Conceptronic

CNETCAM2 & C54NETCAM2
Network Camera

Advanced Installation Guide
&
Software User Guide

Version 1.0

PREFACE

Thank you for purchasing the Conceptronic Network Camera, a powerful and high-quality image wireless network camera. The camera can be installed as a standalone system within your application environment easily and quickly, and supports remote management function so that you can access and control it using a Web browser on your PC.

This *Advanced Installation Guide* provides you with the instructions and illustrations on how to use your camera, which includes:

Chapter 1 **Introduction to Your Camera** describes the features of the camera. You will also know the components and functions of the camera.

Chapter 2 **Hardware Installation** helps you install the camera according to your application environment. You can use this camera at home, at work, at any where you want.

Chapter 3 **Accessing the Camera** lets you start using your camera without problem. The camera can be set up easily and work within your network environment instantly.

Chapter 4 **Configuring the Camera** guides you through the configuration of the camera using the web browser on your PC.

Chapter 5 **Appendix** provides the specification of the camera and some useful information for using your camera.

Note: The illustrations and configuration values in this guide are for reference only. The actual settings depend on your practical application of the camera.

Contents

CHAPTER 1

INTRODUCTION TO YOUR CAMERA

1.1 Checking the Package Contents

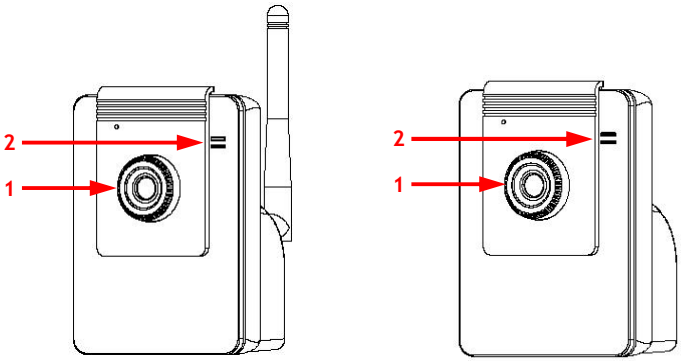
The following items should be present in the package of the Conceptronic CNETCAM2 / C54NETCAM2:

- Conceptronic CNETCAM2 / C54NETCAM2 Network Camera Camera Stand
- Mounting screws with wall plugs for product stand
- Power supply (5V DC, 2.5A)
- Network cable (RJ-45 type)
- Product CD-ROM
- Wireless antenna (only applies to the C54NETCAM2)
- This Quick Installation Guide

Note: Once any item contained is damaged or missing, contact the authorized dealer of your locale.

1.2 Getting to Know Your Camera

Front View



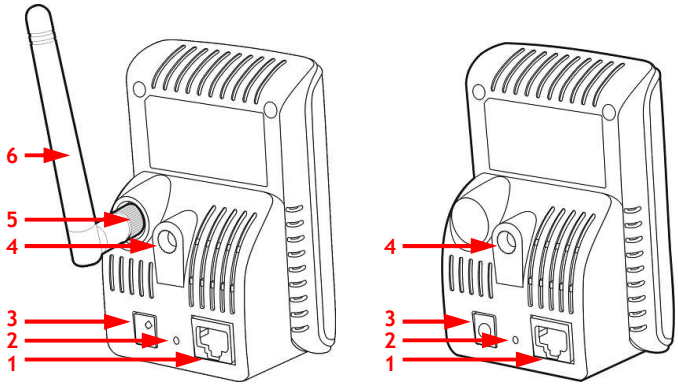
C54NETCAM2 **CNETCAM2**

Description of the numbers

1. Adjustable lens.

2. LEDs for 'Power' (top) and 'Activity' (bottom).

Rear View



C54NETCAM2 **CNETCAM2**

Description of the numbers

1. LAN network connection port (RJ45).

2. Reset button.

3. Power supply connector (5V DC, 2.5A).

4. Connector for camera stand.

5. Wireless antenna connector (only for C54NETCAM2).

6. Wireless antenna (only for C54NETCAM2).

1.3 Features and Benefits

- **Surveillance Supported**
  The camera supports "nightshot mode" to deliver clearer images in the dark environment. Enable motion detection and setup automated email alerts and upload FTP for security.

- **Remote Control Supported**
  By using a standard Web browser or the bundled Ultra View software application, the administrator can easily change the configuration of the camera via Intranet or Internet. In addition, the camera can be upgraded remotely when a new firmware is available. The users are also allowed to monitor the image and take snapshots via the network.

- **Multiple Platforms Supported**
  The camera supports multiple network protocols, including TCP/IP, SMTP e-mail, HTTP, and other Internet related protocols. Therefore, you can use the camera in a mixed operating system environment, such as Windows 2000 and Windows XP.

- **Multiple Applications Supported**
  Through the remote access technology, you can use the cameras to monitor various objects and places for your own purposes.
  For example, babies at home, patients in the hospital, offices and banks, and more. The camera can capture both still images and video clips, so that you can keep the archives and restore them at any time.

1.4 System Requirement

- **Networking**

  LAN: 10Base-T Ethernet or 100Base-TX Fast Ethernet.
  WLAN: IEEE 802.11b/g.

- **Accessing the Camera using Web Browser**

  Platform: Microsoft® Windows® 2000/XP/Vista
  CPU: Intel Pentium III 350MHz or above
  RAM: 128MB
  Resolution: 800x600 or above
  User Interface: Microsoft® Internet Explorer 6.0 or above
  Apple Safari 2 or above
  Mozilla Firefox 2.00 or above

- **Accessing the Camera using Ultra View**

  Platform: Microsoft® Windows® 2000/XP/Vista.
  Hardware Requirement:
  1 camera connected: Intel Pentium III 800MHz; 512MB RAM
  2 ~ 4 cameras connected: Intel Pentium 4 1.3GHz; 512MB RAM
  5 ~ 8 cameras connected: Intel Pentium 4 2.4GHz; 1GB RAM
  9 ~ 16 cameras connected: Intel Pentium 4 3.4GHz; 2GB RAM
  Resolution: 1024x768 or above

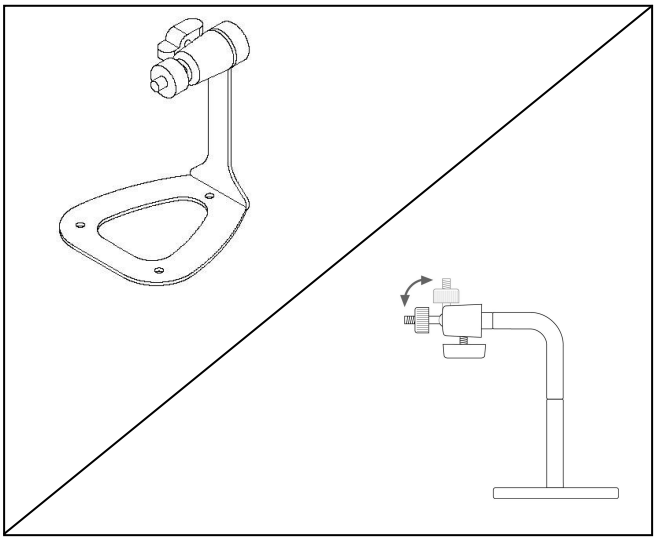
Note: If you connect multiple cameras to monitor various places simultaneously, you are recommended to use a computer with higher performance.

CHAPTER 2

HARDWARE INSTALLATION

2.1 Installing the Camera Stand

The camera comes with a camera stand, which uses a swivel ball screw head to lock to the camera's screw hole. When the camera stand is attached, you can place the camera anywhere by mounting the camera through the three screw holes located in the base of the camera stand.



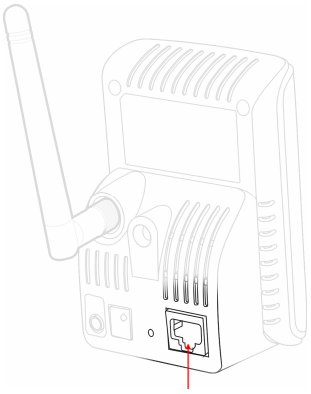
The Camera Stand

2.2 Connecting the Camera to LAN/WLAN

Use the provided Ethernet cable to connect the camera to your local area network (LAN).

When you connect the AC power adapter, the camera is powered on automatically. You can verify the power status from the Power LED on the front panel of the camera.

Once connected, the Link LED starts flashing green light and the camera is on standby and ready for use now.

