White paper

Using Overlays with Ocularis 5

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Date: July 1, 2016

160702-0001

General Information

Ocularis v5.2 introduces overlays for camera streams, map icons and map metadata. This will allow you to enhance security monitoring when using third party integrations by providing additional data dynamically.

What are the three types of Overlays?

The Camera Overlay can display additional information such as images or text on the Live view of the assigned camera. The Map Icon Overlay allows for third party integration to modify an associated icon on a map. The Map Metadata Overlay allows for third party integration of information directly on a user created map.

Sample Installation

Each unique overlay can be specified using a simple text (.txt) file or server (.aspx) file that is hosted locally or on the Cloud.

How It Works

The Ocularis overlay mechanism works by periodically polling the file located at the specified URL and then relaying that information to the relevant area of Ocularis Client.

For example, an overlay for cameras directed at cash registers can display the amount of the transaction, username and time.

Another example is a camera pointed to a security door with an overlay that displays the name, ID#, and a picture of the employee whose code/badge was just used to gain access through the door.

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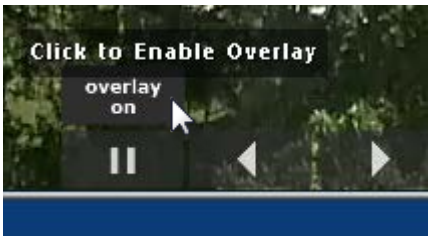
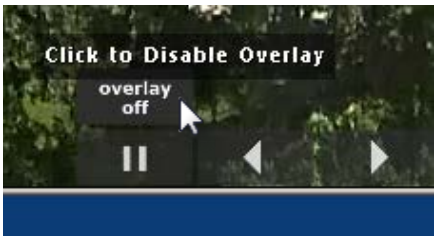
Overlay for a Camera

The purpose of the camera overlay is to provide the user with additional information in addition to video.

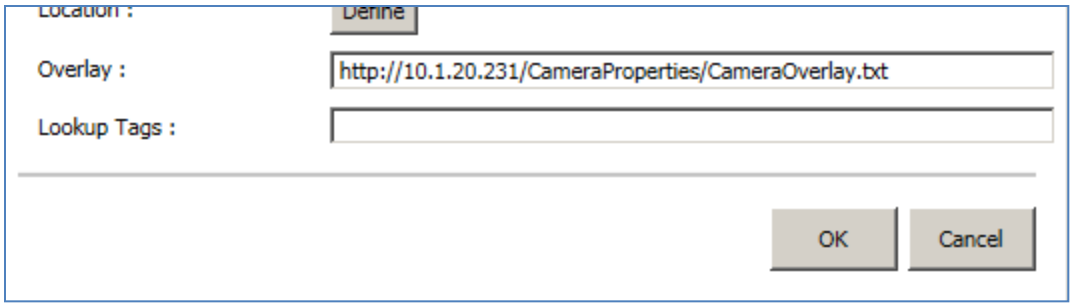
When the overlay is specified in the Ocularis Administrator, the overlay off/on button will be active in the camera pane of Ocularis Client.





In the Ocularis Administrator application, Servers/Events Tab, right-click the desired camera and open Camera Properties. In the Overlay field enter the location of the overlay file.

For example: http://10.1.20.231/CameraProperties/CameraOverlay.txt



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Supported Camera Overlay Parameters

Text	
Example	1:text: 0.01, 0.1, 0.05, "Text for Camera Overlay"
	X position, Y position, Height, Text
Parameters	
X position	Horizontal position referenced to left of the pane. 0.0 (left) to 1.0 (right).
Y position	Vertical position referenced to top of the pane. 0.0 (top) to 1.0 (bottom).
Height	0.03 to 0.5 are useful.
Text	"Text for Camera Overlay"

Image	
Example	1:bmp: 100.0, 10.0, 320.0, 240.0, 0, 1, 0, fff, "http://10.1.20.231/CameraProperties/27.jpg"
	X position, Y position, Width, Height, N/A, N/A, N/A, Color, Image URL
Parameters	
X position	Left coordinate where BMP will be displayed. 0 (left) to horizontal size of screen. In the example this is 100 pixels from the left.
Y position	Bottom coordinate where BMP will be displayed. 0 (bottom) to vertical size of screen. In the example this is 10 pixels from the bottom.
X position 2	Right coordinate where BMP will be displayed.
Y position 2	Top coordinate where BMP will be displayed.
N/A	Must be set to 0
N/A	Must be set to 1
N/A	Must be set to 0
Color Filter	Red, Green, Blue filters. Zero (0) is black. In the example this is FFF (recommended), all colors are displayed.
Image URL	Link to the desired image. In the example this is on the Cloud at http://10.1.20.231/CameraProperties/27.jpg

Here are the contents of the TXT file used for the camera overlay example.

```
1:text: 0.01, 0.3, 0.05, "Text for Camera Overlay"
2:bmp: 10.0, 300.0, 320.0, 240.0, 0, 1, 0, FFF, "http://10.1.20.231/CameraProperties/27.jpg"
```

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This is how the camera pane appears with the overlay off.

