Milesight-Troubleshooting

Fisheye Transfer Mode

NVR Version	XX.9.0.10 or above	Update	2021.1.8

1. Introduction

For better experience, Milesight Fisheye camera supports two transfer modes for viewing and configuring streams. We will introduce it from three parts: Trasfer Mode, How to use Multi-Channel Mode and Channel ID in the following contents.

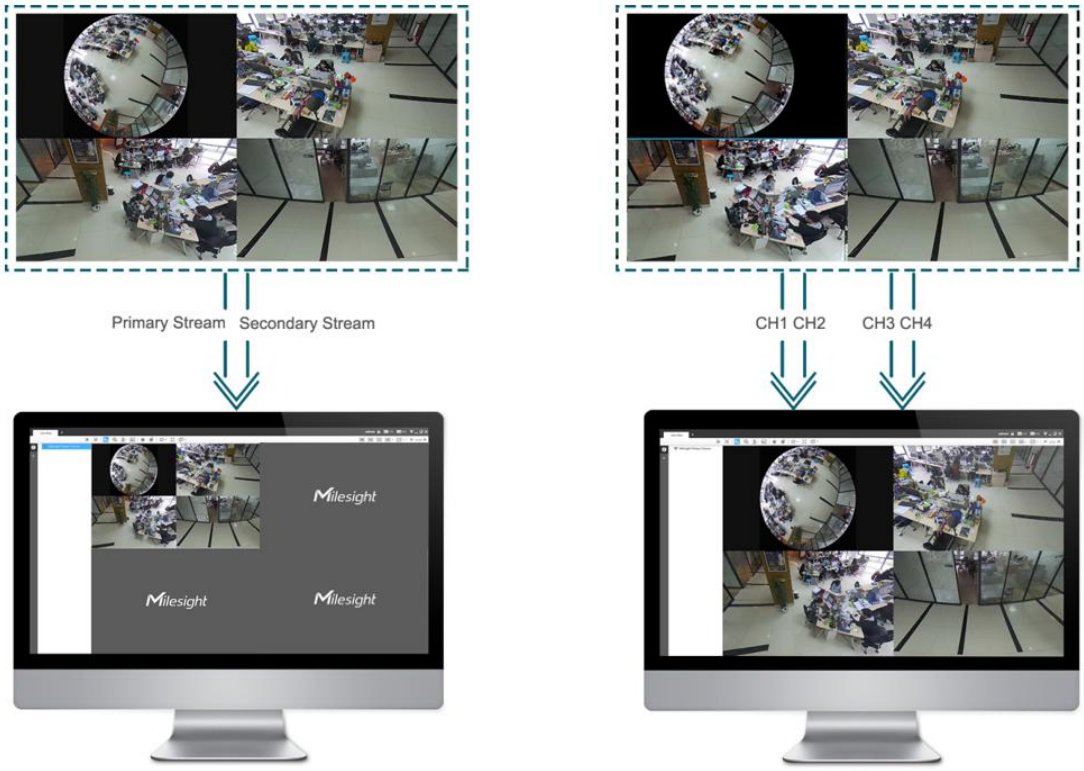
1.1 Transfer Mode

Milesight Fisheye camera has two transfer modes: Bundle-Stream Mode and Multi-Channel Mode.

1) Bundle-Stream Mode: Integrating all streams into one stream, so you can see all display modes in one channel, for instance, 4 streams shown in one channel. This mode is strongly recommended for compatibility.

2) Multi-Channel Mode: Divide one stream into multiple streams. One stream equals to one channel. For instance, 4 streams separately display in 4 channels. If it is added to a third-party VMS, each stream requires a channel license.