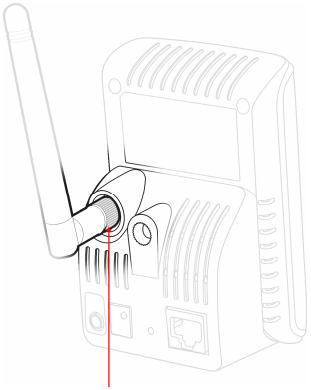


Connecting the Ethernet Cable

C54NETCAM2 ONLY:

If you use a wireless network in your application environment, you need to attach the included external antenna to the camera.

When the camera is powered on, the camera will automatically search any access point with "**default**" SSID.



Connecting the External Antenna
(C54NETCAM2 Only)

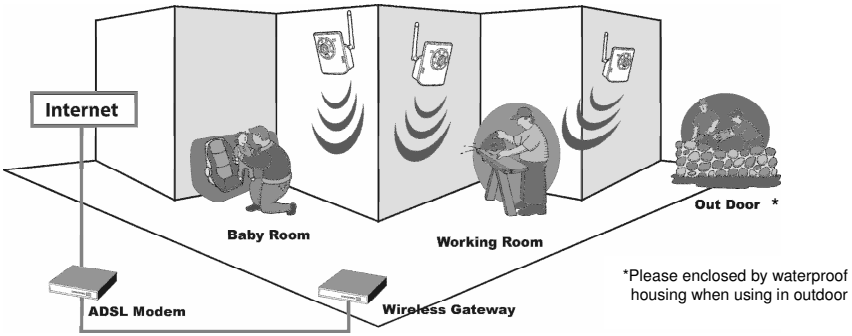
Note: If the camera cannot connect to your wireless network, you need to install the camera in LAN and proceed with WLAN settings.

2.3 Applications of the Camera

The camera can be applied in multiple applications, including:

- Monitor local and remote places and objects via Internet or Intranet.
- Capture still images and video clips remotely.
- Upload images or send email messages with the still images attached.

The following diagram explains one of the typical applications for your camera and provides a basic example for installing the camera.



Home Applications

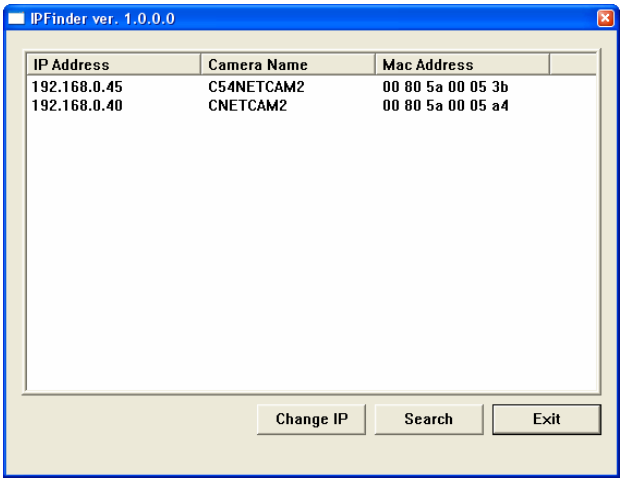
CHAPTER 3

ACCESSING THE CAMERA

3.1 Using IP Finder

The camera comes with a conveniently utility, IP Finder, which is included in the Installation CD-ROM, allowing you to search the camera on your network easily.

1. Insert the Installation CD-ROM into your computer's CD-ROM drive to initiate the Auto-Run program.
2. Click the **IP Finder** item to launch the utility. The control panel will appear as below.



- Click '**Search**' to find the IP address of the connected camera(s).
- Click '**Change IP**' to modify the IP address of the selected camera.
- Click '**Exit**' to close the utility.

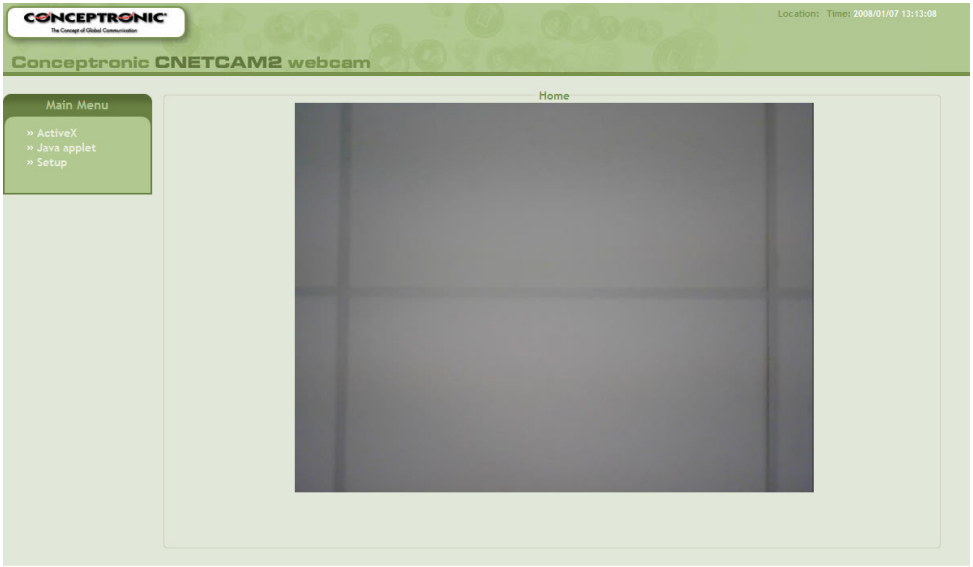
3. Once you get the IP address of the camera, launch the Web browser or Ultra View to access your camera.

3.2 Accessing to the Camera

Whenever you want to access the camera:

1. Open the Web browser on your computer (for example, Microsoft Internet Explorer in this guide)
2. Type the default IP address (192.168.0.40 for CNETCAM2 or 192.168.0.45 for C54NETCAM2) or the IP address found by IP Finder in the Address bar, and then press [Enter].

After you login into the Web Configuration of the camera, the main page will appear as below:



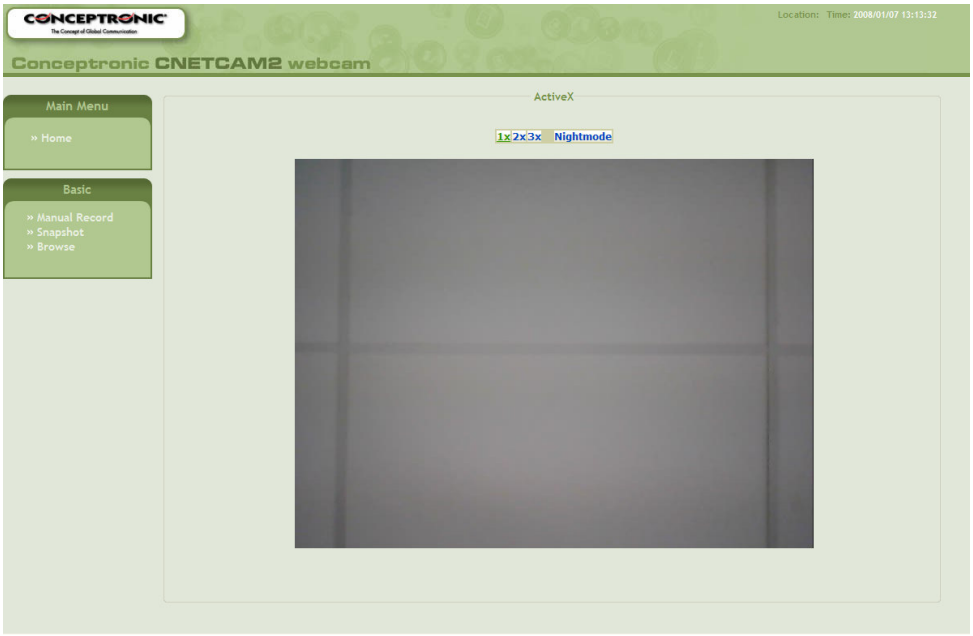
In the main menu, you can select the following options:

ActiveX – View the network camera in ActiveX Mode

Java Applet – View the network camera in Java Mode

Setup – Open the configuration pages of the network camera

When you select '**ActiveX**' in the main menu, the following screen will be shown:

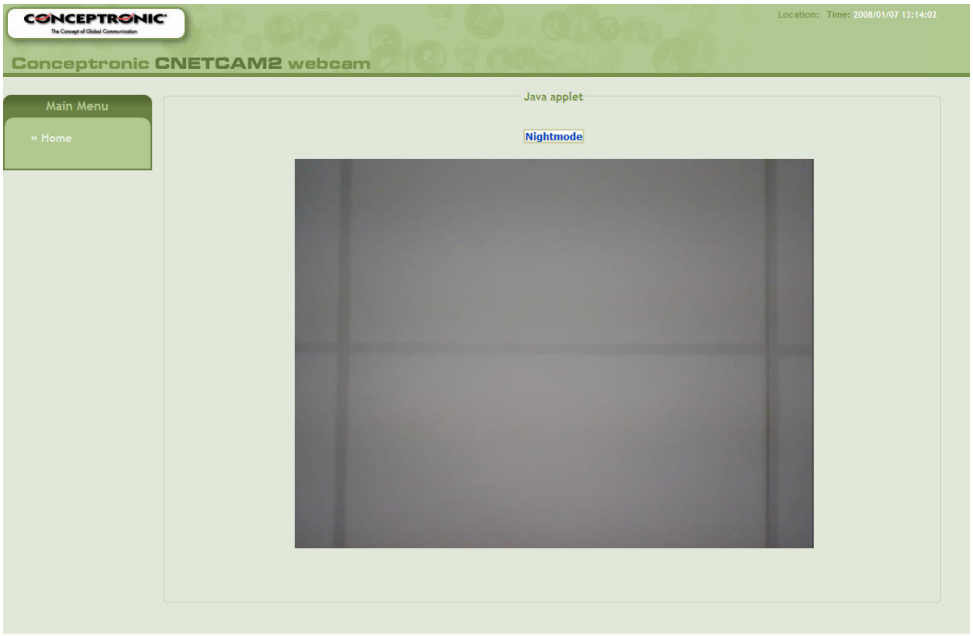


Note: You need to accept the ActiveX applet in order to see the camera image.

The following options are available:

- **Home** – Return to the main page
- **Manual Record** – Record the displayed camera image
- **Snapshot** – Make a snapshot of the displayed camera image
- **Browse** – Browse for a destination folder for above options
- **1x, 2x, 3x** – Use Digital Zoom on the displayed camera image
- **Nightmode** – Initialize Nightmode

When you select '**Java Applet**' in the main menu, the following screen will be shown:

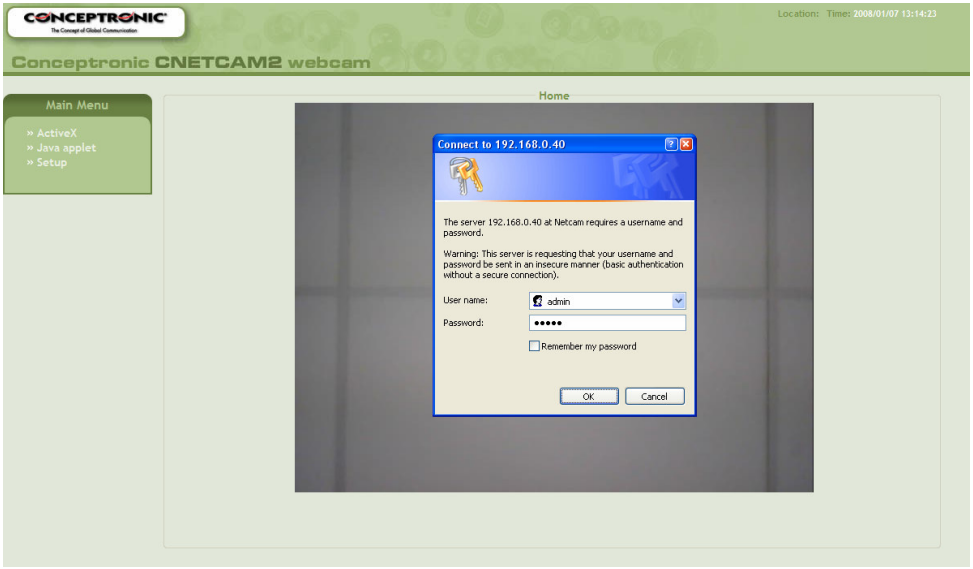


Note: You need to accept the Java applet in order to see the camera image.

The following options are available:

- **Home** – Return to the main page
- **Nightmode** – Initialize Nightmode

When you select '**Setup**' in the main menu, the following screen will be shown:



3. When the login window appears, enter the default User name (admin) and password (admin) and press '**OK**' to access the camera's Web Configuration.

3.3 Configuring the IP Address of the PC

If you are failed to access to the camera, please check the IP address of your computer. When you connect the camera to your computer directly to proceed with configuration of the camera, you need to set up the IP addresses to be in the same segment for the two devices to communicate.

1. On your computer, click **Start** > **Control Panel** to open the Control Panel window.
2. Double-click **Network Connection** to open the Network Connection window.
3. Right-click **Local Area Connection** and then click **Properties** from the shortcut menu.
4. When the Local Area Connection Properties window appears, select the **General** tab.
5. Select **Internet Protocol [TCP/IP]** and then click **Properties** to bring up the Internet Protocol [TCP/IP] Properties window.
6. To configure a fixed IP address that is within the segment of the camera, select the **Use the following IP address** option. Then, enter an IP address into the empty field. The suggested IP address is 192.168.0.x (x is 0~254 except 30), and the suggested Subnet mask is 255.255.255.0.
7. When you are finished, click **OK**.

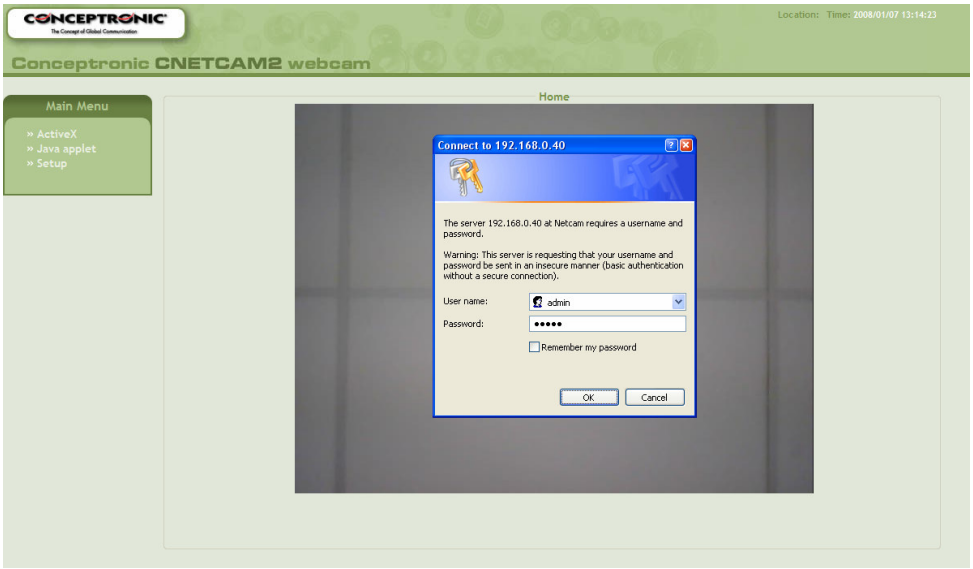
CHAPTER 4

CONFIGURING THE CAMERA

4.1 Using the Web Configuration

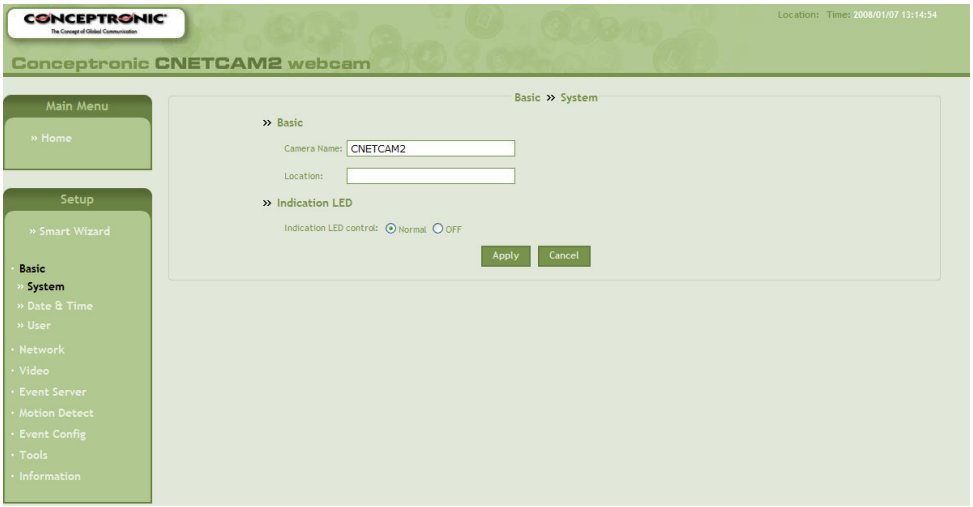
You can access and manage the camera through the Web browser and the provided software application Ultra View. This chapter describes the Web Configuration, and guides you through the configuration of the camera by using the web browser.