This is how the camera pane appears with the overlay on.

Note: overlays appear in 'Live' mode only. They are not included with recorded video.

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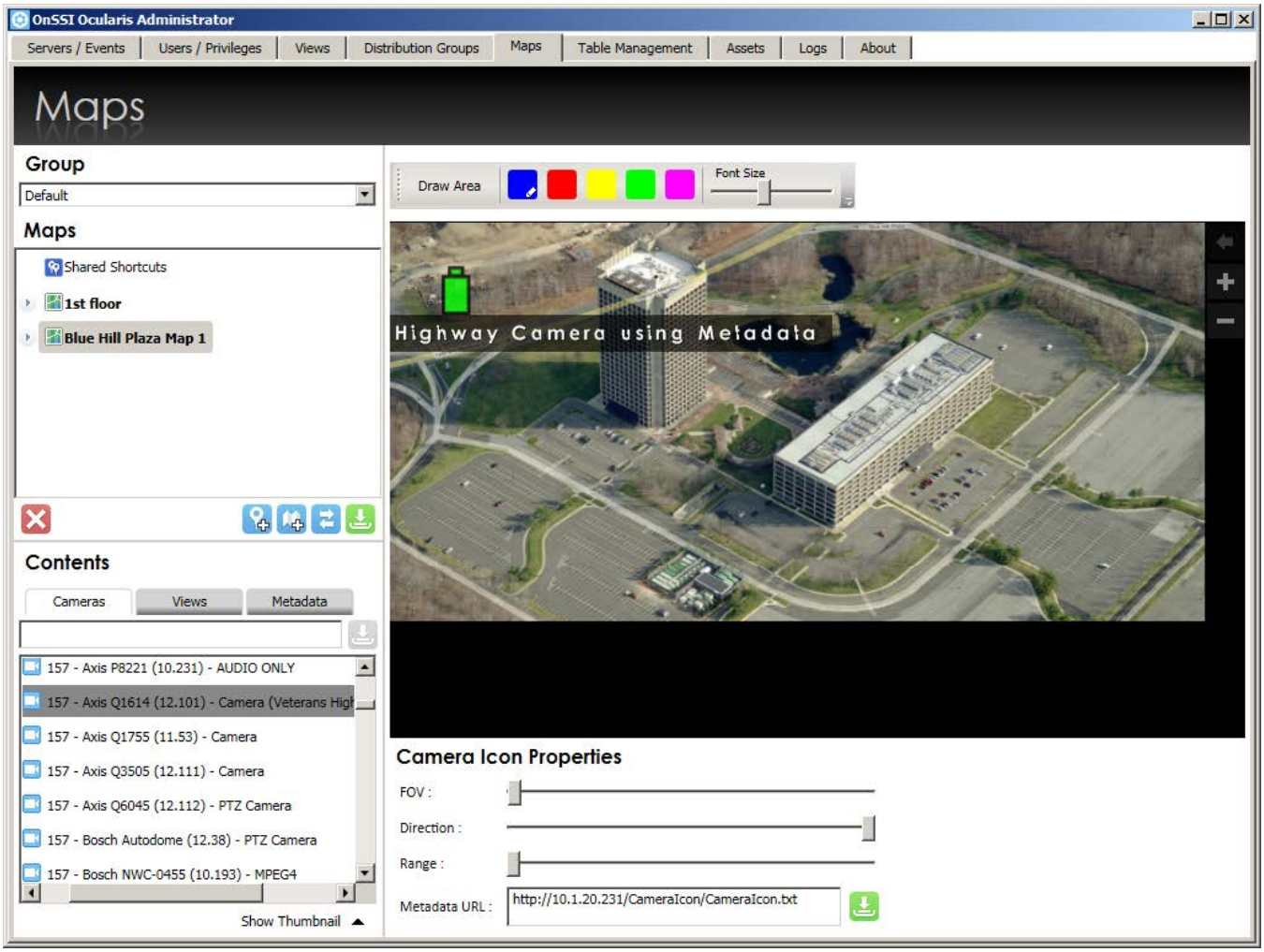
Overlay for Map Icons

