



AgileMesh Player User Guide



Player version 5.X

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Rev 4.0

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Introduction

The AgileMesh Player application enables users to view recorded images from AgileMesh cameras and playback recorded audio for Audio Enabled nodes (optional). The AgileMesh Player is used to view video and playback audio recorded by the AgileMesh Viewer or to playback Node Recorded audio and video from a FLASH drive on an AgileMesh Local Record enabled. A few of the features supported by the AgileMesh Player are:

- Playback of Viewer recorded video and audio
- Playback of Node recorded video and audio
- Download Node recorded video and audio (directly connected or over the air)
- Copy video and audio files (including time index files)

Minimum System Requirements

	Windows XP Professional (32bit)	Windows 7 Professional (32bit)	Windows 7 Professional (64bit)
CPU (GHz)	1.7	2.3	2.3
RAM (GB)	2	4	4
Disk (GB)	60	120	120
Video Card	1024 X 768 (128 MB)	1024 X 768 (256 MB)	1024 X 768 (256 MB)

Recommended System Requirements

	Windows XP Professional (32bit)	Windows 7 Professional (32bit)	Windows 7 Professional (64bit)
CPU (GHz)	2.5 (multi-core)	3 (multi-core)	3 (multi-core)
RAM (GB)	4	8	8
Disk (GB)	120	500	500
Video Card	1280 X 1024 (512 MB)	1280 X 1024 (512 MB)	1280 X 1024 (512 MB)

Notice that ONLY Windows XP Pro and Windows 7 Pro are supported.

Software Installation

Info:

Use “Add/Remove Programs” in the Windows Control Panel to remove a previously installed version of the AgileMesh Player before installing a newer version.



Use the AgileMesh Master Installer CD or download the AgileMesh Player from the AgileMesh website (Products → Software → login).

(Contact AgileMesh to allow access to software downloads.)

Double-click on the “amplayer-X_X_setup.exe” file to install the viewing application software.

Click “Next” button.

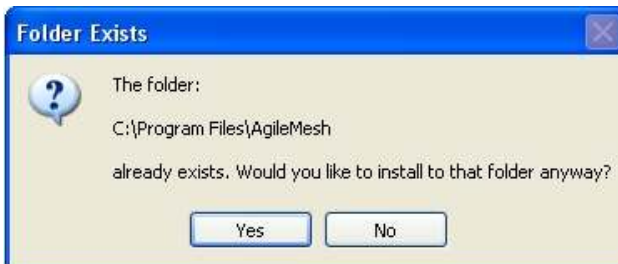


Click the “Next” button to install the AgileMesh Player in the default location shown (RECOMMENDED).

Click “Next” button

[Optionally, click on “Browse” to select the location to install the Player.]

Note: The default directory is recommended.



If AgileMesh applications have been previously installed or the folder exists, this message may appear.

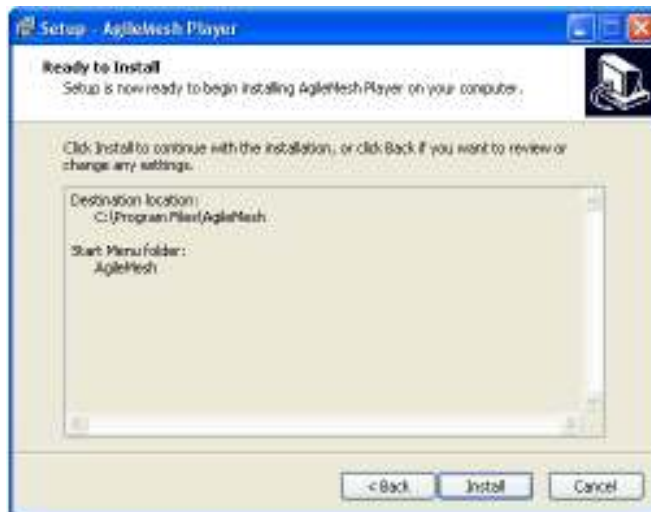
Click the “Yes” button and proceed with the installation.



Select the Start Menu Folder.