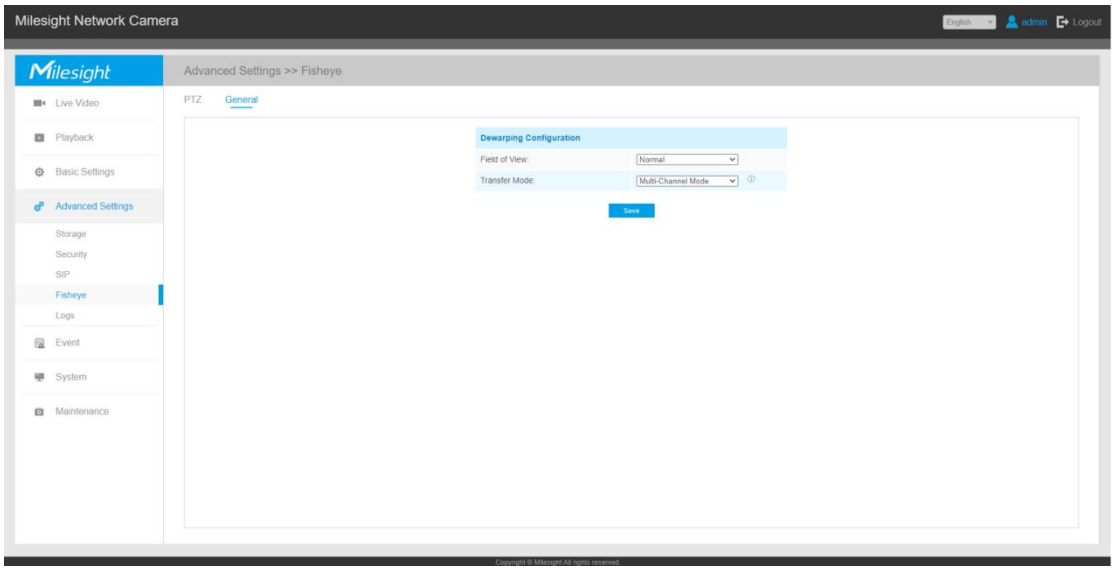
Distinguishment between Bundle-Stream Mode (left) and Multi-Channel Mode (right):



1.2 How to Switch Transfer Mode

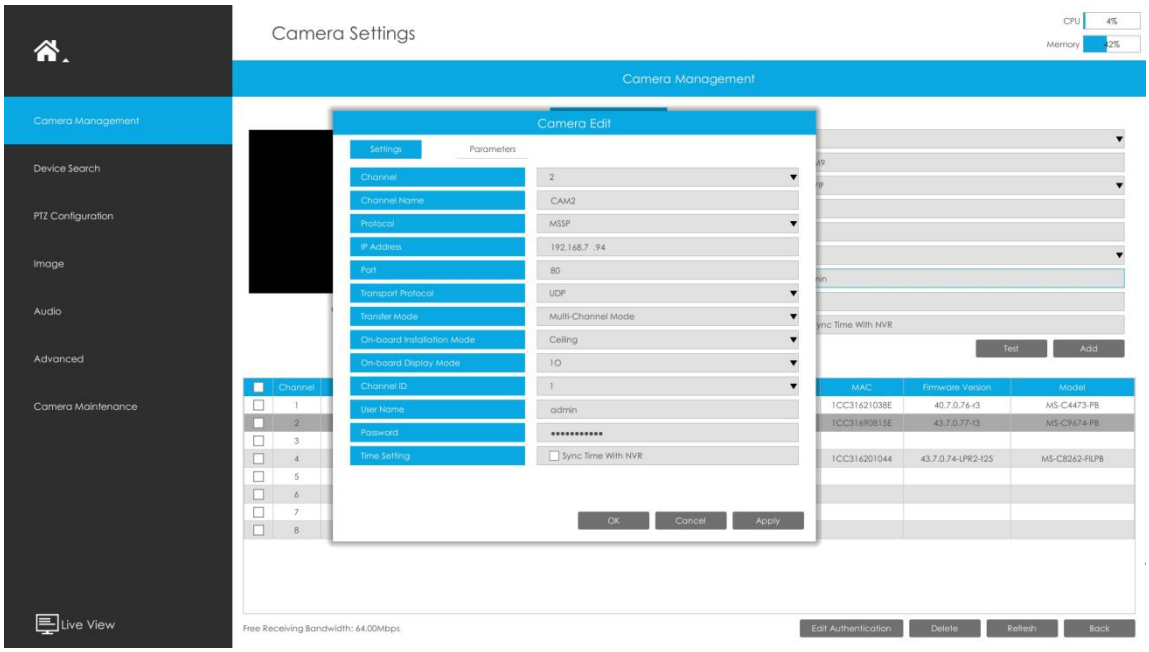
Milesight Transfer Mode supports two sites to switch: IP Camera and NVR

