only when connection to the *Intellect* software package is established.

To do so, perform the following actions:

1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.



3. Turn on the **Show fps on video** option.




As a result, video statistics are shown during playback: frame number, fps, frame dimensions and size (KB), and delay

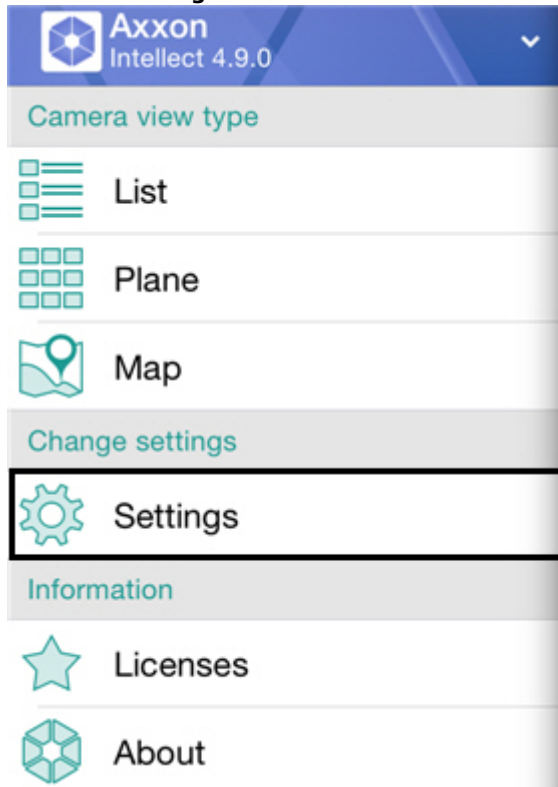
from live video (in seconds).



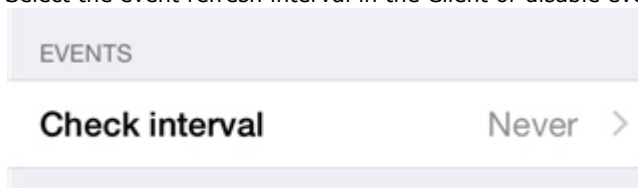
## Configuring event receiving

To configure event receiving from the Server, do the following:

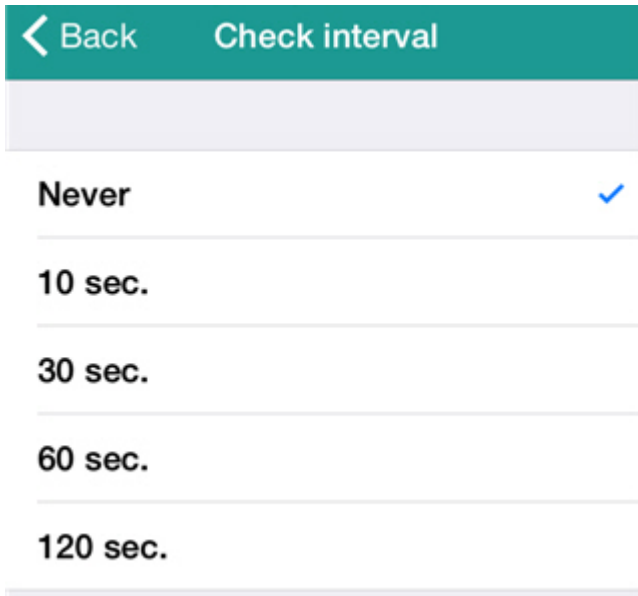
1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.



3. Select the event refresh interval in the Client or disable event receiving (the **Never** value).







If events are not disabled, then the device receives push notifications (see [Receiving push notifications](#)) and the list of events is updated with specific period of time (see [Viewing a list of system events](#)).

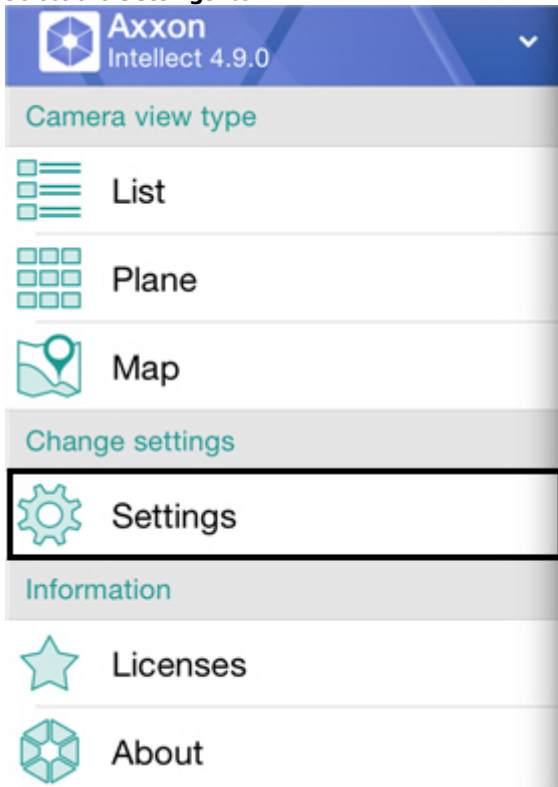
## Accelerating map loading

You can accelerate map loading in the mobile iOS Client. This is performed via caching of the map image.

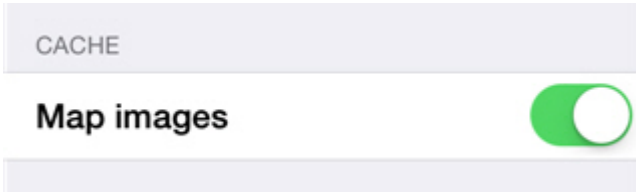
**Note.** This settings is valid only when connection to the *Intellect* software package is established.

To enable caching of the map image:

1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.




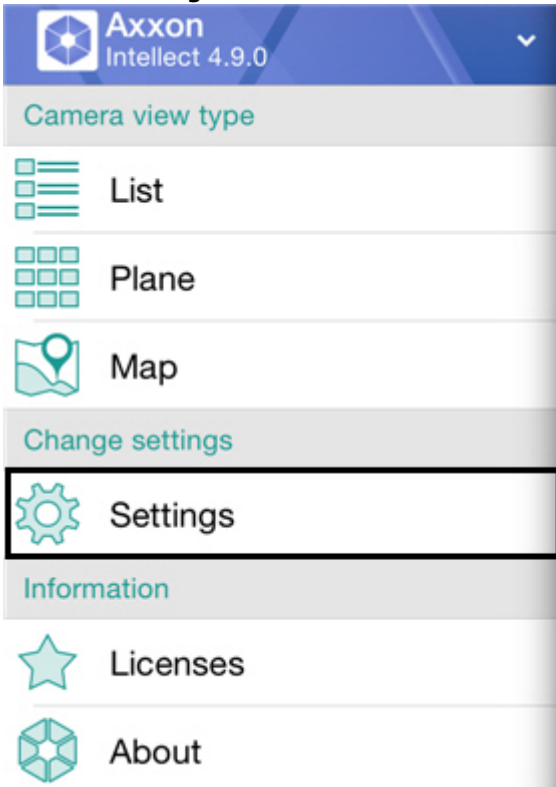
3. Turn on the **Cache map image** option.




## Configuring PTZ mode and speed

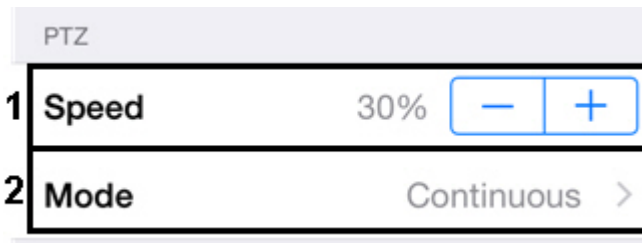
To configure PTZ mode and speed, do the following:

1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.




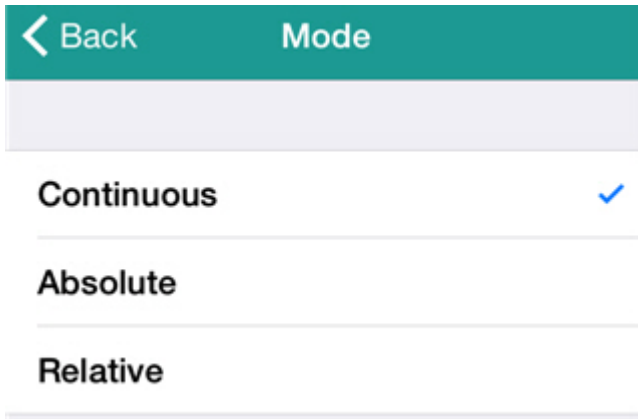
3. Set the speed of PTZ movement (**1**).