To configure the camera, click **'Setup'** on the main page of Web Configuration:



When the login window appears, enter the default User name (admin) and password (admin) and press **'OK'** to access the camera's Web Configuration.

When the username and password are OK, the Web Configuration will start from the **Basic** page.



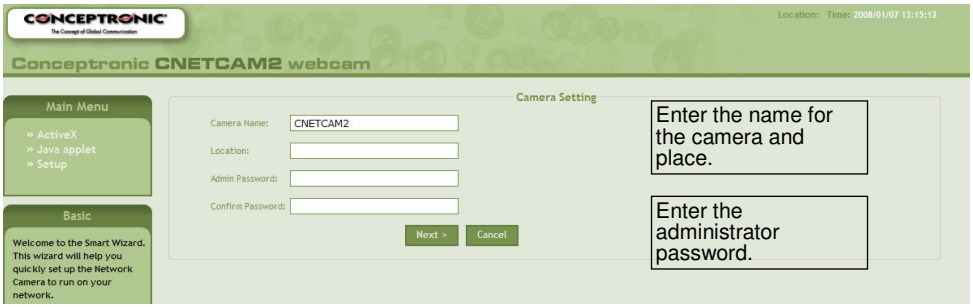
The Web Configuration contains the settings that are required for the camera in the left menu bar, including **Smart Wizard**, **Basic**, **Network**, **Video**, **Event Server**, **Motion detect**, **Event Config**, **Tools**, and **Information**.

4.2 Using Smart Wizard

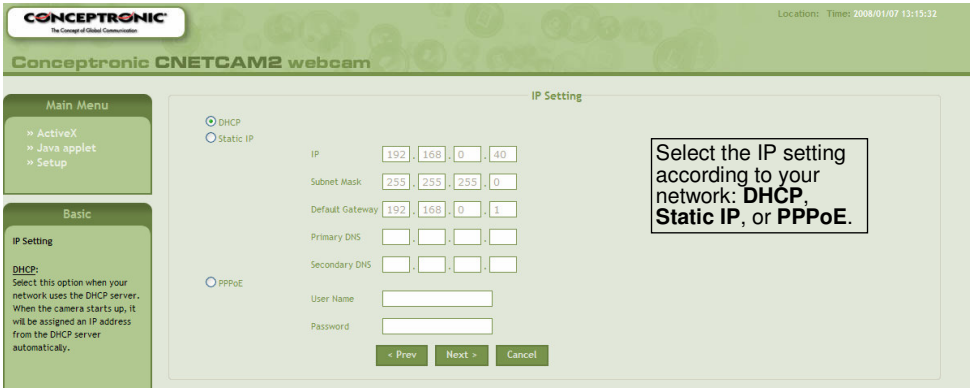
The camera's Smart Wizard lets you configure your camera easily and quickly. The wizard will guide you through the necessary settings with detailed instructions on each step.

To start the wizard, click **Smart Wizard** in the left menu bar.

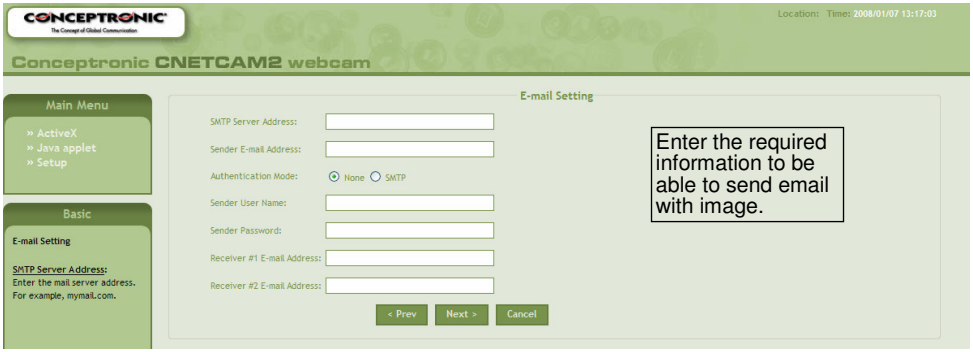
Step 1. Camera Settings



Step 2. IP Settings

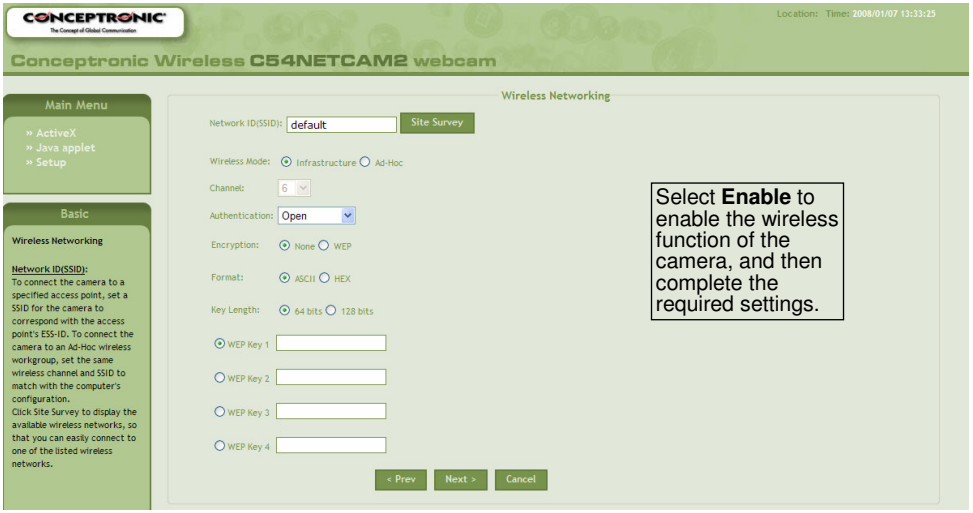


Step 3. Email Settings

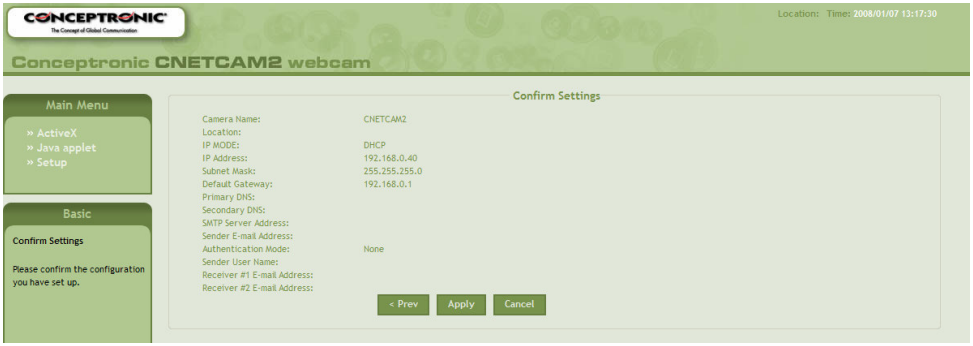


Step 4. Wireless Networking

Note: This page is only shown in the configuration of the C54NETCAM2.



Step 5. Confirm Settings

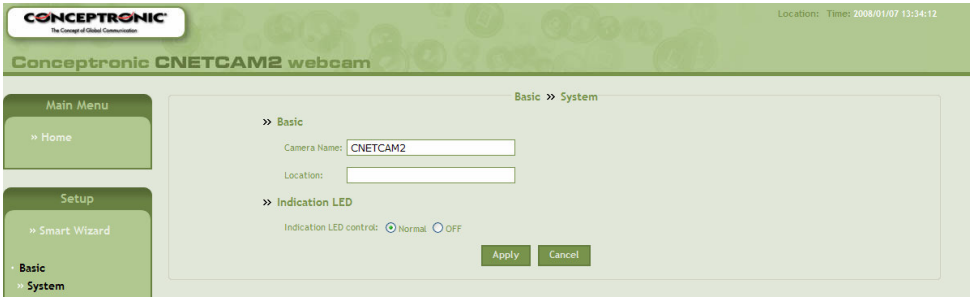


This step shows the configuration of your camera. When you confirm the settings, click **Apply** to finish the wizard and reboot the camera. Otherwise, click **Prev** to go back to the previous step(s) and change the settings; or click **Cancel** to end the wizard and discard the changes.