1) IP Camera: Login the IP Camera Web UI, enter the bottom-left configuration page, go to “Advanced Settings” -> “Fisheye” -> “General” -> “Transfer Mode” -> “Bundle-Stream Mode”or“Multi-Channel Mode”

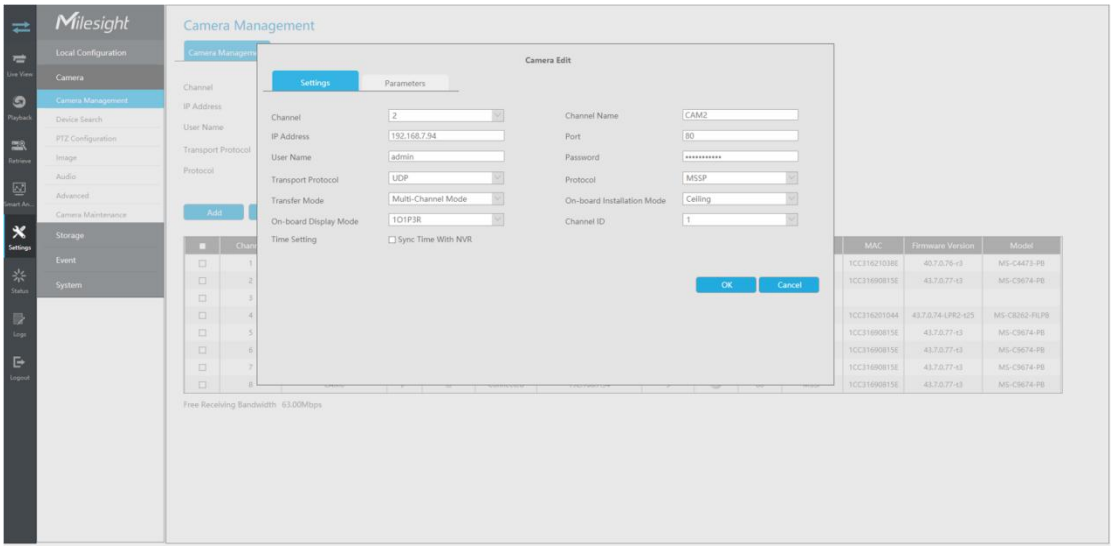


2) NVR:

- Local Monitor: “Menu” -> “Camera” -> “Camera Management” -> Edit desired



- Web: “Settings” -> “Camera” -> “Camera Management” -> Edit desired Fisheye camera -> “Transfer Mode” -> “Bundle-Stream Mode”or“Multi-Channel Mode”



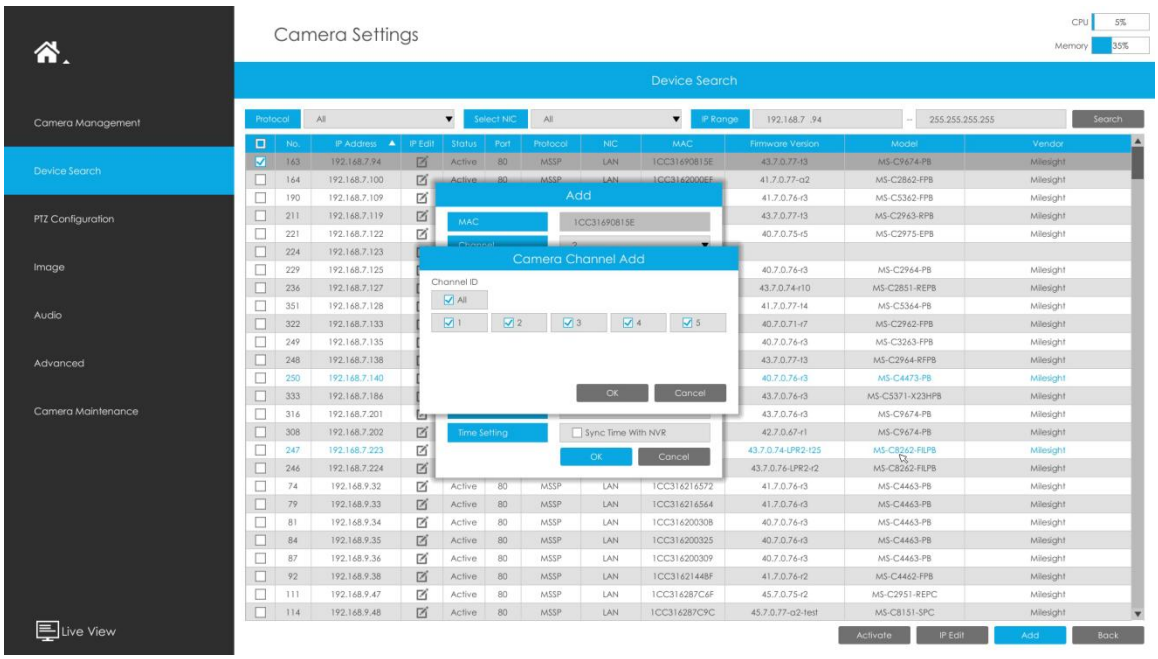
Note:

Only the NVR with firmware version xx.9.0.10 or above supports this function.

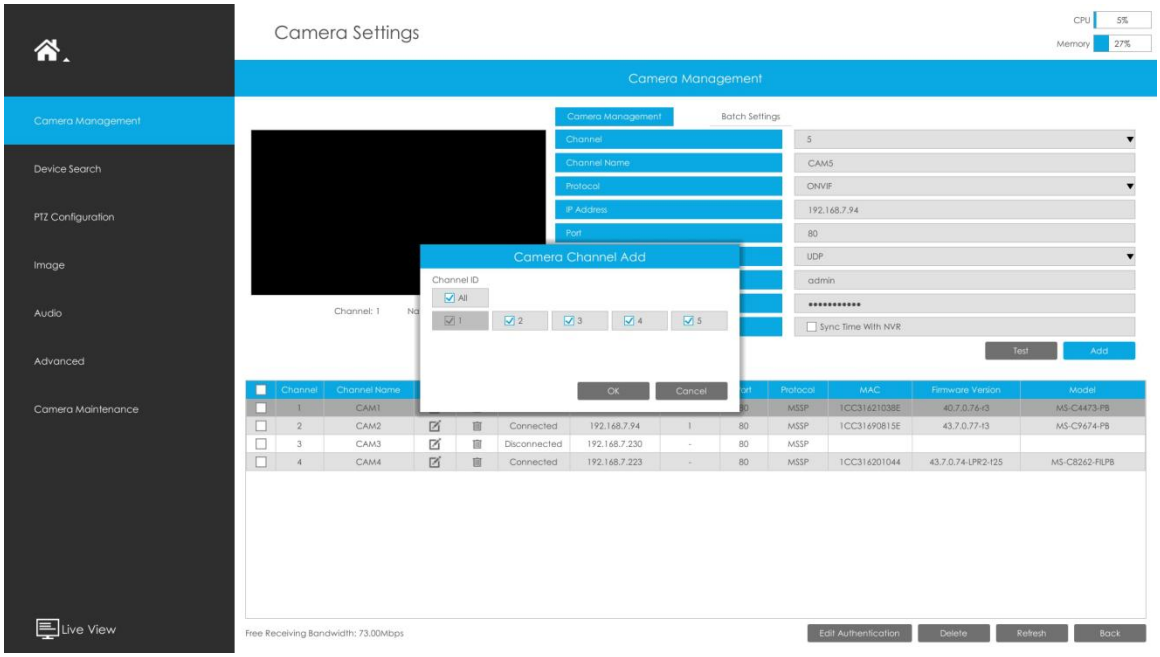
2. How to Use Multi-Channel Mode on NVR

2.1 Local Monitor Settings:

1) Go to “Camera” -> “Device Search” interface, add the desired Fisheye camera (192.168.7.94), select one or more channels, click “OK”.



You can also add one channel first, then add rest of the channels as preferred.

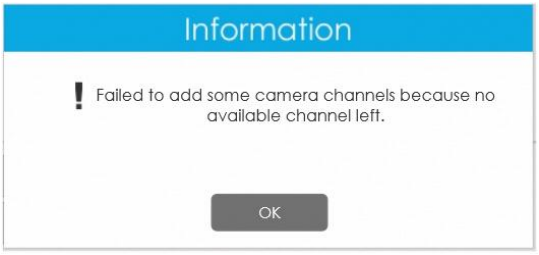


2) Click “Live View”, then you will see dewarped views in different channels.