 **Note.** Possibility of control the PTZ movement is implemented only for working with cameras on the AxxonNext server.



4. Select the PTZ mode (**2**).

 **Note.** Possibility to select the PTZ mode is implemented only for working with cameras on the AxxonNext server.



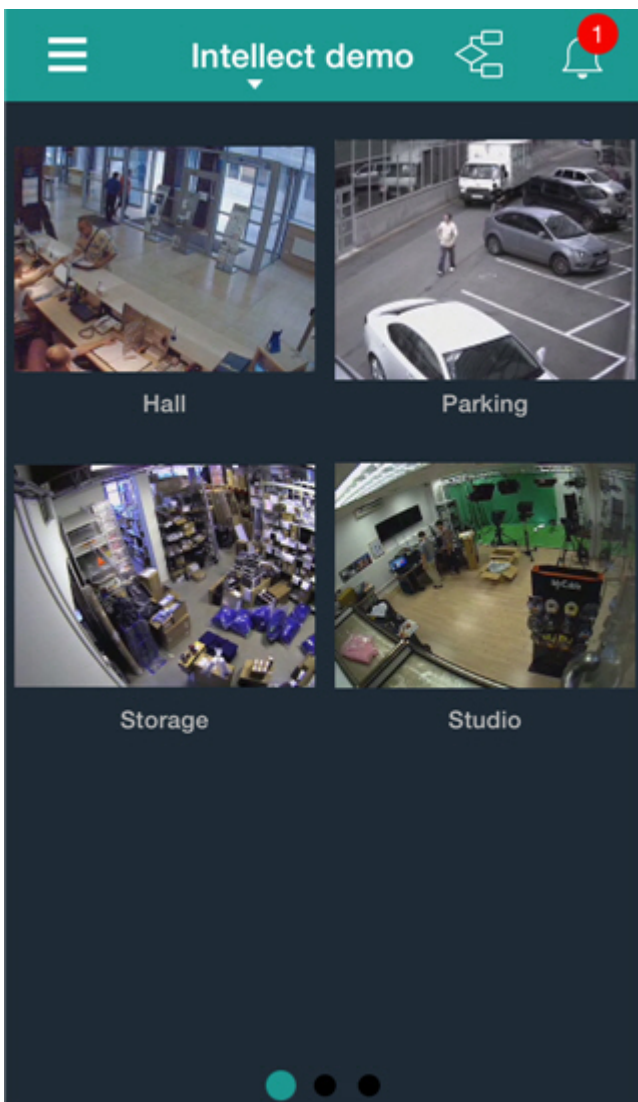
**Note.**

In case of the PTZ mode is selected improperly the mode which is specified first in the list of modes supported by device will be selected automatically (information is taken from the device driver).


## Using video cameras in iOS mobile client

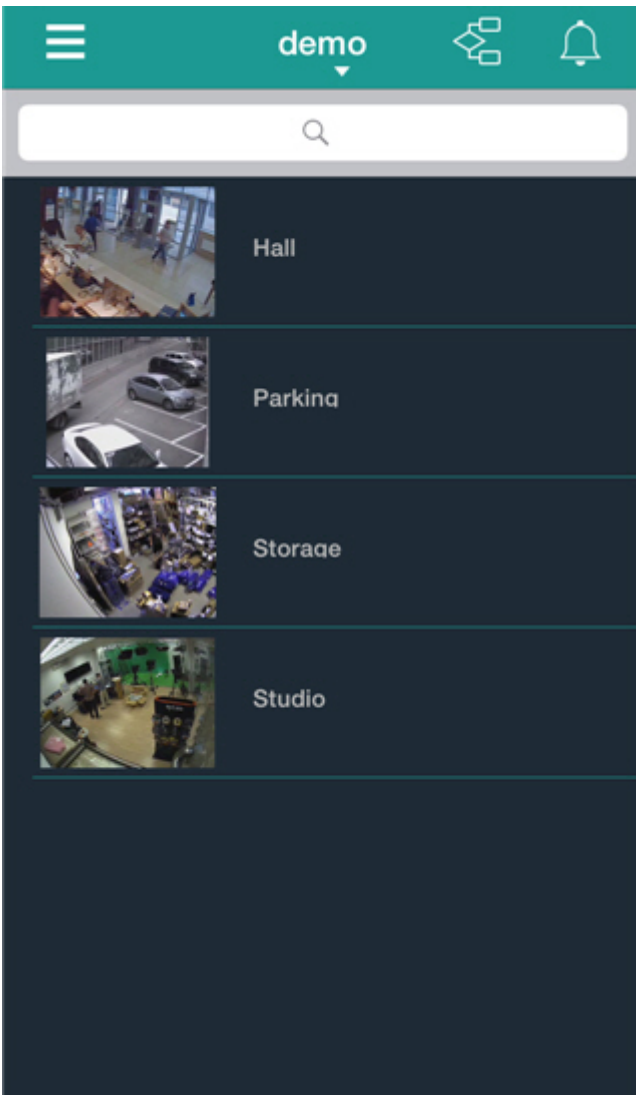
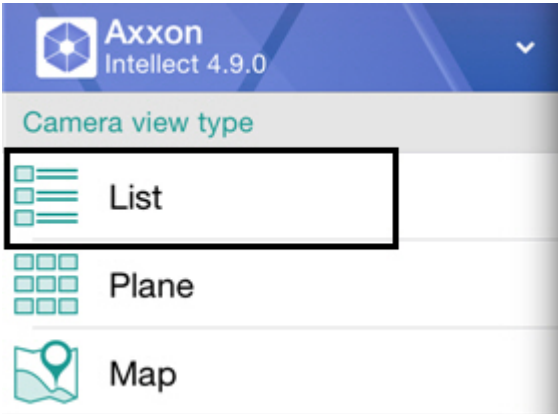
### Displaying and finding video cameras in the iOS mobile client

After you connect to a server, thumbnails of cameras are shown as tiles.

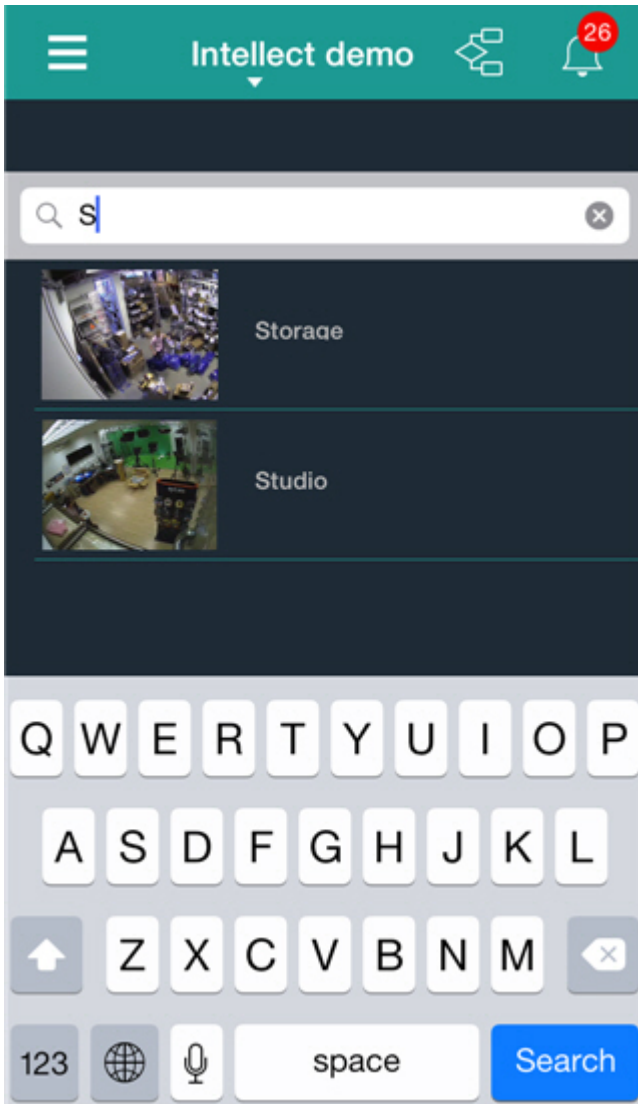


Video cameras can be listed on three pages: swipe left or right to go to another page.

Cameras can also be shown as a scrolling list. Call the main menu by clicking the  button and select the **List** item.



In this case, you can search for video cameras by scrolling up or down in the list or by searching by name. Specify the full or a part of camera name in the search bar.



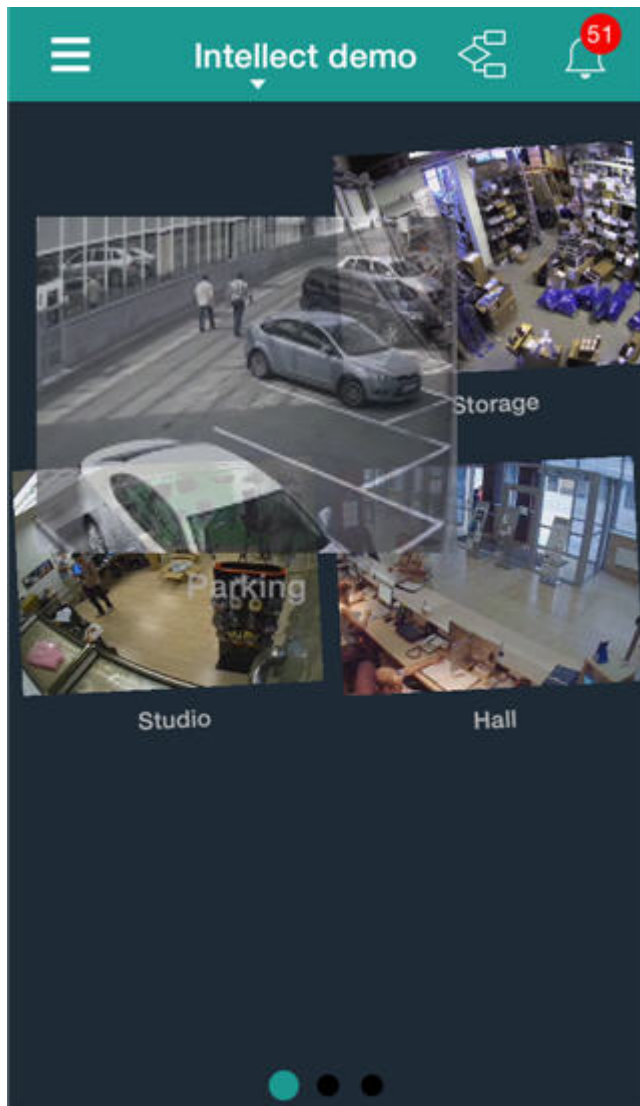
The list will show only cameras that meet the search criteria.

## Rearranging camera icons

If camera icons are displayed on the tile (see [Displaying and finding video cameras in the iOS mobile client](#)), they can be rearranged on one screen or moved from one screen to another.