4.3 Basic Setup

The Basic menu contains three sub-menus that provide the system settings for the camera, such as the Camera Name, Location, Date & Time, and User management.

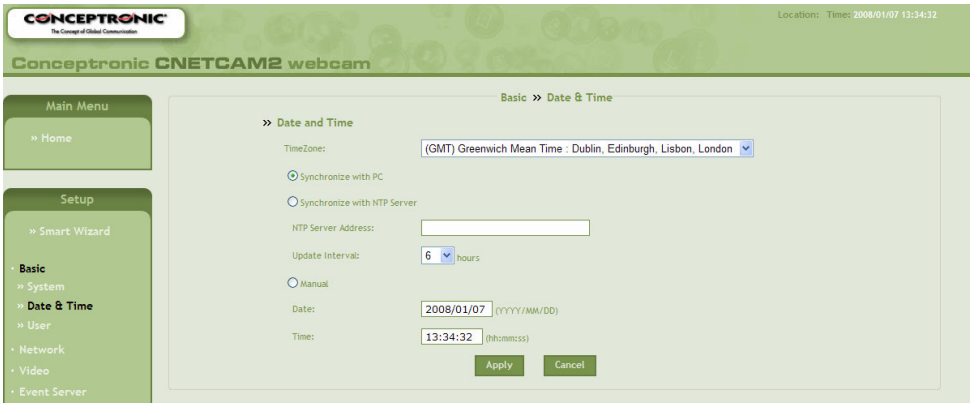
Basic >> System



- **Basic**
  - **Camera Name:** Enter a descriptive name for the camera.
  - **Location:** Enter a descriptive name for the location used by the camera.
- **Indication LED**

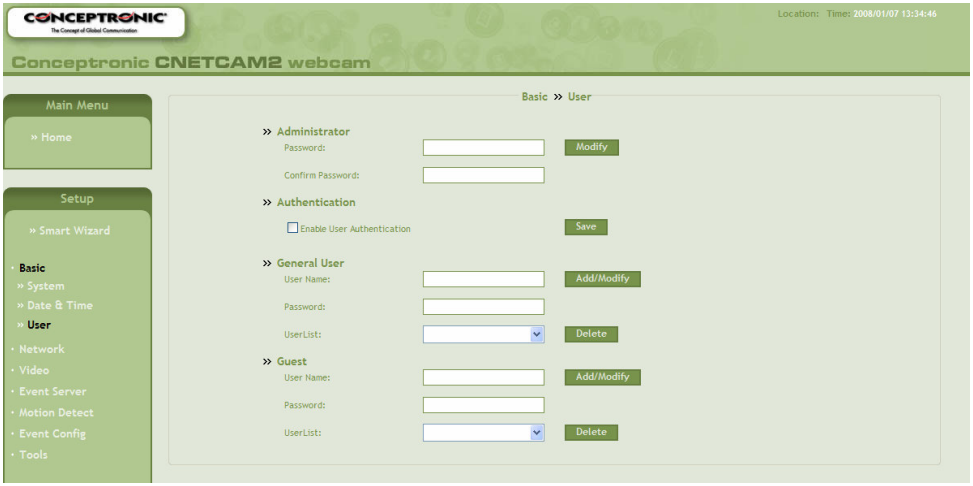
  This item allows you to set the LED illumination as desired. There are two options: **Normal** and **OFF**.

Basic >> Date & Time



- **Date & Time**
  - **TimeZone:** Select the proper time zone for the region from the pull-down menu.
  - **Synchronize with PC:** Select this option and the date & time settings of the camera will be synchronized with the connected computer.
  - **Synchronize with NTP Server:** Select this option and the time will be synchronized with the NTP Server. You need to enter the IP address of the server and select the update interval in the following two boxes.
  - **Manual:** Select this option to set the date and time manually.

Basic >> User



- **Administrator**

  To prevent unauthorized access to the camera's Web Configuration, you are strongly recommend to change the default administrator password. Type the administrator password twice to set and confirm the password.

- **General User**

  - **User Name:** Enter the user's name you want to add to use the camera.
  - **Password:** Enter the password for the new user.

    When you are finished, click **Add/Modify** to add the new user to the camera. To modify the user's information, select the one you want to modify from **UserList** and click **Add/Modify**.
  - **UserList:** Display the existing users of the camera. To delete a user, select the one you want to delete and click **Delete**.

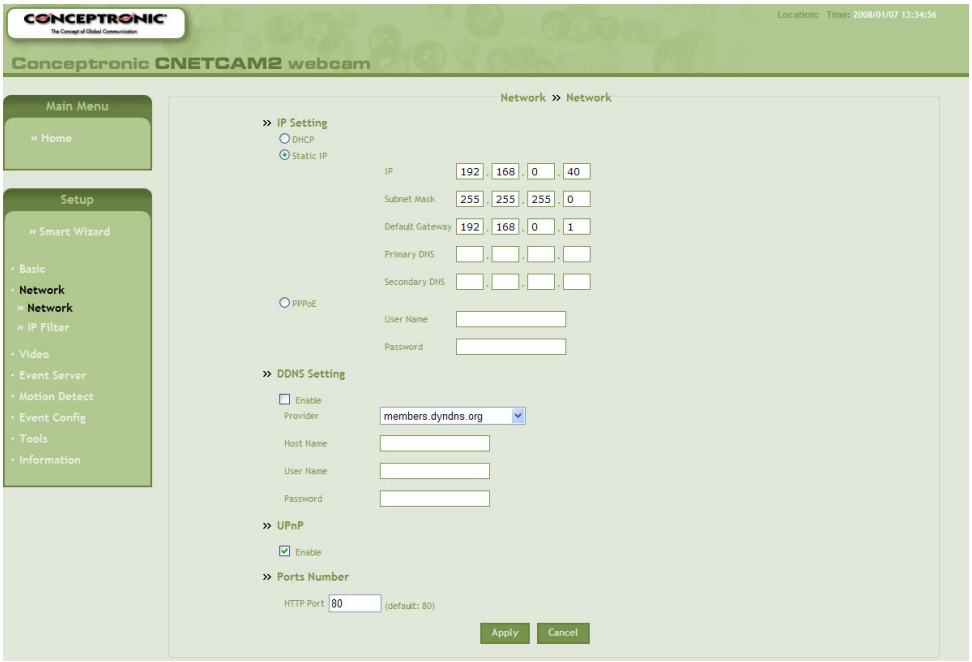
- **Guest**
  - **User Name:** Enter the guest's name you want to add to use the camera.
  - **Password:** Enter the password for the new guest.
  - **UserList:** Display the existing guests of the camera. To delete a user, select the one you want to delete and click **Delete**.

Note: The "General User" can access the camera and control the Function buttons of the camera's Web Configuration; the "Guest' can only view the live view image from the main page of the Web Configuration while accessing the camera. Only the "Administrator" is allowed to configure the camera through the Web Configuration.

4.4 Network Settings

The Network menu contains three sub-menus that provide the network settings for the camera, such as the IP Setting, DDNS Setting, IP Filter, and Wireless network.

Network >> Network



- **IP Setting**

  This item allows you to select the IP address mode and set up the related configuration.

  - **DHCP:** Select this option when your network uses the DHCP server. When the camera starts up, it will be assigned an IP address from the DHCP server automatically.

- **Static IP:** Select this option to assign the IP address for the camera directly. You can use IP Finder to obtain the related setting values.

IP	Enter the IP address of the camera. The default setting is 192.168.0.40 for the CNETCAM2 and 192.168.0.45 for the C54NETCAM2.
Subnet Mask	Enter the Subnet Mask of the camera. The default setting is 255.255.255.0.
Default Gateway	Enter the Default Gateway of the camera. The default setting is 192.168.0.1.
Primary/ Secondary DNS	DNS (Domain Name System) translates domain names into IP addresses. Enter the Primary DNS and Secondary DNS that are provided by ISP.

- **PPPoE:** Select this option when you use a direct connection via the ADSL modem. You should have a PPPoE account from your Internet service provider. Enter the **User Name** and **Password**. The camera will get an IP address from the ISP as starting up.