The Map Icon Overlay allows for third party integrations to modify an associated icon on a map. In the Ocularis Administrator application Maps Tab, select a map with a camera. In the Metadata URL field under Camera Icon Properties, enter the location of the overlay file. In this example the following is used: http://10.1.20.231/CameraIcon/CameraIcon.txt



Here are the contents the TXT file used for the map icon overlay.

```
setpos: 100, 100
hover_msg: Hover - Highway Camera using Metadata
icon_label: Highway Camera using Metadata
color_mask: 0xFF00FF00
```

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Supported Camera Icon Properties – Metadata URL

setpos	
Example	setpos: 100, 100
	X position, Y position
Parameters	
X position	Horizontal position referenced to left of the pane in pixels.
Y position	Vertical position referenced to top of the pane in pixels.

hover_msg	
Example	hover_msg: Hover - Highway Camera using Metadata
	Text
Parameters	
Text	Text for the mouse hovers over the map icon.

icon_label	
Example	icon_label: Highway Camera using Metadata
	Text
Parameters	
Text	Text for the map icon.

color	
Example	Color: FF00FF00
	color
Parameters	
color	4 bytes that represent the icon color <byte3><byte2><byte1><byte0> Byte 3 = 0x00 to 0xFF, Byte 2 = 0x00 to 0xFF, Byte 1 = 0x00 to 0xFF, Byte 0 = 0 Example: Red = FFFF0000 Yellow = FFFFFF00 Green = FF00FF00

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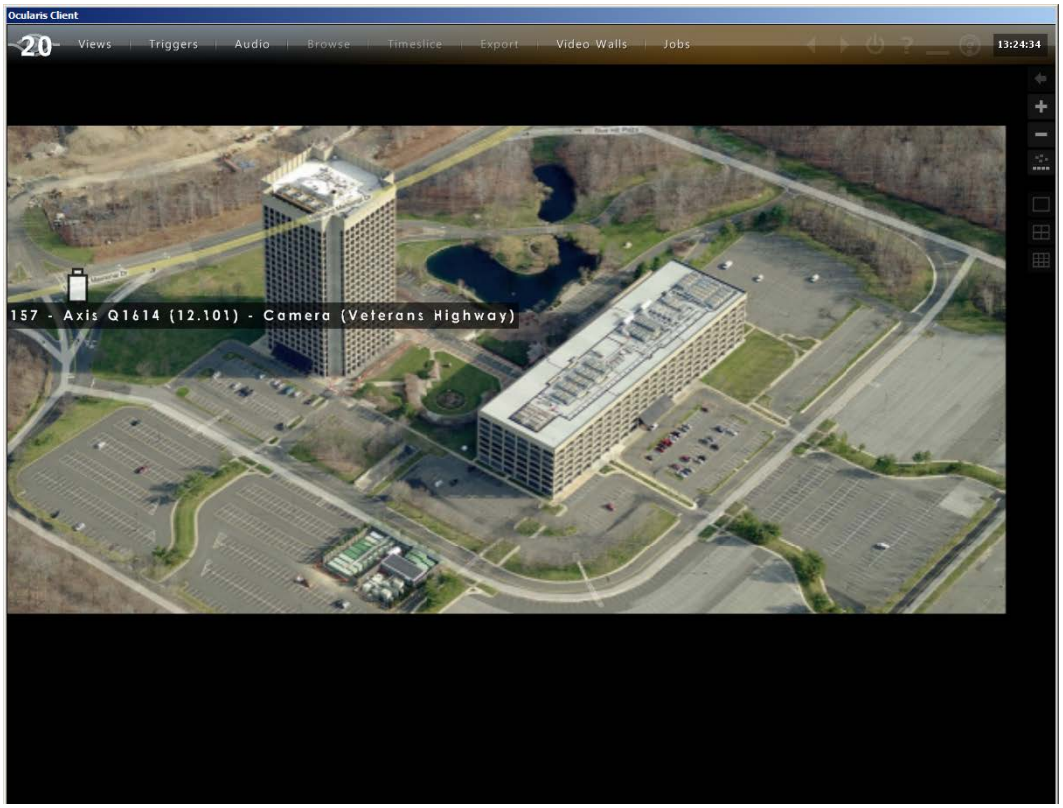
This is how the map appears in Ocularis Client with no Metadata URL specified.