A camera icon is moved as follows:

1. Tap on an icon and hold your finger on it until the icons start shaking (in 1 second).



2. Drag the icon to a new location. To move the icon to another screen, drag the icon off the screen to the right or left and let it go when the new screen appears.
3. When the icon is in the place you want it, take your finger off the screen to drop the icon there.

## Viewing live video in the iOS mobile client

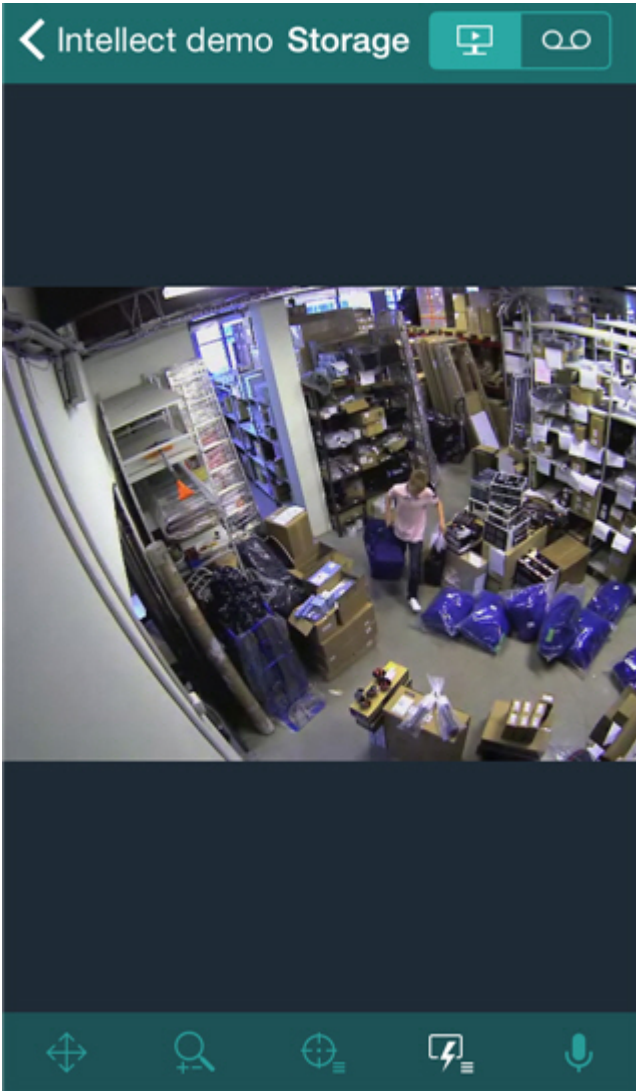
To view live video, select the necessary camera.



### Note

If you select a camera when a floating events board is displayed, instead of going to live video mode you will be taken to the video recorded from this camera when the event began (in other words, the beginning of the current alarm). Playback will be paused.


This opens a viewing tile for the camera.



Scroll the screen down (to view video from the previous camera) or scroll it up (to view video from the next camera) for quick switch to viewing video from another camera.

To play live audio, in the web server settings, you must choose a microphone for the camera (see [Selecting and configuring cameras for the Web-server module](#)).

If a speaker has been selected for the camera in the web server settings (see [Selecting and configuring cameras for the](#)

[Web-server module](#)), then the start/stop sound button  is enabled on the bottom control panel in order to transmit sound from the iOS microphone on the selected *Intellect* speaker.

**Note**

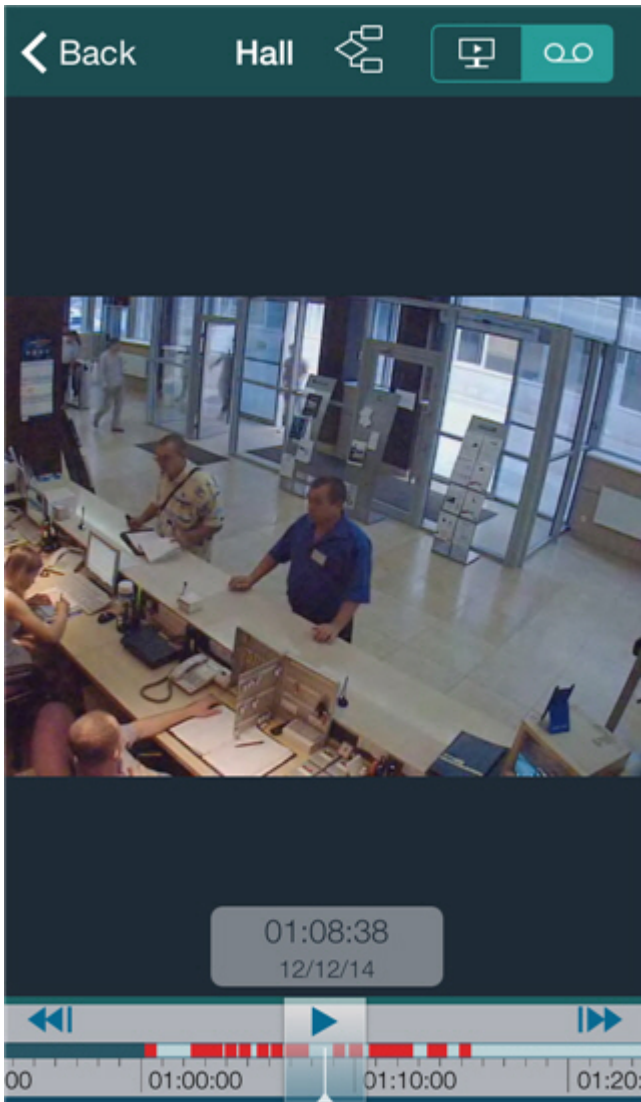
The mobile client cannot access audio from video cameras when it is connected to an *Axxon Next* server.

To return to the list of cameras, tap the **Back** button.

## Viewing previously recorded video in the iOS mobile client

To view previously recorded video in the iOS mobile client, select the relevant video camera in the list and go to the tab





Playback is controlled by the  and  buttons.

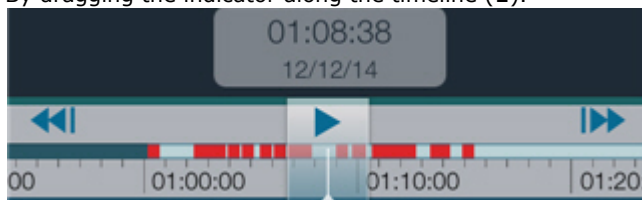


**Note**

To listen to recorded sound from a camera, a corresponding microphone must be selected in the web server settings (see [Selecting and configuring cameras for the Web-server module](#)).



You can browse video footage as follows:

1. By dragging the indicator along the timeline (**1**).



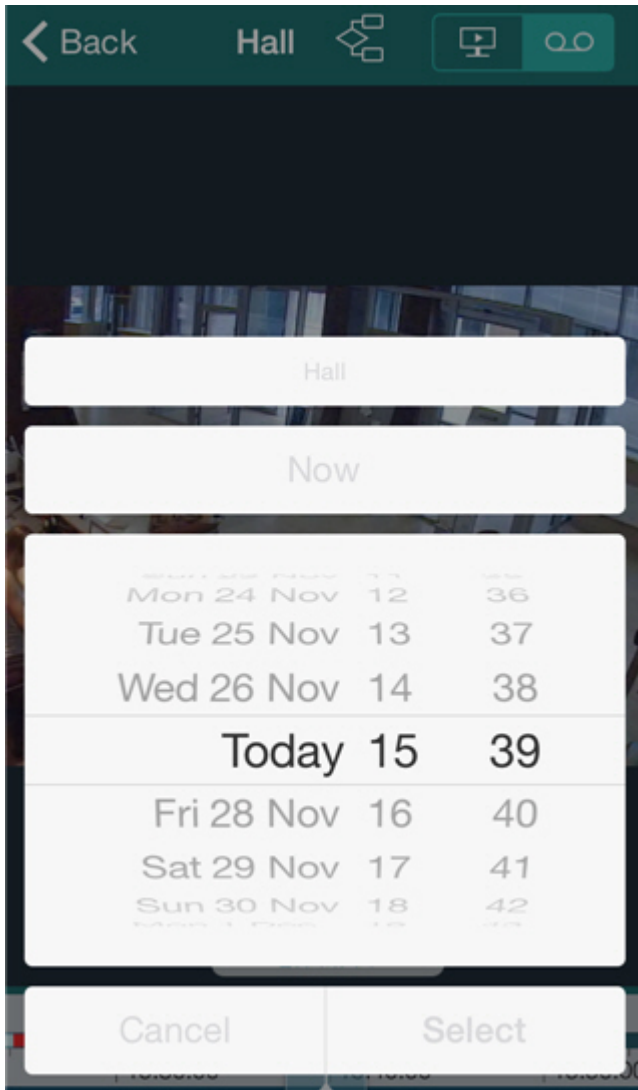
Light-green color on the timeline means that there is video footage, dark-green color means that there is no video footage and red color means that both video and an alarm are present.

Pinch to shrink or stretch the timeline.

2. Using the buttons to go to the previous/next recording:  and . If there are alarms in the visible area of timeline, then there is switch to these alarm events. Otherwise there is switch to the previous/next recording.
3. By specifying a date and time.

For this click the date and time on the timeline and select the specific moment.





To jump to a certain moment, tap the **Select** button.