Note: Once the camera get an IP address from the ISP as starting up, it automatically sends a notification email to you. Therefore, when you select PPPoE as your connecting type, you have to set up the email or DDNS configuration in advance.

DDNS Setting

With the Dynamic DNS feature, you can assign a fixed host and domain name to a dynamic Internet IP address. Select the **Enable** option to enable this feature. Then, select the Provider from the pull-down list and enter the required information in the **Host Name**, **User Name**, and **Password** boxes. Please note that you have to sign up for DDNS service with the service provider first.

- **UPnP**

  The camera supports UPnP (Universal Plug and Play), which is a set of computer network protocols that enable the device-to-device interoperability. In addition, it supports port auto mapping function so that you can access the camera if it is behind an NAT router or firewall. Select the **Enable** option to enable this feature.

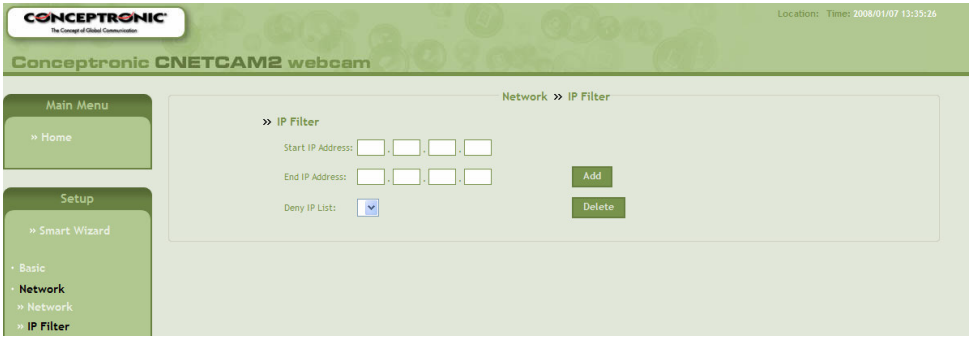
- **Ports Number**

  - **HTTP Port:** The default HTTP port is **80**.

NOTE If the camera is behind an NAT router of firewall, the suggested to be used is from 1024 to 65535.

Network >> IP Filter

The IP Filter setting allows the administrator of the camera to limit the users within a certain range of IP addresses to access the camera.



- **Start/End IP Address**

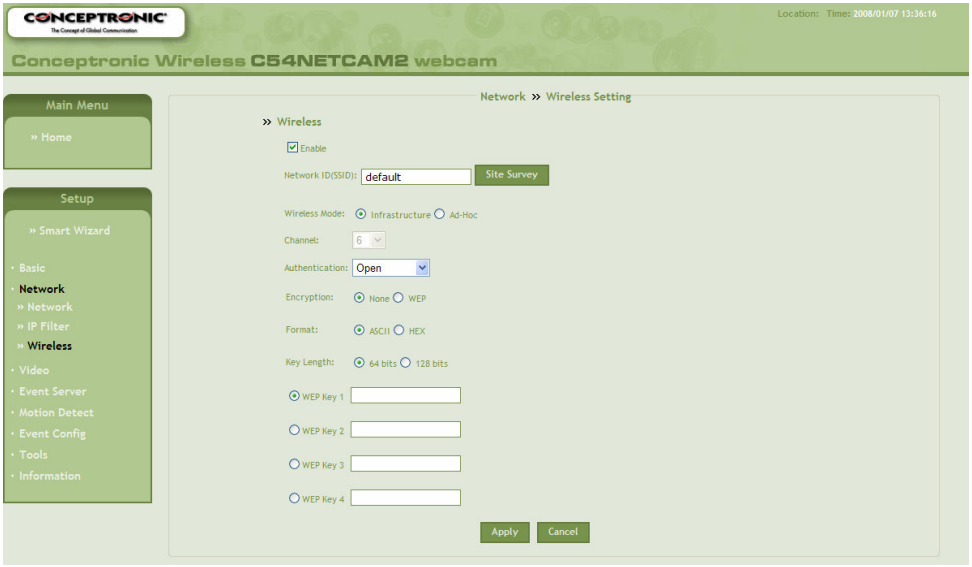
  Assign a range of IP addresses that are not allowed to access the camera by entering the Start IP address and End IP address. When you are finished, click **Add** to save the range setting. You can repeat the action to assign multiple ranges for the camera.

  For example, when you enter 192.168.0.50 in Start IP Address and 192.168.0.80 in End IP Address, the user whose IP address located within 192.168.0.50 ~ 192.168.0.80 will not be allowed to access the camera.

- **Deny IP List**

  The list displays the range setting(s) of IP addresses that are not allowed to access the camera. To clear the setting, select a range of IP addresses from the list and click **Delete**.

Network >> Wireless Setting



- **Wireless**

  The camera supports WLAN while you use the wireless network. Select the **Enable** option to enable this feature.

  - **Network ID (SSID}:** Keep the default setting of this option to connect the camera to any access point under the infrastructure network mode. To connect the camera to a specified access point, set a SSID for the camera to correspond with the access point's ESS-ID. To connect the camera to an Ad-Hoc wireless workgroup, set the same wireless channel and SSID to match with the computer's configuration.

    Click **Site Survey** to display the available wireless networks, so that you can easily connect to one of the listed wireless networks.

  - **Wireless Mode:** Select the type of wireless communication for the camera: **Infrastructure** or **Ad-Hoc**.

  - **Channel:** Select the appropriate channel from the list.

  - **Authentication:** Select the authentication method to secure the camera from being used by unauthorized user: **Open**, **Shared-key**, **WPA-PSK**, and **WPA2-PSK**. The following table explains the four options:

Open	The default setting of Authentication mode, which communicates the key across the network.
Shared-key	Allow communication only with other devices with identical WEP settings.
WPA-PSK/ WPA2-PSK	WPA-PSK/WPA2-PSK is specially designed for the users who do not have access to network authentication servers. The user has to manually enter the starting password in their access point or gateway, as well as in each PC on the wireless network.

If you select **Open** or **Shared-key** as the Authentication mode, you need to complete the following settings:

Encryption: Select the **WEP** option to enable the data encryption feature to secure the camera within the wireless network.

Format: Once you enable the Encryption feature, you need to determine the encryption format by selecting **ASCII** or **HEX**. ASCII format causes each character you type to be interpreted as an eight-bit value. Hex format causes each pair of characters you type to be interpreted as an eight-bit value in hexadecimal (base 16) notation.

Key Length: Select the WEP key length you use: **64 bits** or **128 bits**.

WEP Key 1/2/3/4: Enter the WEP key(s) in the following boxes.

If you select **WPA-PSK** or **WPA2-PSK** as the Authentication mode, you need to complete the following settings:

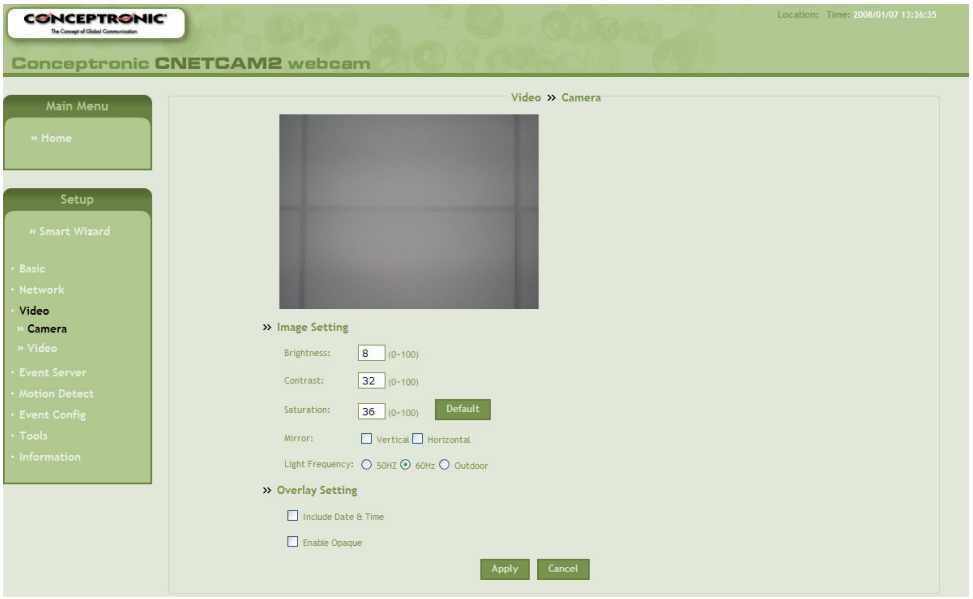
Encryption: Select **TKIP** or **AES**. TKIP (Temporal Key Integrity Protocol) changes the temporal key every 10,000 packets to insure much greater security than the standard WEP security. AES (Advanced Encryption Standard) is used to ensure the highest degree of security and authenticity for digital information.