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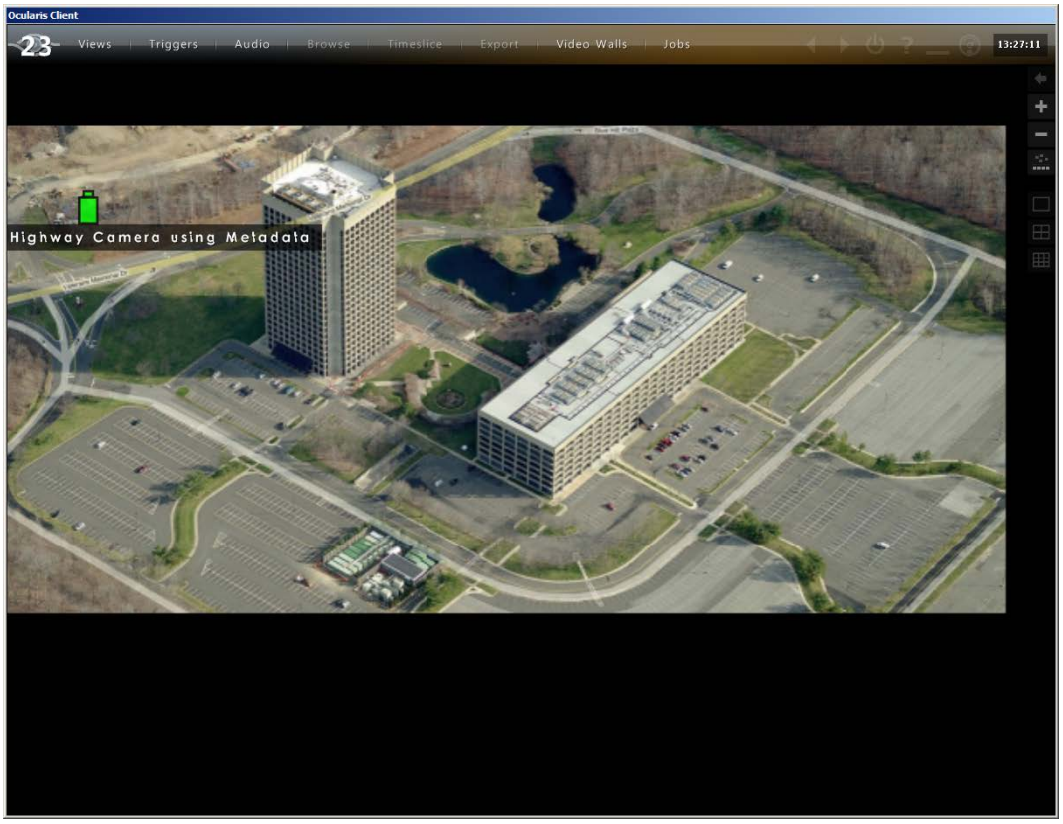
This file changes the camera icon to GREEN and displays the Icon Label specified in the file.

setpos: 100, 100
hover_msg: Hover - Highway Camera using Metadata
icon_label: Highway Camera using Metadata
color_mask: 0xFF00FF00



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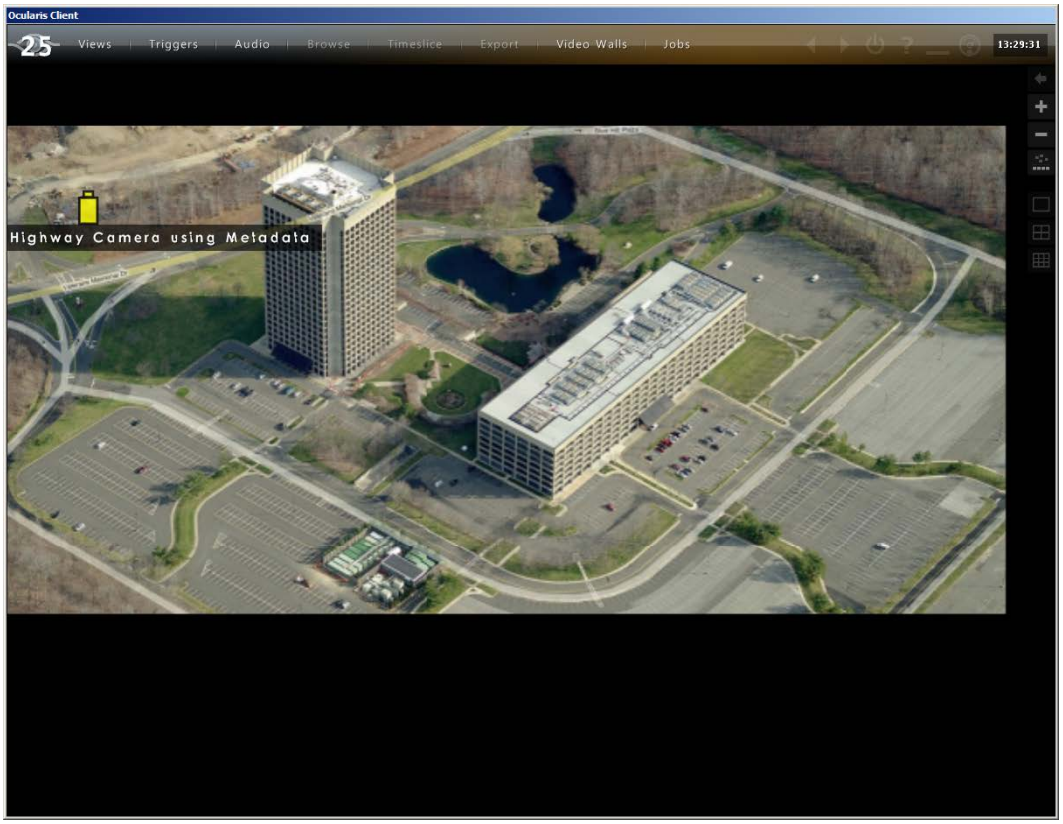
This file changes the camera icon to YELLOW and displays the Icon Label specified in the file.

```
setpos: 100, 100
hover_msg: Hover - Highway Camera using Metadata
icon_label: Highway Camera using Metadata
color_mask: 0xFFFFFF00
```