Note:

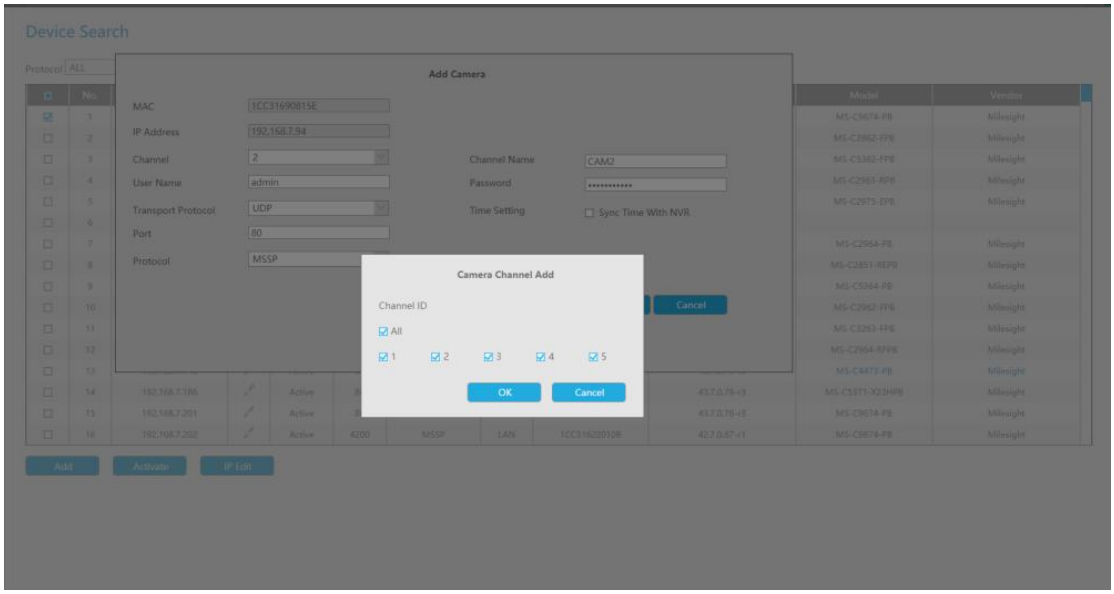
1) If empty channels are less than the checked Fisheye channels, it will add up to maximum channels. Finally the pop-up prompts “Failed to add some camera channels because no available channels left”.

2) Only display mode “1O” supports Time Heat Map & Space Heat Map. Other displays modes only support Space Heat Map (Main Type pull down box only shows Time Heat Map).