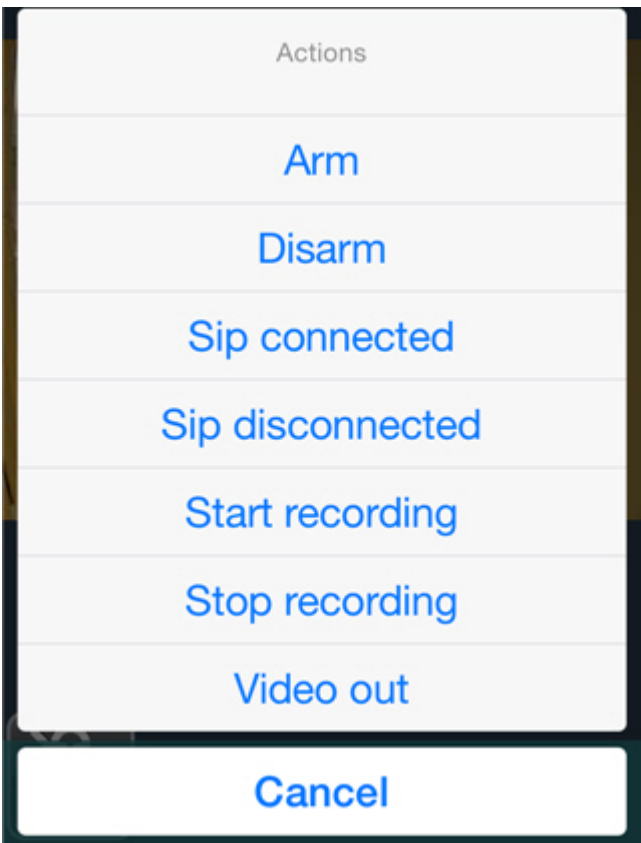
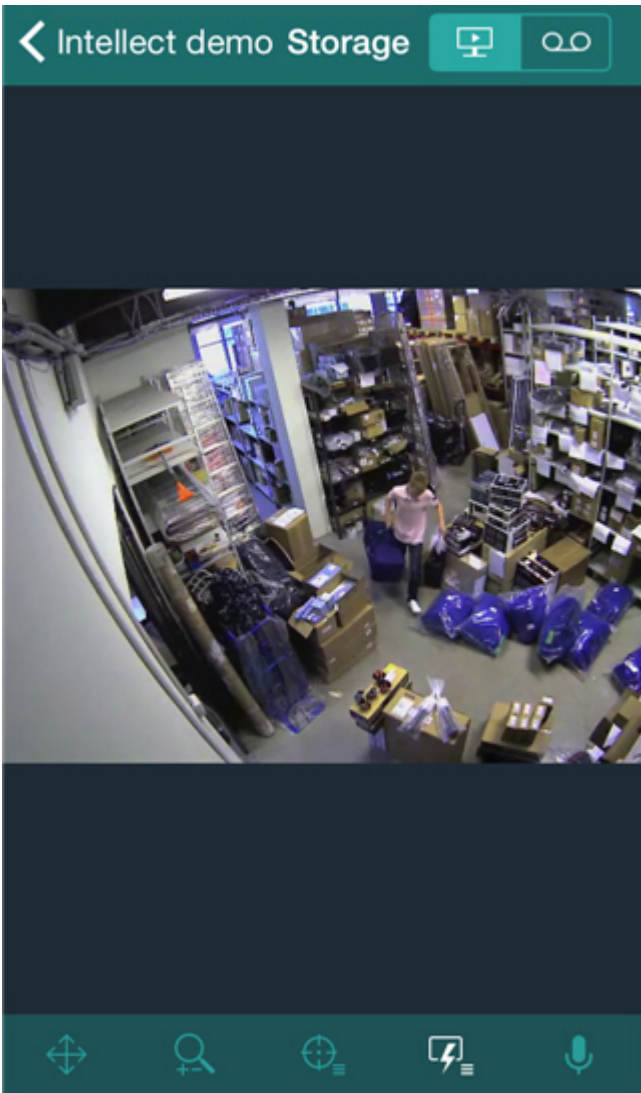
**Note**

If recording was not active at the selected point in time, playback will be performed of the closest point in time for which a recording is available (closest time to the right along the timeline).

## Controlling cameras in the iOS mobile client

When connected to an Intellect server, the iOS client allows controlling video cameras: you can arm them, disarm them, and start or stop recording of video to the archives.

For this click the  button on the bottom control panel and select the required action.



A description of commands is given in the Intellect [Operator's Guide](#).

## Digital zoom in the iOS mobile client

You can zoom in and out on both live and previously recorded video.



To zoom, pinch the video with two fingers.

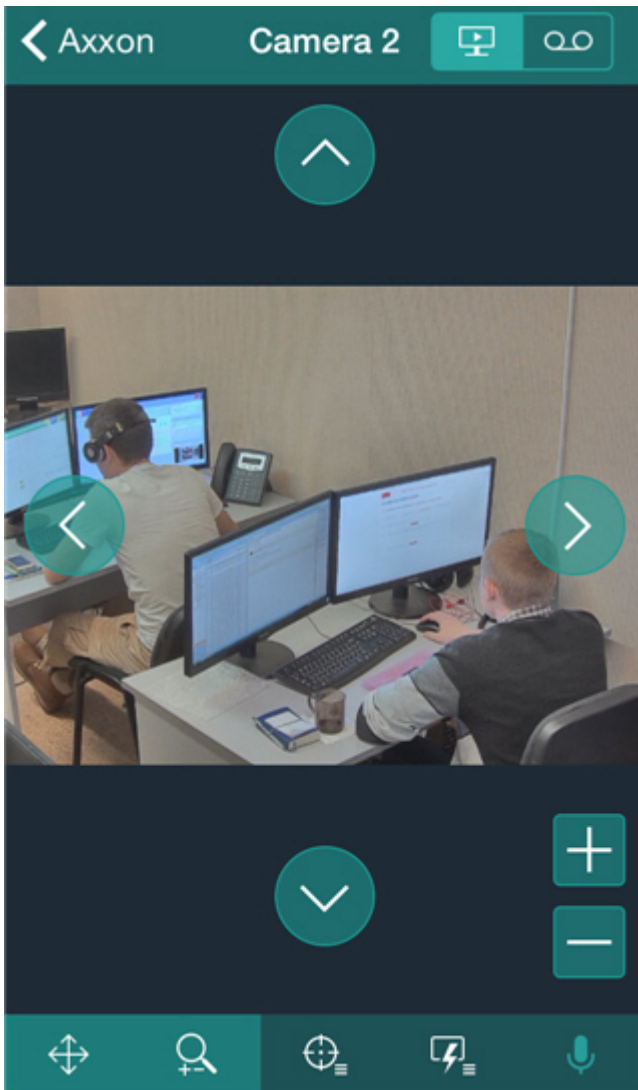
Video cannot be made smaller than its original size. 16x is the upper zoom limit.

To select the visible part of the frame when zoom is active, tap and drag the viewing tile.

## Controlling PTZ cameras from the iOS mobile client

You can control PTZ cameras: to get started, open a viewing tile for a camera.


To display PTZ control elements, click the  (angle change) and  (optical zoom control) buttons on the bottom control panel.

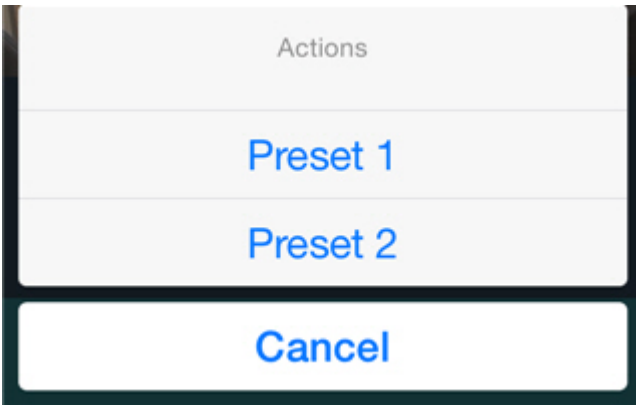


To change the camera angle of rotation, use the following arrow keys.

To change the angle at which a camera is panned/tilted, you can also tap any area of the video with your finger. The camera lens is automatically reoriented to the selected area (**Point&Click**).

To control optical zoom, use the +/- buttons.

To switch to the preset, click the  button on the bottom control panel and select the required preset in the list.



Also it is possible to focus some area of the video image frame.

To do this hold the finger on the interested area during 1 second and then move the finger to change the size of appeared blue frame. After that the lens orientation will be changed in such way that selected area will display at full window (**Areazon**).

## The relationship between video cameras and sensors and relays

The relationship between video cameras and sensors and relays is relevant only when connected to an *Intellect* server.

If a camera is linked to sensors and relays, the following features become available in the iOS mobile client:

1. Jump to beginning of recorded alarm video when a sensor/relay event is tapped (see [Jump from an event to live video, recorded video, or map](#)).
2. Go to live video or recorded video when the icon of a sensor or relay is tapped on the map (see [Using relays on the map](#), [Using sensors on the map](#)).

A camera is considered to be linked to a sensor or relay if they belong to the same region in Intellect (see [Examples of using areas and regions](#)).



### Attention!

A sensor and relay can be linked only with a single camera. If a single region contains multiple cameras, sensors, and relays, they will be considered to be linked to the camera that has the lowest ID number (see [The Settings panel of the Camera object](#)).

Note that a single camera may be linked to many sensors and relays.


## Using macros in the mobile iOS Client

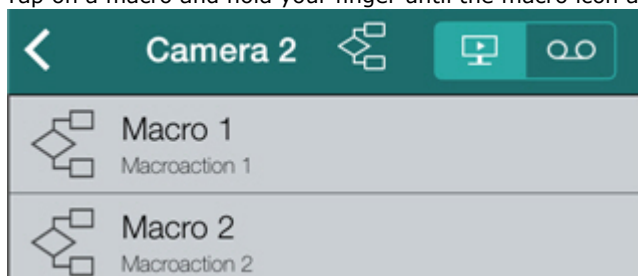
You must be connected to an Intellect server to run macros.

### Adding macros to video

You can add macro badges to video.

To do so:

1. Go to Live Video mode for the relevant camera (see [Viewing live video in the iOS mobile client](#)).
2. Call the macro menu by clicking the  button.
3. Tap on a macro and hold your finger until the macro icon appears on the video.