Note: The default folder is recommended

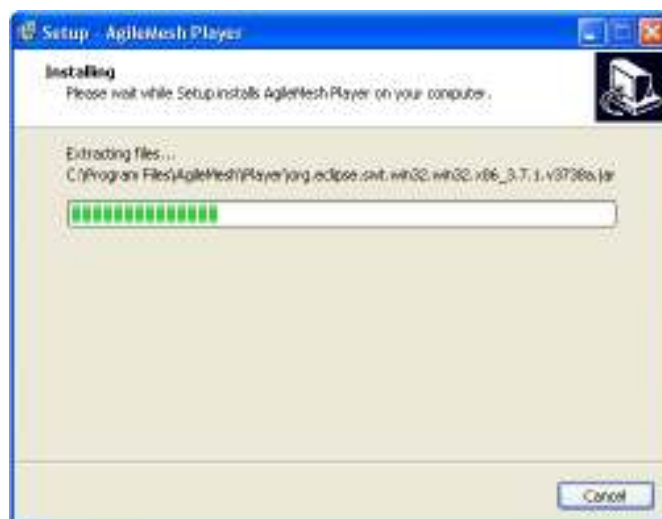
Click "Next >" button.



If the "Destination Location" and "Start Menu folder" are correct:

Click "Install"

Note: The default folders are recommended



Wait until the progress bar is completely filled (installation complete).

To cancel it, click "Cancel" button.



Installation is complete.

Click the "Finish" button.

Info:

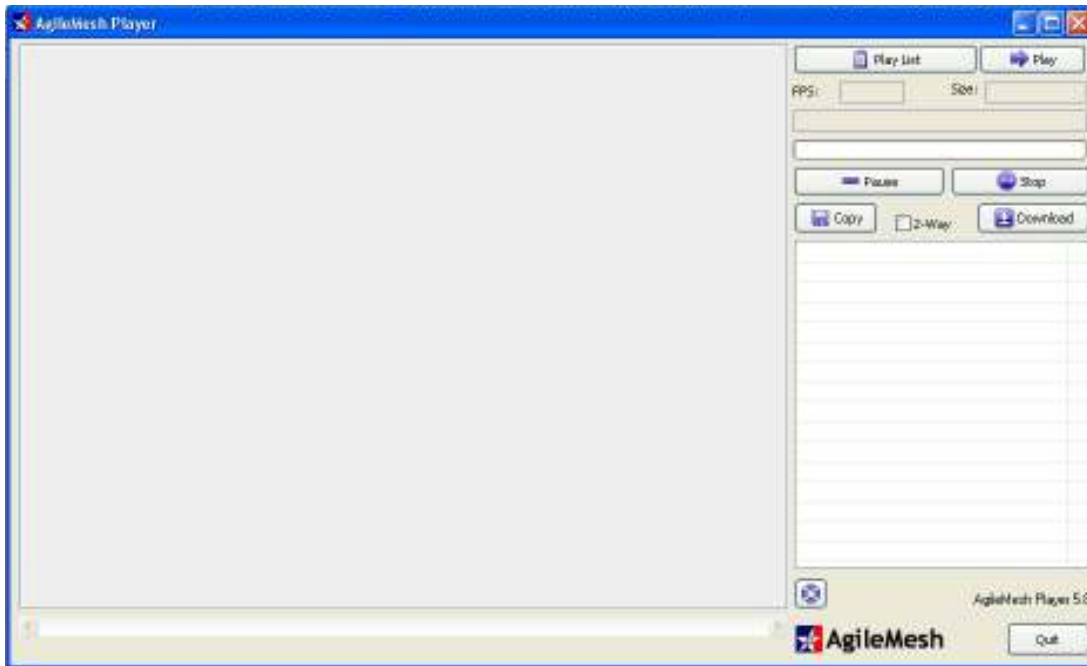
The AgileMesh Player is licensed to be loaded on any number of PCs.





Overview



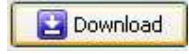

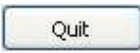
The AgileMesh Player application allows users to view images and play audio recorded with the AgileMesh Viewer. The AgileMesh Player is a separate stand-alone application from the AgileMesh Viewer. Once installed, locate and double-click on the desktop icon for the AgileMesh Player to start the application (see below).