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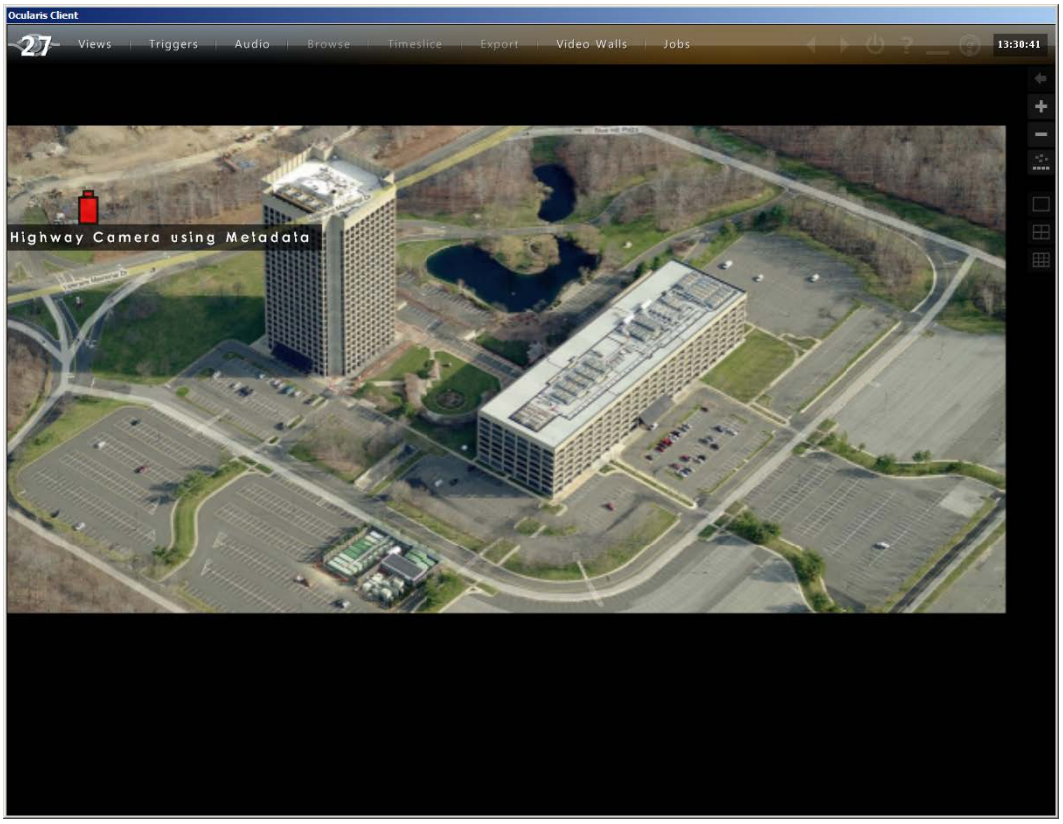
This file changes the camera icon to RED and displays the Icon Label specified in the file.

```
setpos: 100, 100
hover_msg: Hover - Highway Camera using Metadata
icon_label: Highway Camera using Metadata
color_mask: 0xFFFF0000
```