Addition of the macro to the video is now complete.




You can drag the macro badge around the screen. Tap the badge and drag it to the desired location.

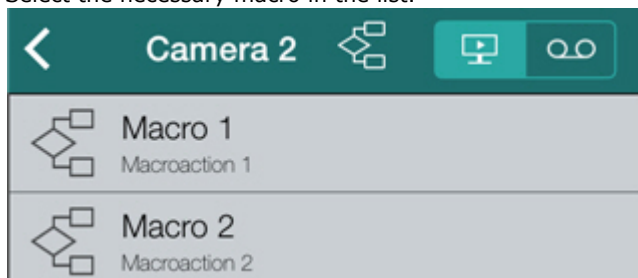
To remove the macro icon, click the  button when moving the icon.



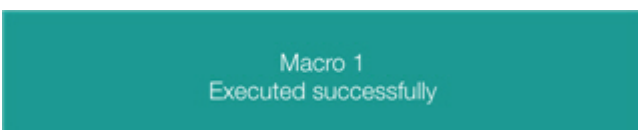
## Running macros in the iOS mobile client

To run a macro:

1. Call the macro menu by clicking the  button.
2. Select the necessary macro in the list.




The message about successful macro running is displayed on top.

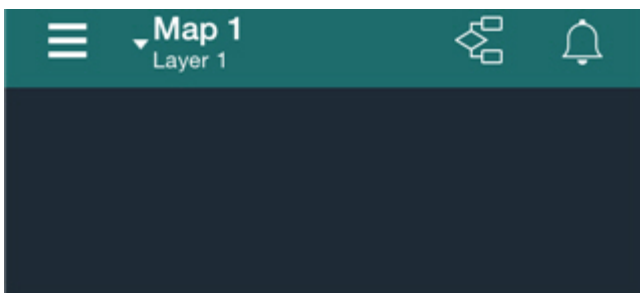
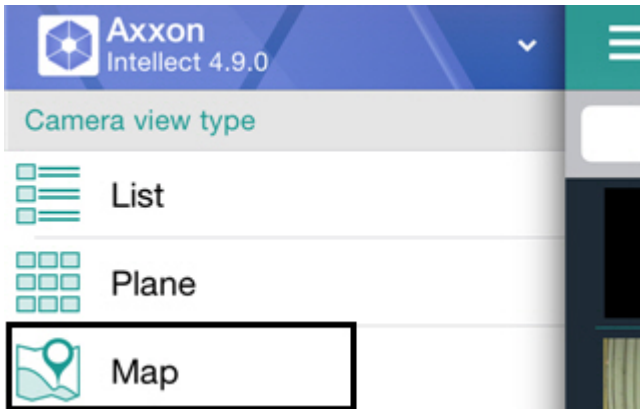


In addition, if a macro has been added to a video, quickly tap the relevant icon to run it (see [Adding macros to video](#)).

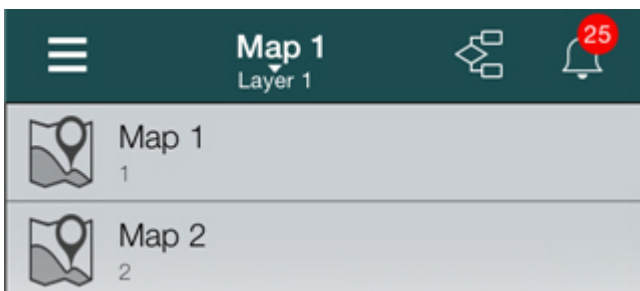
## Using maps in the mobile iOS Client

Maps can be viewed only when the client is connected to an Intellect server.

To view the map, call the main menu by clicking the  button and select the **Map** item.



To select the map, call the context menu by clicking the current map name and select the required map.



**Note**  
The context menu is not active if one card is created in the system

If there are several layers on the map, then they are listed by right-left scrolling.

Icons for the following devices can be displayed on the map in the mobile Client: cameras, sensors, and relays. In addition, icons for macros can be displayed.

Icons indicate the current status of devices and allow controlling them.

## Map scale and object groups

You can adjust the scale of the map in the iOS Client.

Simply pinch your fingers on the screen (to zoom out) or move them apart in a sweeping motion (to zoom in).

If some objects are too close to each other on the map and cannot be displayed at the current scale without overlapping, they are replaced by a group icon (an Object Group icon).

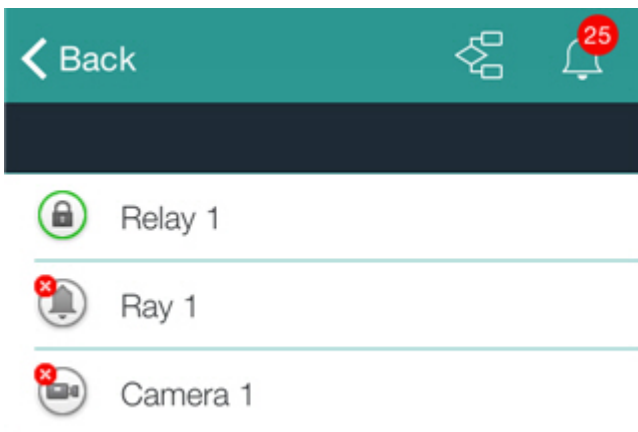


**Note**

The upper-left corner of the group indicates the number of objects in the group.



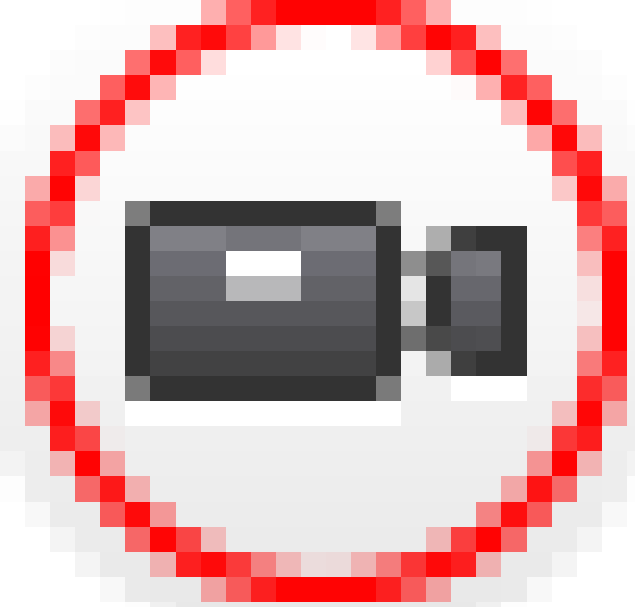
A list of objects in a group is displayed when you click the group icon.

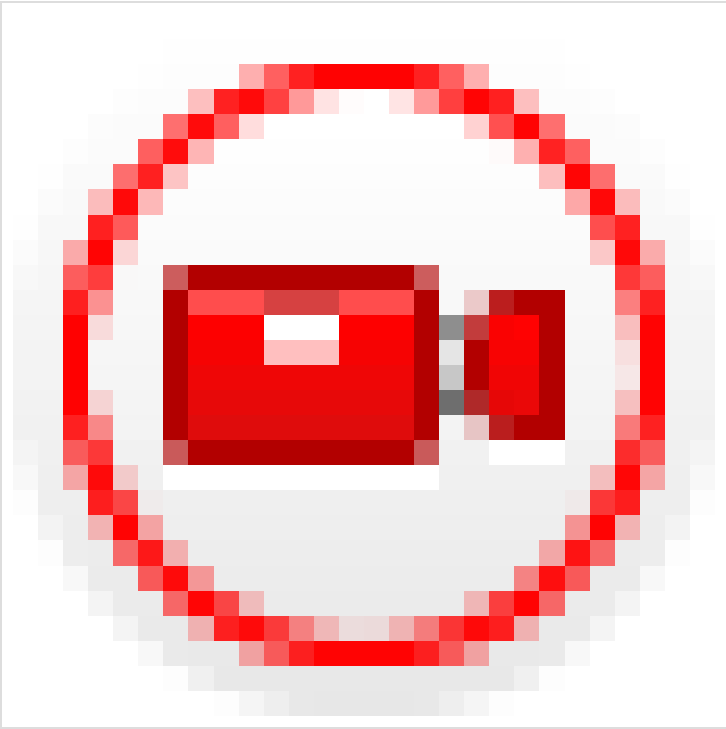


After you select an object, a list of actions is presented.