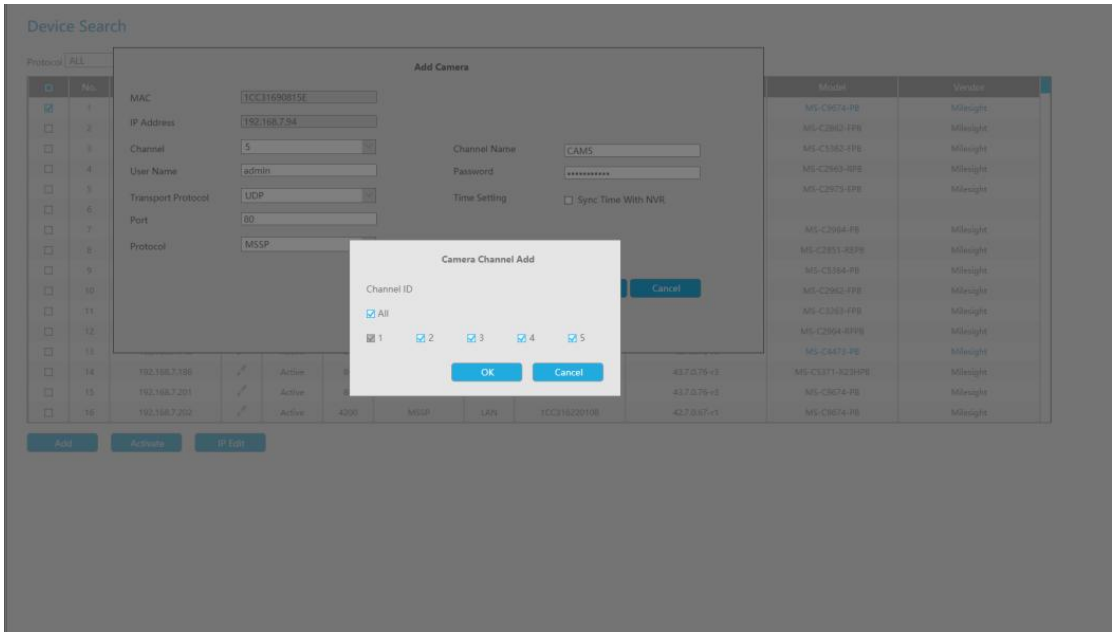


2.2 WEB Settings

1) Go to “Settings” -> “Camera” -> “Device Search” interface, add the desired Fisheye camera (192.168.7.94), select one or more channels to be added at once, then click ‘OK’ .



You can also add one channel first, and add rest of channels as preferred.

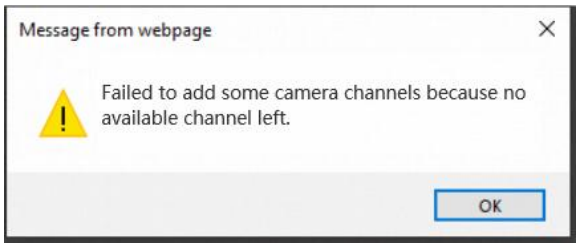


3) Click “Live View”, then you will see dewarped views in different channels.

Note:

1) If empty channel is less than the checked Fisheye channel, it will add up to maximum channel, finally the pop-up prompts “Failed to add some camera channels because no available channel left”.

2) Only display mode 1O supports Time Heat Map & Space Heat Map. Other displays modes only support Space Heat Map (Main Type pull down box only shows Time Heat Map).



3. Channel ID

To ensure the uniqueness of current channel, the concept of IP+ID is introduced for Milesight Fisheye models. Channel ID is used to identify the channel among Fisheye multiple channels. In this regulation, normal model except Fisheye channel ID is "-"; Fisheye channel ID number under Bundle-Stream Mode is 1. Under Multi-Channel Mode, count of Channel ID depends on Display Mode obtained from the IP Camera, corresponding relation is:

1O ---- 1

1P ---- 1

2P ---- 1

4R ---- 4

1O3R ---- 4

1P3R ---- 4

1O1P3R ---- 5

According to the checked Fisheye channels, empty channels are occupied in turn from the current channel position. The number of Channel ID distribution is ordered by display sequence.

For instance, "1O1P3R" mode has 5 channels and Channel ID corresponding relation is:

O ---- 1

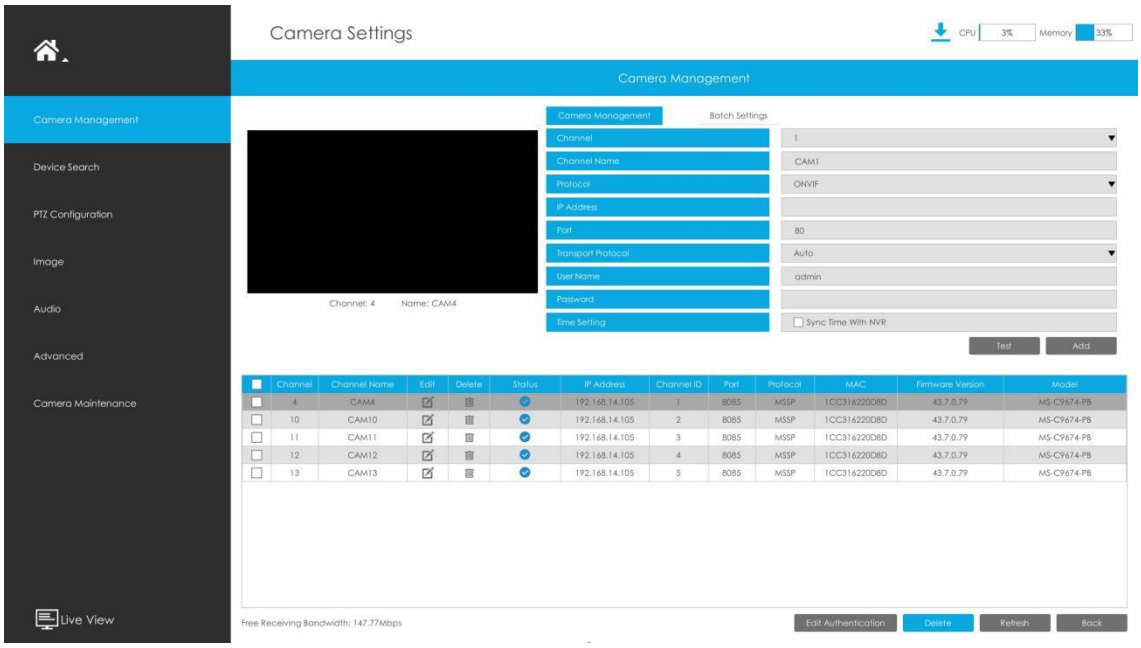
P ---- 2

R1 ---- 3

R2 ---- 4

R3 ---- 5

R1, R2, R3 is the default display sequence in IP Camera. Channel ID regulation is as shown below:

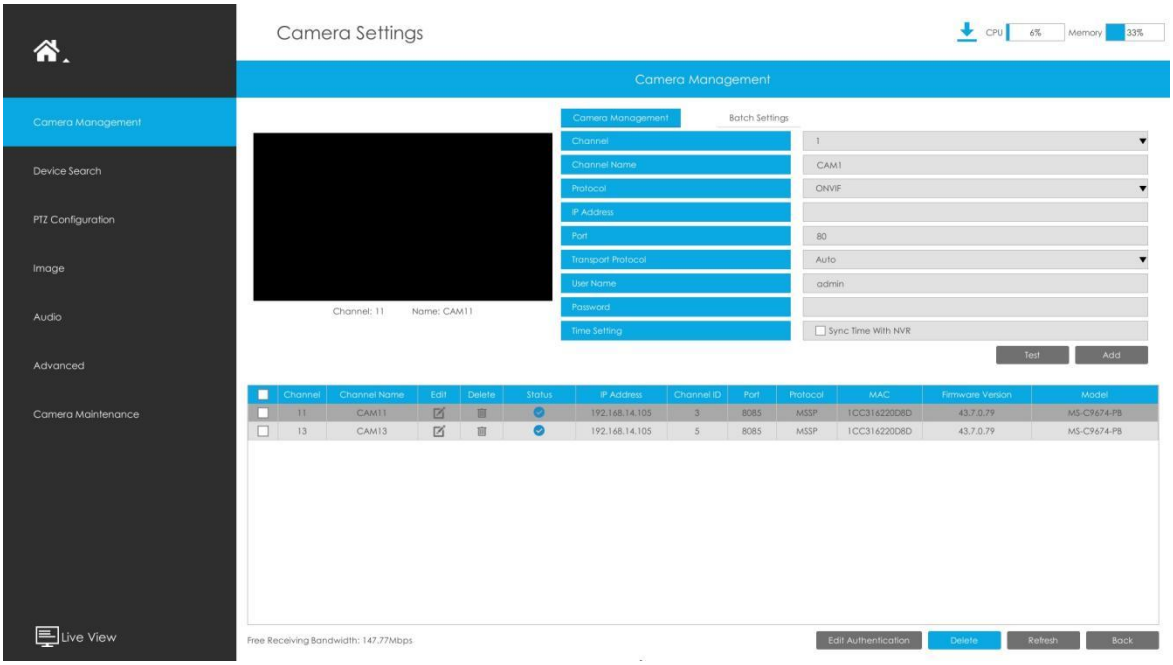


If only you choose R1 and R3, the corresponding relation is:

R1 ---- 3

R3 ---- 5

Channel ID regulation is as shown below:



When device is added deleted or edited, Channel ID should be compliant with:

Module	Operation	Channel Action
Add	Batch adding Fisheye camera(Device Search)	All channels are added by default
	Connect Fisheye camera by PoE port	All channels are added by default
Delete	Delete single channel manually	Only delete selected channel
Edit added Fisheye channel	Bundle->Multi	Save the current channels based on the selected channel ID
	Multi->Bundle	Save the current channels based on the selected Display Mode. Other related Fisheye channels are Disconnected

Note:

1) For PoE plug-and-play channel, Channel ID number will be compliant with the latest information when PoE camera restarts.

2) Every channel can be switched from Transfer Mode to Bundle Stream Mode. When you configure Bundle Stream Mode, Channel ID will be “1” and display mode will become “1O”. Other channels which belong to Fisheye camera will be disconnected.

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