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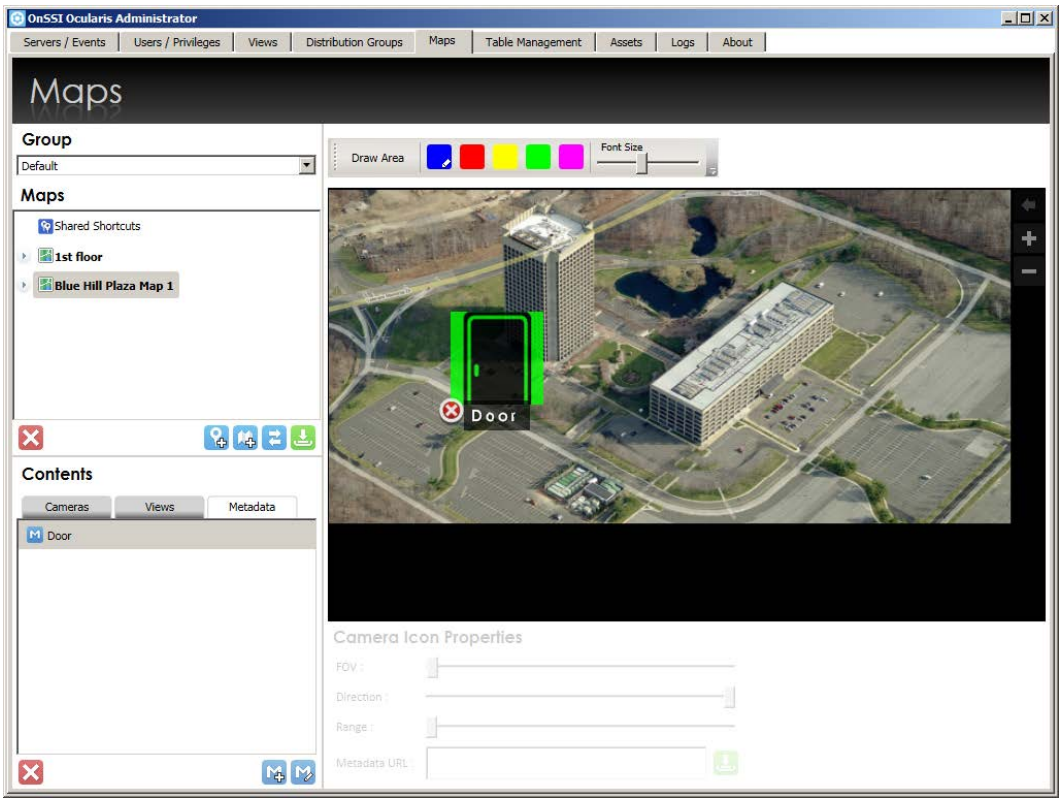
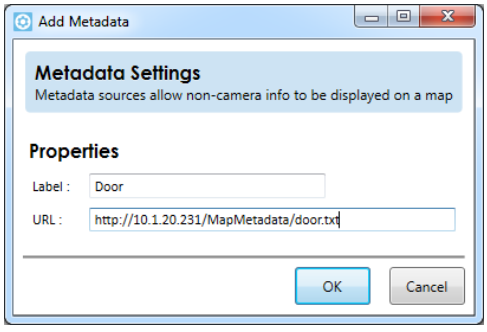
Overlay for Map Metadata

The Map Metadata Overlay allows for third party integration of information directly on a user created map. A custom icon may be added to the map.



Click the Add Metadata URL button.



Enter the label of the icon and the URL for the location of the metadata file.

In the above example, this is what appears when using: http://10.1.20.231/MapMetadata/door.txt

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Here are the contents of the TXT file used for the metadata URL file:

```
setpos: 300, 300
hover_msg: Hover - Door using Metadata
icon_label: Door
color_mask: 0xFF00FF00
```

Supported Map Metadata

setpos	
Example	setpos: 300, 300
	X position, Y position
Parameters	
X position	Horizontal position referenced to left of the pane in pixels.
Y position	Vertical position referenced to top of the pane in pixels.

hover_msg	
Example	hover_msg: Hover - Door using Metadata
	Text
Parameters	
Text	Text for the mouse hovers over the map icon.

icon_label	
Example	icon_label: Door
	Text
Parameters	
Text	Text for the map icon.

color	
Example	Color: FF00FF00
	color
Parameters	
color	4 bytes that represent the icon color <byte3><byte2><byte1><byte0> Byte 3 = 0x00 to 0xFF, Byte 2 = 0x00 to 0xFF, Byte 1 = 0x00 to 0xFF, Byte 0 = 0 Example: Red = FFFF0000 Yellow = FFFFFF00 Green = FF00FF00