## Using cameras on the map

The icon of a camera on the map indicates the current status of the camera:

Icon	Status
	<p>Camera alarm, recording is not active</p>



amera alarm, recording is active



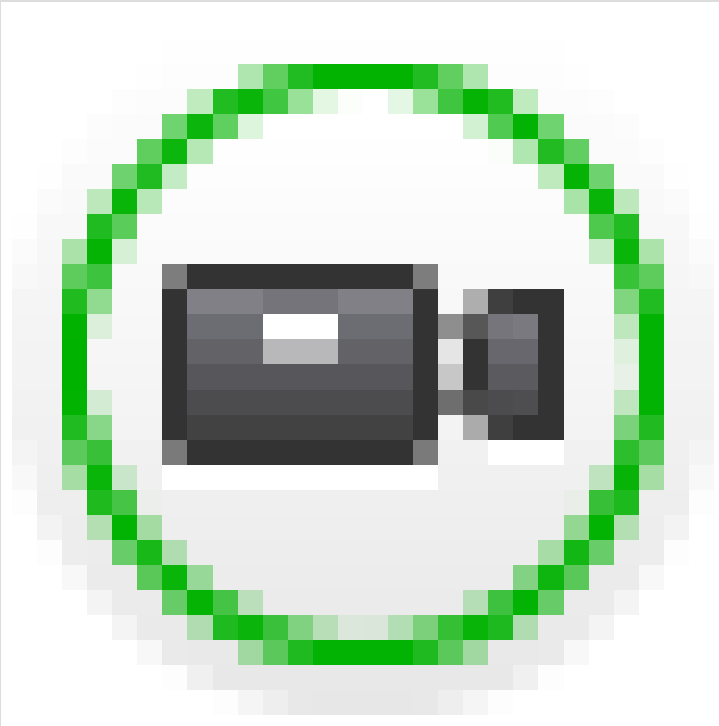
Camera armed, recording is not active



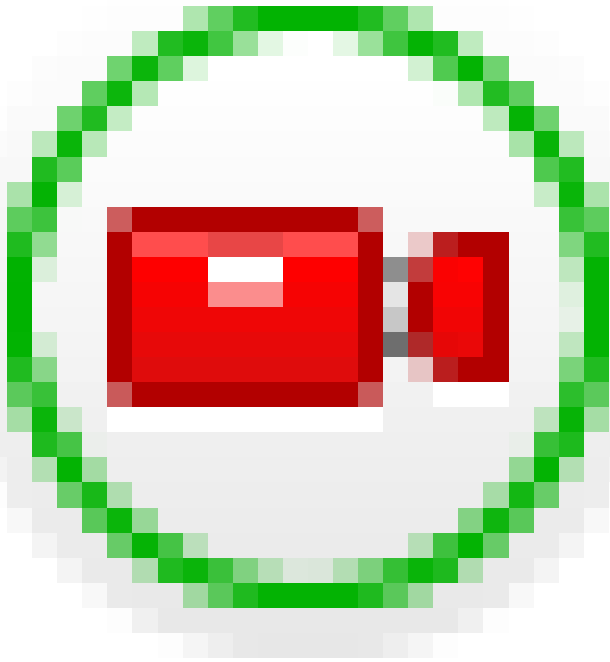
Camera armed, recording is active



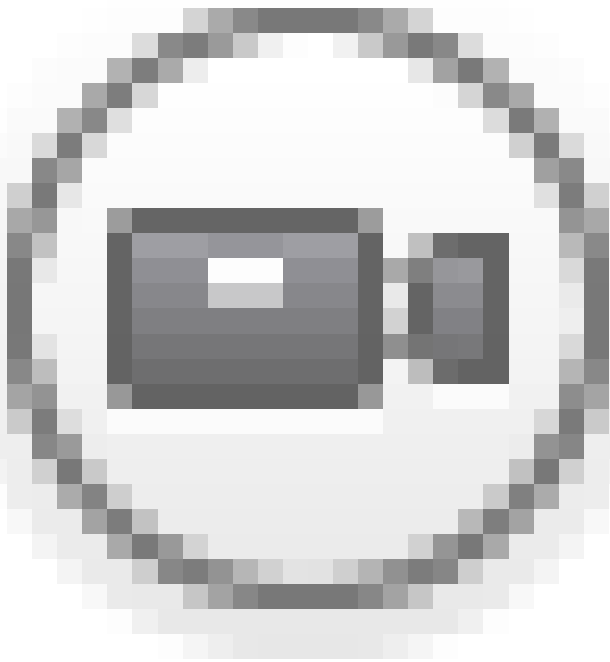
Camera disarmed, recording is not active

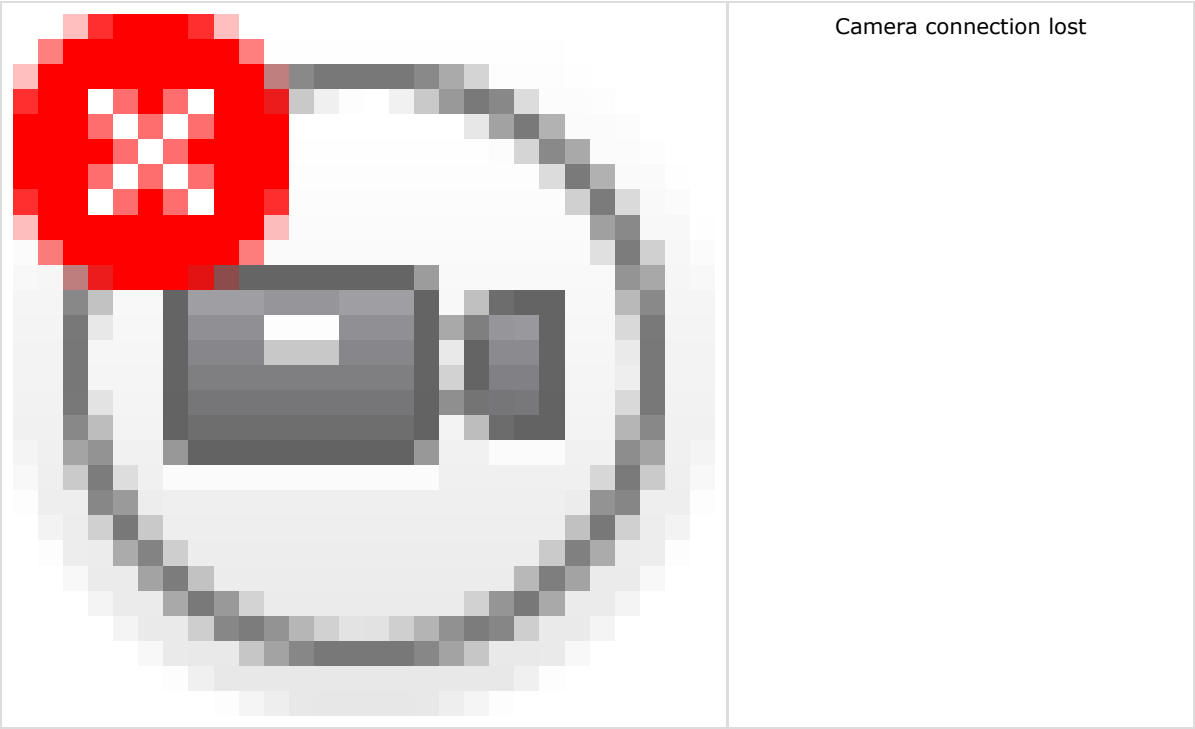


Camera disarmed, recording is active



Camera disabled in the System






Live video is displayed when clicking the camera icon.

## Using relays on the map

The icon of a relay on a map displays the current status of the relay.

Icon	Status
	<p>Relay disabled in the System</p>



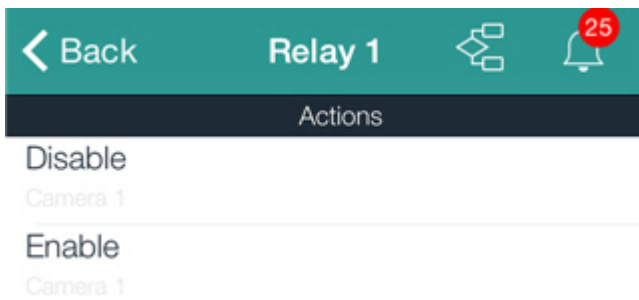
Relay connection lost



Relay off

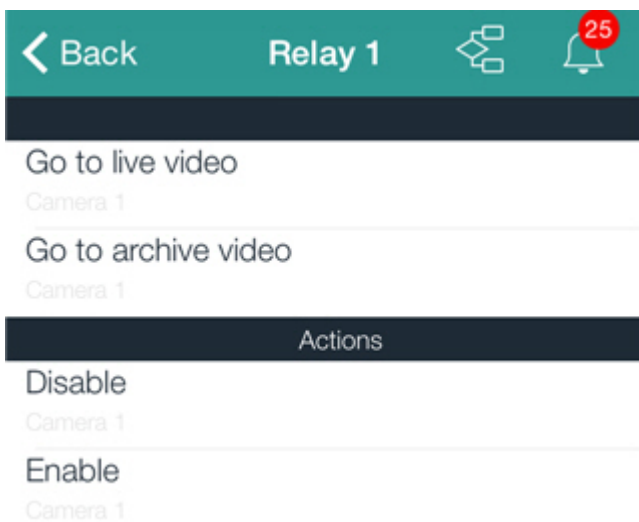


To control a relay from the map, tap its icon to open its context menu:



To perform an action select a command. A description of commands is given in the [Intellect Operator's Guide](#).

If a relay is linked to a camera (see [The relationship between video cameras and sensors and relays](#)), it is also possible to switch to live video mode or viewing of video recorded by the camera.



## Using sensors on the map

The icon of a sensor on a map displays the current status of the sensor.