Pre-Shared Key: This is used to identify each other in the network. Enter the name in the box, and this name must match the Pre-shared key value in the remote device.

4.5 Setting up Video

The Video menu contains two sub-menus that provide the video settings for the camera.

Video >> Camera

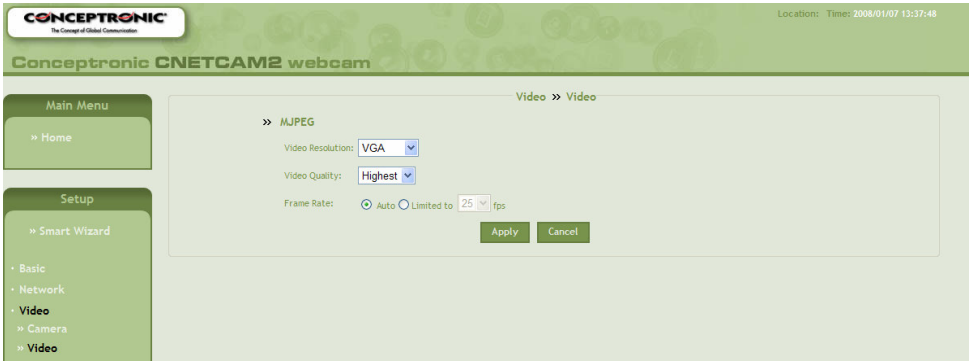


- **Image Setting**
  - **Brightness:** Adjust the brightness level from 0 ~ 100.
  - **Contrast:** Adjust the contrast level from 0 ~ 100.
  - **Saturation:** Adjust the colors level from 0 ~ 100.

    Click **Default** to restore the default settings of the three options above.
  - **Mirror:** Select the **Horizontal** option to mirror the image horizontally. Select the **Vertical** option to mirror the image vertically.
  - **Light Frequency:** Select the proper frequency according to the camera's location: **50Hz**, **60Hz**, or **Outdoor**.

- **Overlay Setting**
  - **Includes Date & Time:** Select this option to display the date & time stamp on the live view image.
  - **Enable Opaque:** Select this option to set a black background to the displayed date & time stamp.

Video >> Video



- **MJPEG**
  - **Video Resolution:** Select the desired video resolution from the three formats: **VGA**, **QVGA** and **QQVGA**. The higher setting (VGA) obtains better video quality while it uses more resource within your network.
  - **Video Quality:** Select the desired image quality from five levels: **Lowest**, **Low**, **Medium**, **High**, and **Highest**.
  - **Frame Rate:** Select **Auto** or a proper setting depending on your network status.

4.6 Event Server Configuration

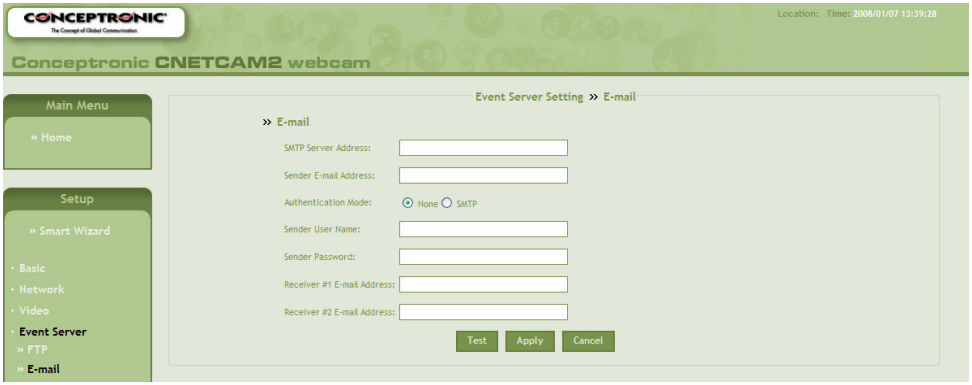
The Event Server menu contains two sub-menus that allow you to upload images to FTP, and send emails that include still images.

When you complete the required settings for FTP, or Email, click **Test** to test the related configuration is correct or not. Once the camera connects to the server successfully, click **Apply**.

Event Server Setting>> FTP

- **FTP**
  - **Host Address:** Enter the IP address of the target FTP server.
  - **Port Number:** Enter the port number used for the FTP server.
  - **User Name:** Enter the user name to login into the FTP server.
  - **Password:** Enter the password to login into the FTP server.
  - **Directory Path:** Enter the destination folder for uploading the images. For example, /Test/.
  - **Passive Mode:** Select the **Enable** option to enable passive mode.

Event Server Setting >> Email



- **Email**
  - **SMTP Server Address:** Enter the mail server address. For example, mymail.com.
  - **Sender Email Address:** Enter the email address of the user who will send the email. For example, John@mymail.com.
  - **Sender User Name:** Enter the user name to login the mail server.
  - **Sender Password:** Enter the password to login the mail server.
  - **Receiver #1 Email Address:** Enter the first email address of the user who will receive the email.
  - **Receiver #2 Email Address:** Enter the second email address of the user who will receive the email.

4.7 Motion Detect

The Motion Detect menu contains the command and option that allow you to enable and set up the motion detection feature of the camera. The camera provides two detecting areas.

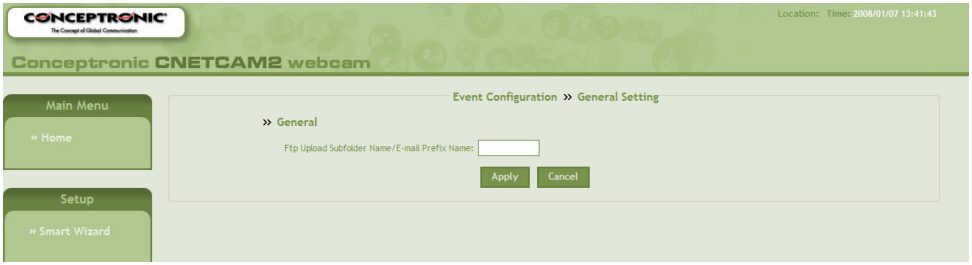
To enable the detecting area, select **Window 1** or **2** from the pull-down list, and then select **Enable**. When the detecting area is enabled, you can use the mouse to move the detecting area and change the area coverage.

- **Name:** Assign a name to the detecting area.
- **Threshold:** Move the slide bar to adjust the level for detecting motion to record video.

4.8 Event Config

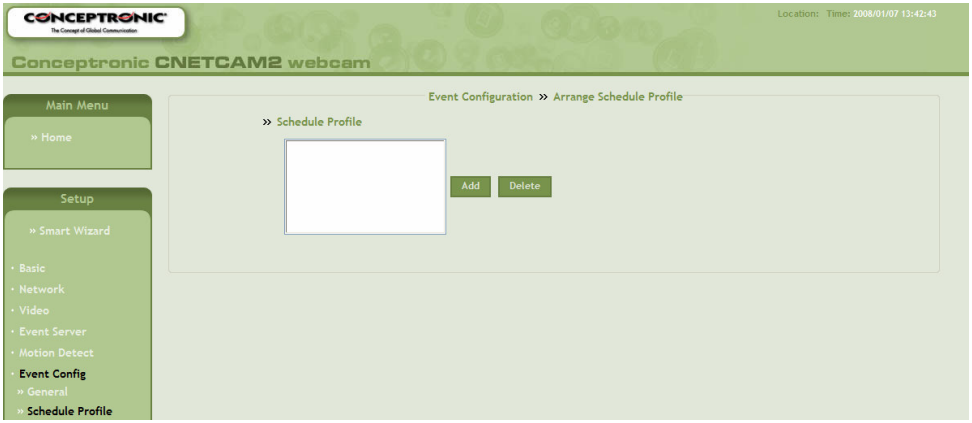
The Event Config menu contains four sub-menus that provide the commands to configure event profiles.

Event Configuration >> General Setting



- **Snapshot/Recording Subfolder:** You can assign a given sub-folder for captured file. Otherwise, leave this option blank to use the default setting.