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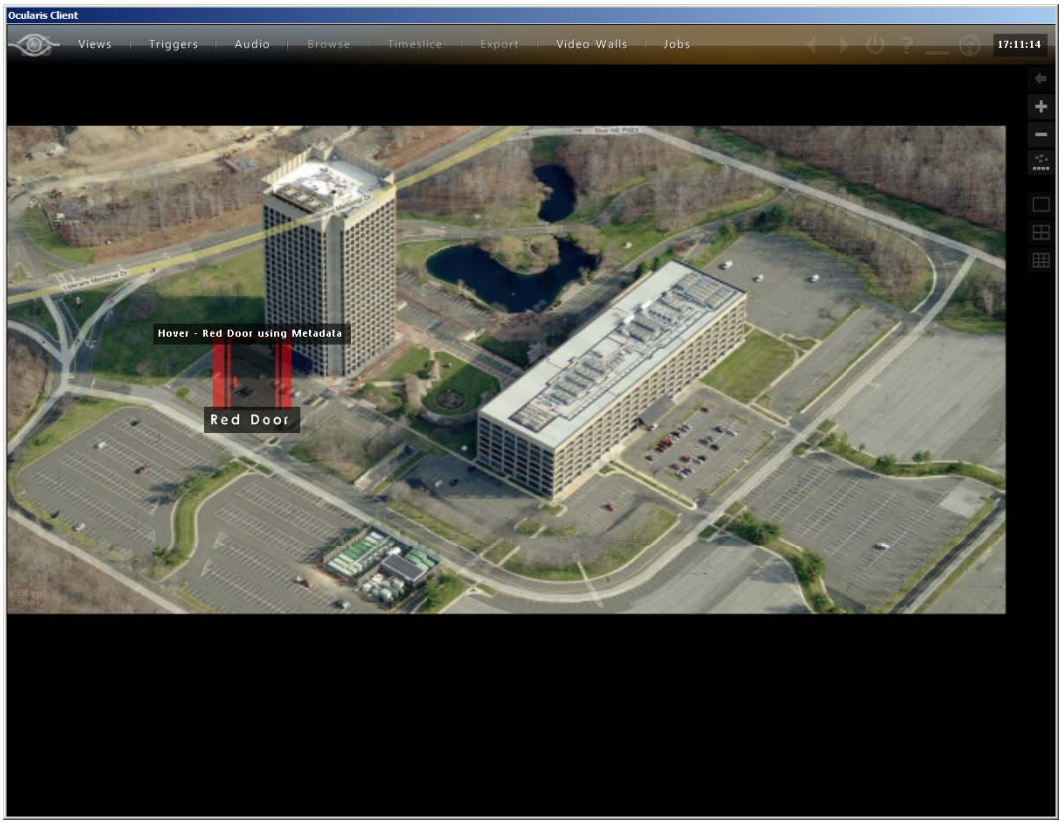
This Metadata Settings URL specified file changes the icon to RED and displays the Icon Label specified in the file.

setpos: 300, 300
hover_msg: Hover – Red Door using Metadata
icon_label: Red Door
color_mask: 0xFFFF0000



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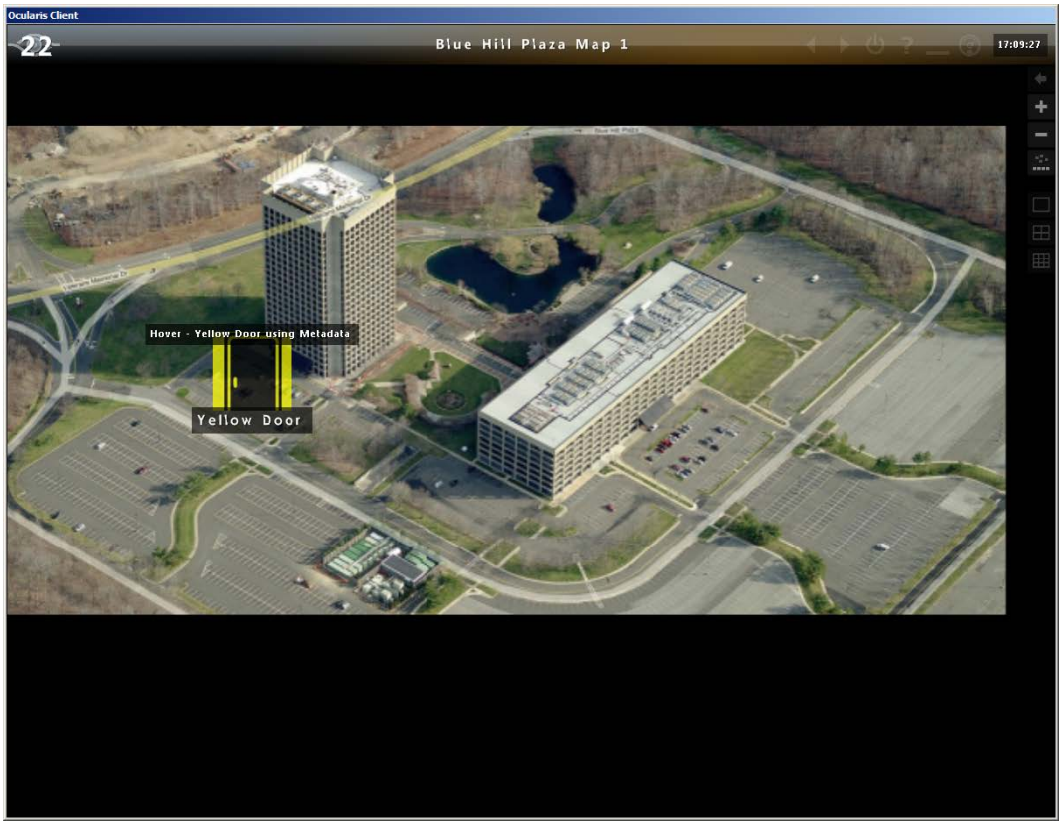
This Metadata Settings URL specified file changes the icon to YELLOW and displays the Icon Label specified in the file. It displays the mouse hover message.