Icon	Status
------	--------


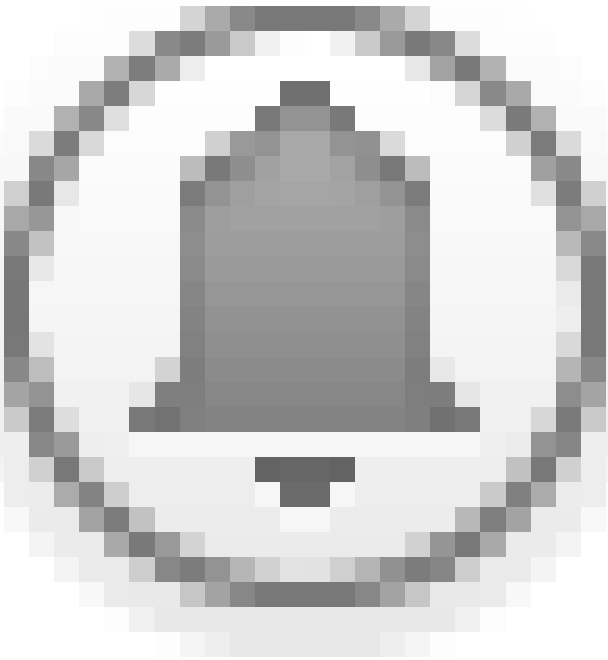
Sensor armed + alarm event accepted



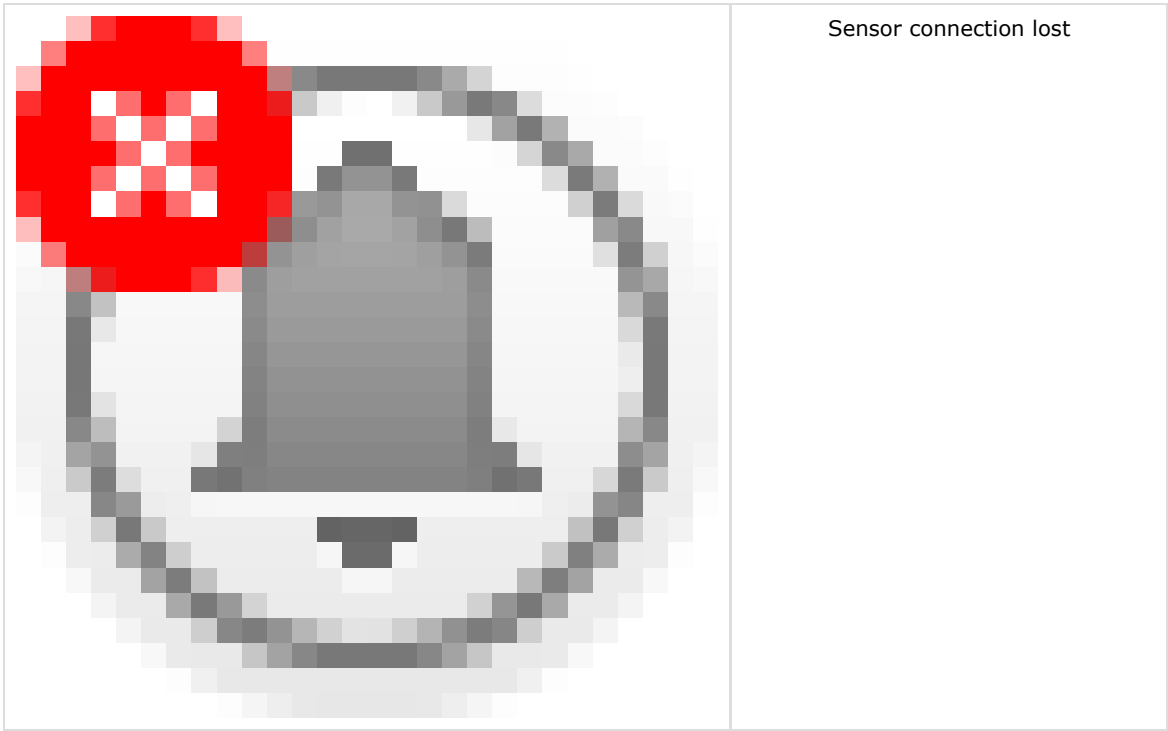
Sensor armed + alarm



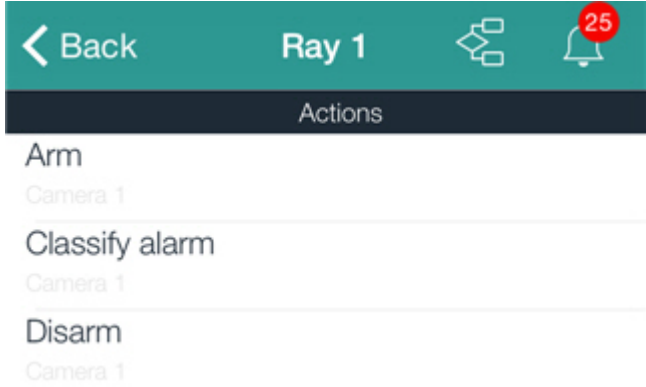
 A pixel art illustration of a bell. The bell is dark grey and is centered within a white circular background. Surrounding the bell is a thick, orange ring composed of individual pixels. The entire graphic is set against a light grey background.	<p>Sensor armed</p>
 A pixel art illustration of a bell. The bell is bright red and is centered within a white circular background. Surrounding the bell is a thick, green ring composed of individual pixels. The entire graphic is set against a light grey background.	<p>Sensor disarmed + alarm</p>

 A pixelated icon of a bell with a blue ring around it, set against a white background with a light gray drop shadow.	<p>Sensor disarmed</p>
 A pixelated icon of a bell with a gray ring around it, set against a white background with a light gray drop shadow.	<p>Sensor disabled in the System</p>



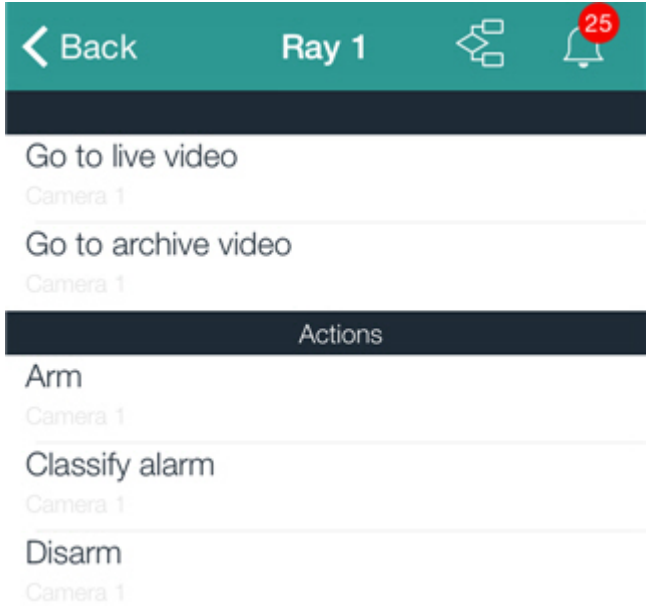


To control a sensor from the map, tap its icon to open its context menu:



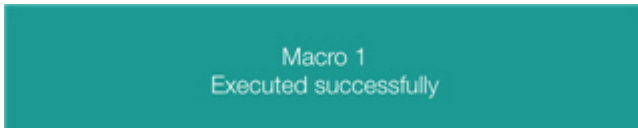
To perform an action select a command. A description of commands is given in the [Intellect Operator's Guide](#).

If a sensor is linked to a camera (see [The relationship between video cameras and sensors and relays](#)), it is also possible to switch to live video mode or viewing of video recorded by the camera.




## Using macros on the map


To run a macro on the map, click the macro icon. The message about successful macro running is displayed on top.




## Handling events in the mobile iOS Client

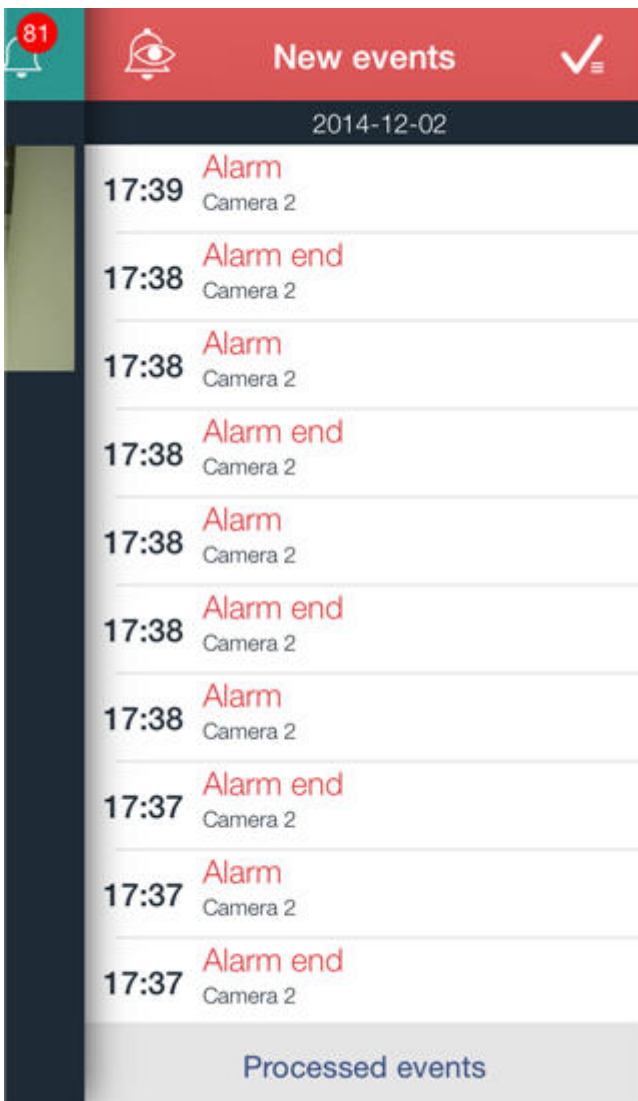
### Viewing a list of system events

To view the list of events, click the icon  in the top right corner.

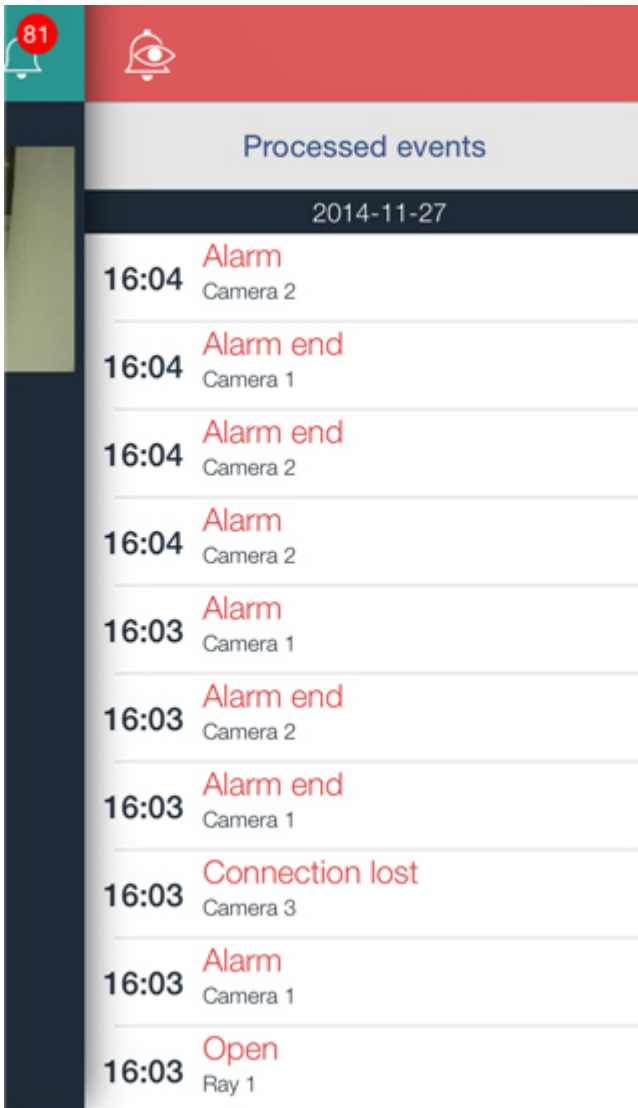
 **Note**

The number of non-processed events (if any) is indicated on the icon .