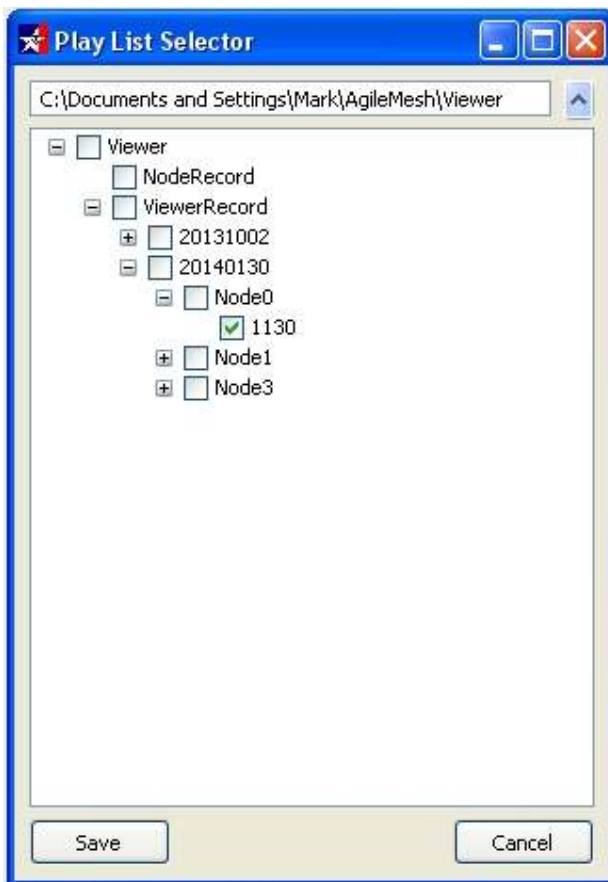
AgileMesh Player 5.8




Button or Field	Description
	Brings up the Play List Selector window for Viewer and Node recorded video and audio. The default directories are: Home_Dir\AgileMesh\Viewer\NodeRecord Home_Dir\AgileMesh\Viewer\ViewerRecord
	Play the selected audio/video clip.
FPS: <input type="text" value="4"/>	Displays the FPS of the recorded video.
Size: <input type="text" value="640x480"/>	Displays the resolution of the recorded video.
<input type="text" value="2011/11/08 17:15:28.0578"/>	Displays the date and time of the recording.
	The progress bar indicates the portion in the recording.
	Pause the playback.

Button or Field	Description
	Stop the playback.
	Copies selected audio and video files along with time index files to desired location.
<input type="checkbox"/> 2-Way	Check to play two-way audio.
	Brings up Node Video Download window to download node recorded audio and video.
	Displays the AgileMesh Player User's Guide.
	Close this application.


Viewer Recorded Audio and Video



To play Viewer recorded audio and video, click on the “Play List” button to bring up the “Play List Selector” window.

Click on the  to expand the Viewer directories.

Click on the  to expand the ViewerRecord directories.

Click on the  to expand the date of the recording directories.

Click on the  to expand the NodeX directories.

Click on the 15 minute time slot(s) desired and then click the “Save” button. Click on the “Play” button (upper right corner of the Player) to play the selected video and audio.

The AgileMesh Player displaying recorded video is shown below.



Use the slider to fast forward through a 15 minute clip. If more than one 15 minute clip was selected, the clips will be played one after the other.

Info:

Video and audio clips are stored in a folder named: "YYYYMMDD". Below this directory are folders named for the node originating the video: "Node X". Inside each node folder is a 15 minute clip of audio and video in a file named HHMM, where HH ranges from 00- 23 and MM ranges from 00 - 59.

A timestamp is added to the video by the Player and is visible during playback in the upper left corner of the video and also on the right end of the slider bar track.

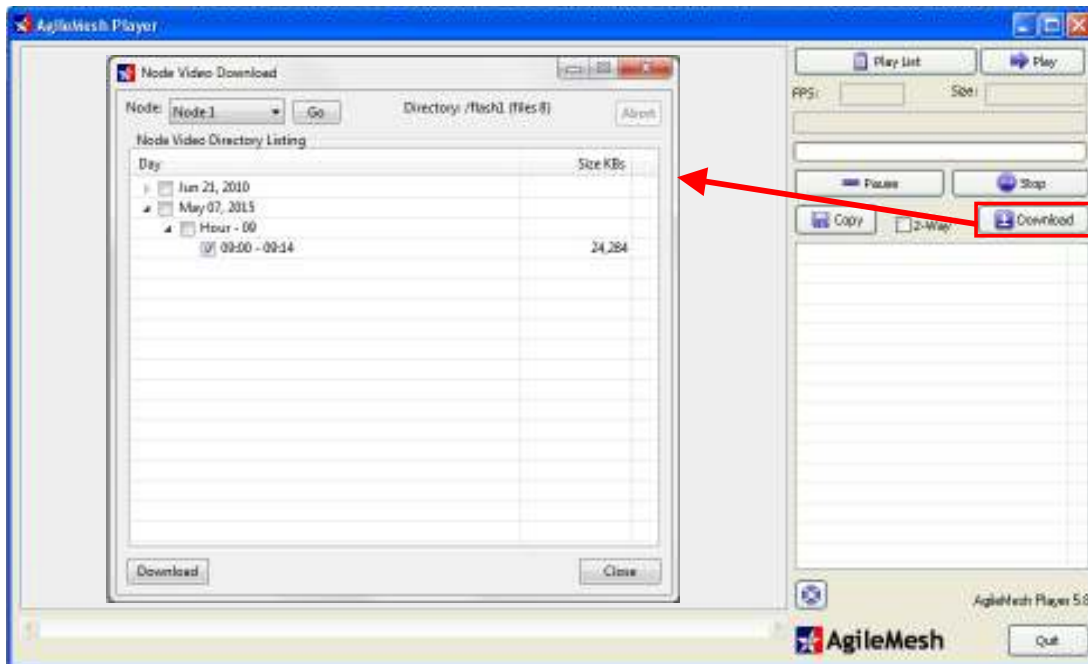
Node Recorded Audio and Video

Info:



AgileMesh nodes can be licensed to record audio and video locally at each node. This is referred to as local or node record. An AgileMesh formatted flash drive (up to 16 GB) must be used for recording at the node. The node's third codec (Internal Codec) is used for local recording. See the AgileMesh Node Configuration Guide to configure the Internal Codec.

The AgileMesh Player is used to download audio and video recordings from a node. This can be done over the air, but large video files can use a large amount of bandwidth between nodes and can interfere with active video streams. A direct Ethernet connection between the Player and the node is recommended.

Locate and double-click on the desktop icon for the AgileMesh Player to start the application (see below).



Click on the “Download” button to launch the “Node Video DownLoad:” window. See above. From the drop-down menu, select the node number and press “Go” to see the Day of recorded audio and video. The June 21, 2010 file is a default file where recorded video/audio is stored if a node has not received the time of day from the Viewer. This would apply to a remotely placed node that is not connected to the Viewer, but is set to record.

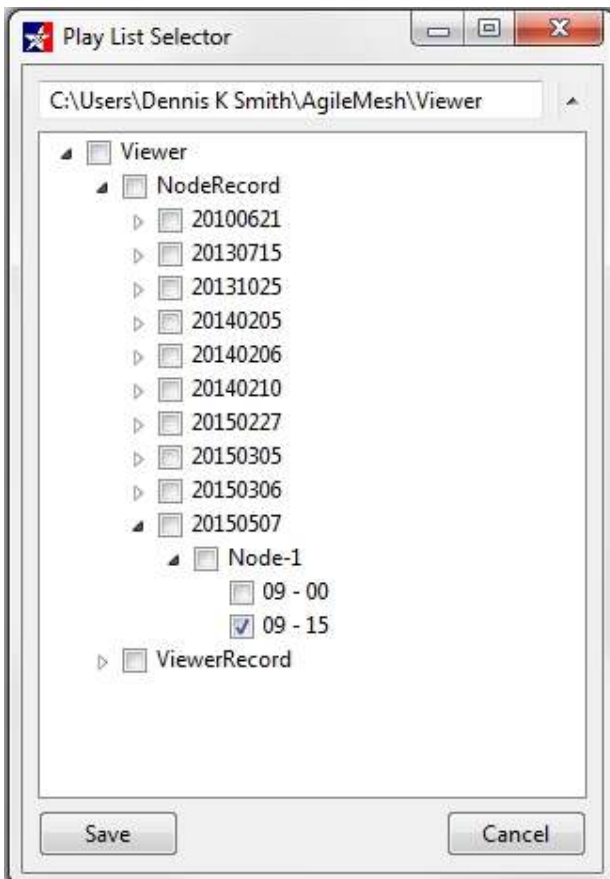
Click on  the to expand the Day of the recording. Likewise click on the  to expand th Hour of the recording. Check the check box of one or more 15-minute files to download as shown above. Click on “Download” to begin the download. Once the download is complete, click “Close”.

Important:

A node must be connected to the AgileMesh Viewer in order to get the time of day (ToD) set. The node can be directly connected to a Viewer or in a mesh with other nodes connected to a Viewer. The node uses ToD to name the recorded audio and video clips and groups them in the appropriate 15-minute interval(s).

If a node has not been connected to an AgileMesh Viewer, the node’s default date is June 10, 2010. This will be the time of the recorded audio and video (folder will be named 20100621). Once connected to a Viewer, the node will get the date and time from the viewing PC or AgileMesh Network Bridge.

To view the Locally recorded video, click on the “Play List” button to bring up the “Play List Selector” window.



Expand the “Viewer” directory and the “NodeRecord” directories.

Next choose the date of the recording and expand the “YYYYMMDD” and the Node-X directories.

Check the 15-minute time-slots for the recording(s) of interest and click on “Save”

Click on the “Play” button (upper right corner of the Player) to play the selected video and audio.

Important:

1. A node that is enabled for Local Record will only record to an AgileMesh formatted FLASH drive.
2. If the FLASH drive was installed into the node's USB connector BEFORE the node was powered on.