setpos: 300, 300 hover_msg: Hover – Yellow Door using Metadata icon_label: Yellow Door color_mask: 0xFFFFFF00



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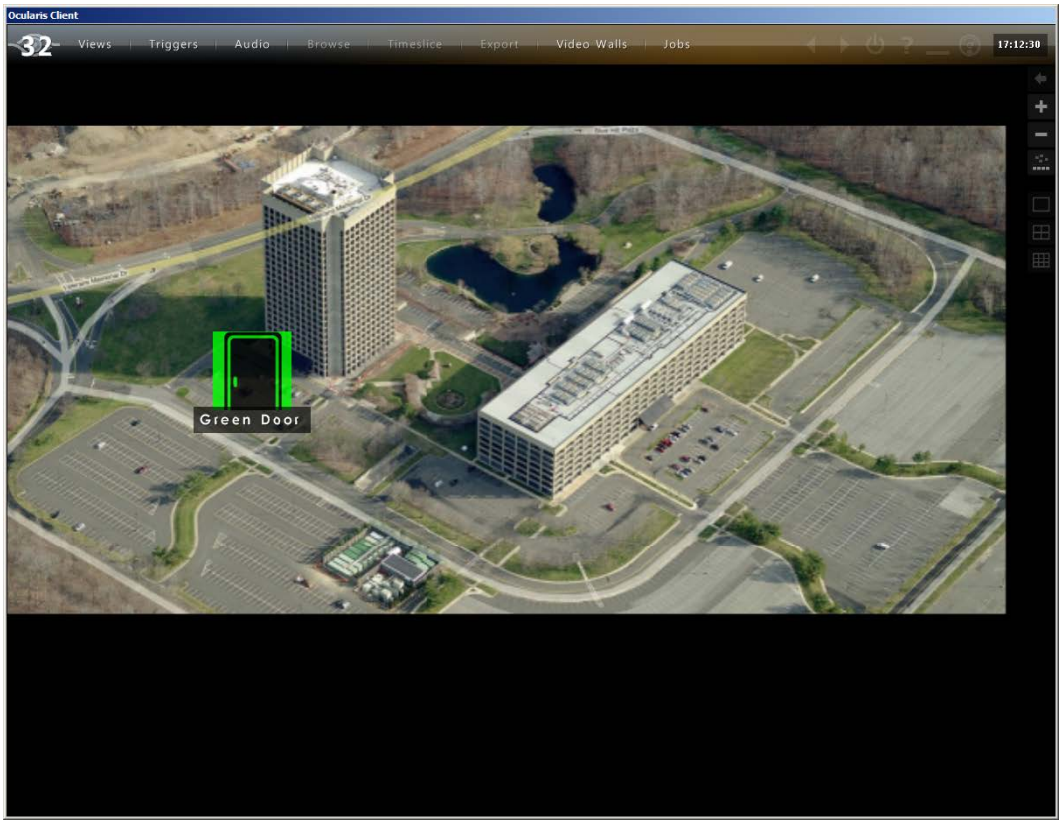
This Metadata Settings URL specified file changes the icon to GREEN and displays the Icon Label specified in the file. It displays the mouse hover message.

setpos: 300, 300 hover_msg: Hover – Green Door using Metadata icon_label: Door color_mask: 0xFF00FF00



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