The list of events is shown. By default non-processed events are displayed on it.






To view processed events, click the corresponding button.




**Note**

To restore to non-processed events click the **Processed events** button once again.


To process all events, click the  button. To process one or several events, select them by touching the screen and click the  button.

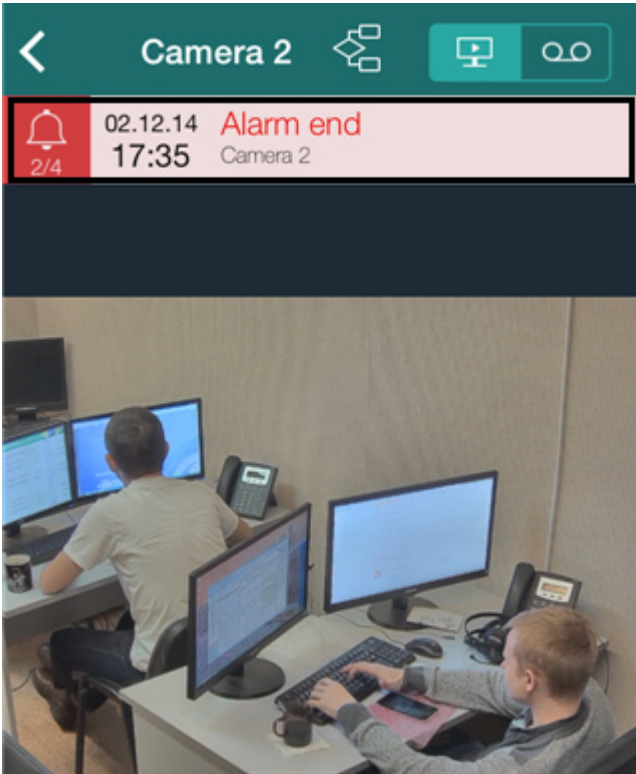
To display the event board, select one or several events in the list of events and click the  button (see [Event board](#)).

To hide the list of events, drag the left screen to the right or click the  button.

## Event board

Event board is designed to view and process selected events concurrently with viewing video or using the map.

To display the event board, select one or several events on the event screen and click the  button (see [Viewing a list of system events](#)).

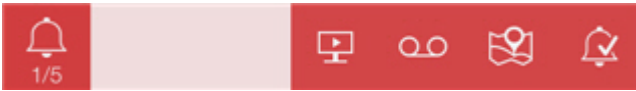


The event board is only displayed on the screens to work with video and map.



Use the button to switch between events. The ordinal number of current event as well as total events opened on the board are indicated on it.

An alarm can be processed on the board. You can switch to live video, archive or map. For this perform RTL event slide.



**Note**

Information on switches is given in the table of the [Jump from an event to live video, recorded video, or map section](#).



To process the event, click the button.

The event board is hidden when all events are processed on it.

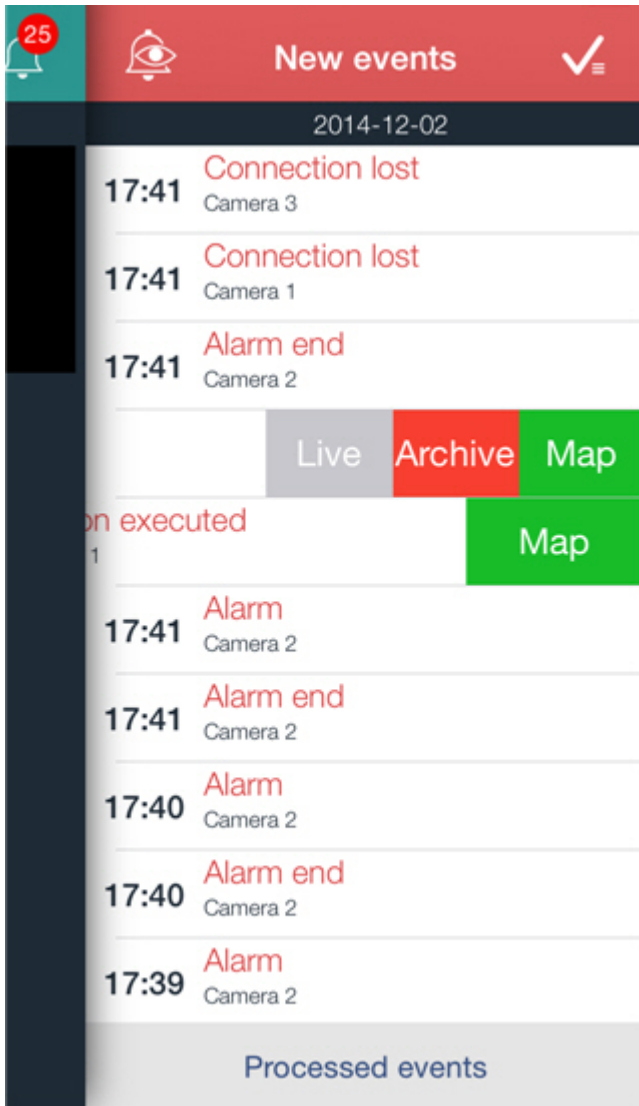
## Jump from an event to live video, recorded video, or map

Ability to jump from a new event to live video, recorded video, or map.



**Note**

When you jump to a map, the map is recentered around the relevant event site

You can switch both from the list of events and event board. To open the jump menu, swipe your finger over an event from right to left.



A description of all jumps is given in the table.

Site event	Tap on event or push notification	Jump from menu
Video camera	Jump to recorded video from event start	Jump to live video, recorded video, or map  
Relay	Jump to map	Jump to map
Relay (attached to camera) see <a href="#">The relationship between video cameras and sensors and relays</a>	Jump to archive of relevant video camera footage from the start of the event.	Jump to live video, recorded video, or map
Sensor	Jump to map	Jump to map
Sensor (attached to camera) see <a href="#">The relationship between video cameras and sensors and relays</a>	Jump to archive of relevant video camera footage from the start of the event.	Jump to live video, recorded video, or map
Macro	Jump to map	Jump to map

# Receiving push notifications

A mobile device can receive push notifications about system events from the Server.

**Note**  
Activation and configuration of this function is performed in Intellect (see [Configuring the Events filter for the Web-server 2.0 module](#)).

Push notifications are sent to a device regardless of whether it is connected to the Server. Apple servers are responsible for delivering notifications.

**Attention!**  
If several devices are connected to the Server under one login, then push notifications will be received by the latter connected device only.

**Note**  
The device running the iOS Client must be connected to the Internet.

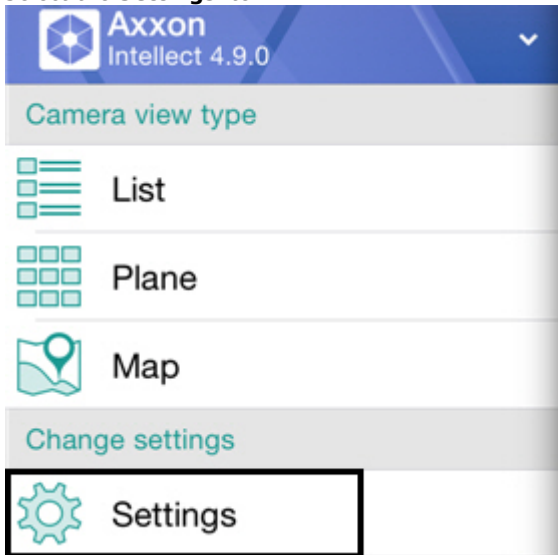
Push notification consists of: the name of server from which the event is received, the name of event source object, event name, date and time.

When clicking the push notification, there is the switch in the notification centre as described in the table of the [Jump from an event to live video, recorded video, or map section](#). There is the switch if you slide the event from left to right on the locked screen.

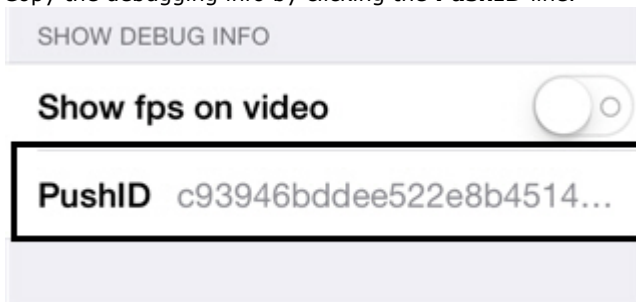
**Note**  
When the device is locked, switches can be made from the notification centre only.

You may need the debugging information when addressing the technical support service about not receiving push notifications:

1. Call the main menu by clicking the  button in the top left corner.
2. Select the **Settings** item.



3. Copy the debugging info by clicking the **PushID** line.



This information is to be sent to the technical support service.