Event Configuration >> Arrange Schedule Profile

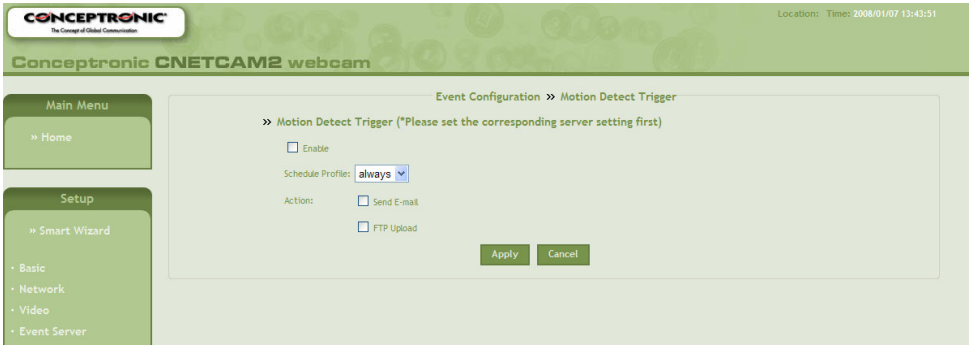


This sub-menu displays the scheduled profile(s). To customize the profile, click **Add** and then enter a descriptive name for the profile in the prompt dialog window. After entering the profile name, click **OK** and the profile is added to the Schedule Profiles list. To delete the profile, select the profile in the list and click **Delete**.

- **Profile Name:** Display the profile name that you select in the Schedule Profiles list.
- **Weekdays:** Select the weekday(s) that you want to separately assign in the schedule profile. The weekday that has been assigned will be displayed with green color.
- **Time List:** Display the time period that you have assigned within the selected weekday. To assign the same time period to every weekday, click **Add this to all weekdays**; click **Delete this from all weekdays** to remove the selected time period from every weekday. Click Delete to remove the selected time period.
- **Start/End Time:** Enter the start and end time and then click **Add** to assign a time period within in the selected weekday.

Event Configuration >> Motion Detect Trigger

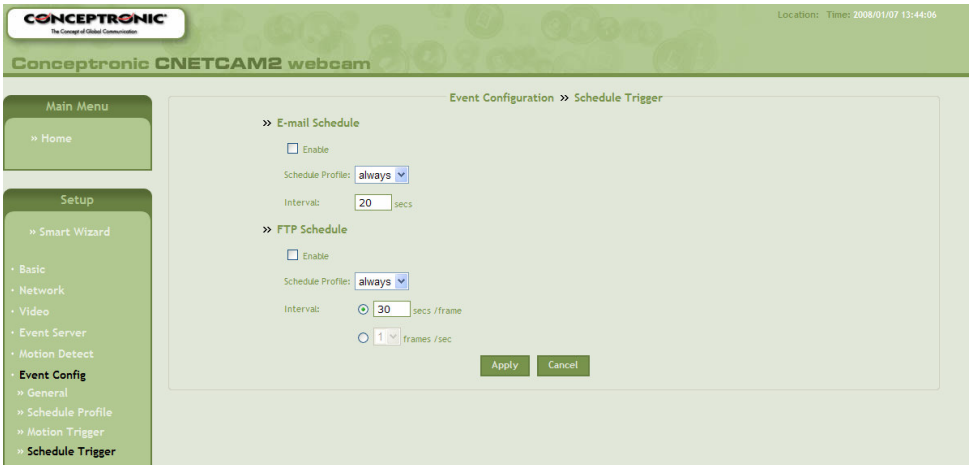
Select the **Enable** option to enable the trigger function of the camera, so that you can send captured images within the detecting area to the FTP server, or email receiver. You have to configure corresponding settings, such as FTP server and email server, to enable this feature.



- **Schedule Profile:** Select a schedule profile from the pull-down list.
- **Action:** Select the destination that the captured images will be sent to: **Send Email**, or **FTP Upload**.

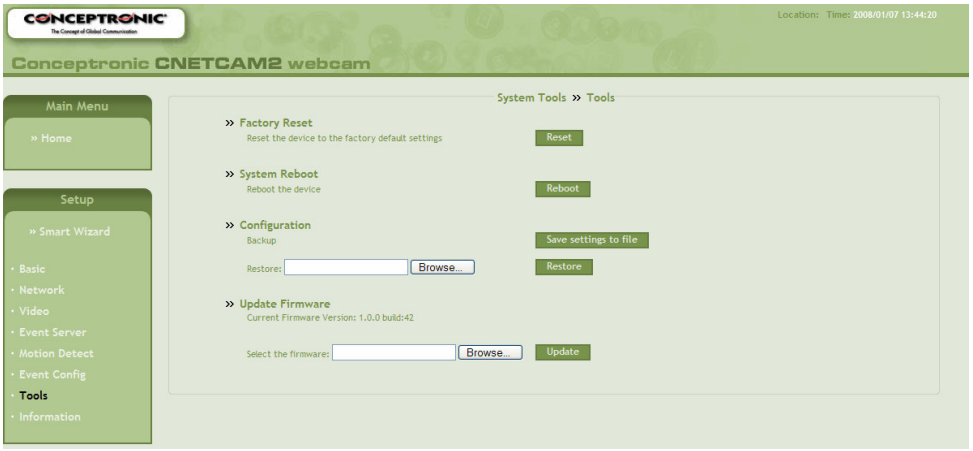
Event Configuration >> Schedule Trigger

You can separately configure the schedule for trigger function of the camera by **Email**, or **FTP**. Select the **Enable** option on each item, and then select a **Schedule Profile** from the pull-down list and set the **Interval** time.



4.9 Tools

The Tools menu provides the commands that allow you to restart or reset the camera. You can also backup and restore your configuration, and upgrade the firmware for the camera.



- **Factory Reset**

  Click **Reset** to restore all factory default settings for the camera.

- **System Reboot**

  Click **Reboot** to restart the camera just like turning the device off and on. The camera configuration will be retained after rebooting.

- **Configuration**

  You can save your camera configuration as a backup file on your computer. Whenever you want to resume the original settings, you can restore them by retrieving the backup file.

  - **Backup:** Click **Get the backup file** to save the current configuration of the camera.
  - **Restore:** Click **Browse** to locate the backup file and then click **Restore**.

- **Update Firmware**

  This item displays the current firmware version. You can upgrade the firmware for your camera once you obtained a latest version of firmware.

  - **Select the firmware:** Click **Browse** to locate the backup file and then click **Update**.

Note: Make sure to keep the camera connected to the power source during the process of upgrading firmware. Otherwise, the camera might be damaged because of failure of upgrading firmware.

4.10 Information

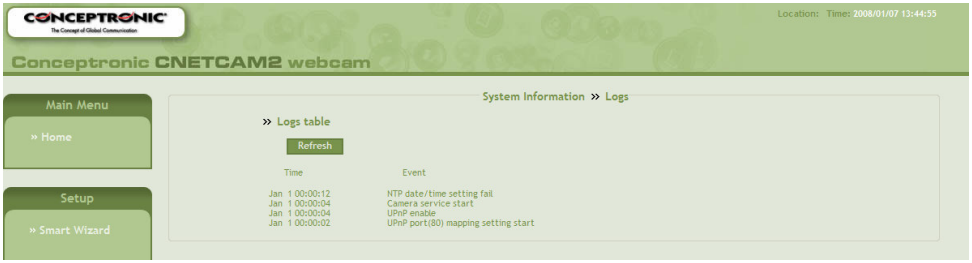
The Information menu displays the current configuration and events log of the camera.

- **Device Info**

  Display the Basic, Video, Network, and Wireless settings of the camera.

- **System Log**

  The Logs table displays the events log recorded by the system.



Software User Guide

This *Software User Guide* provides detailed instructions on operating **Ultra View**, a customized software application with a user-friendly interface allowing you to access and control your camera(s). You can connect up to 16 cameras to monitor different places and record events for each camera. With Ultra View, you can also change some basic settings of the camera, such as schedule profiles and motion detecting. In addition, if your camera supports advanced features, such as audio or pan/tilt function, you can use these functions through the control panels of Ultra View.

To use Ultra View, you have to install it in your computer. It is recommended to use a high performance computer if you want to connect multiple cameras simultaneously. The following provides the system requirements:

Platform: Microsoft® Windows® 2000/XP/Vista.

Hardware Requirement:

1 camera connected: Intel Pentium III 800MHz; 512MB RAM

2 ~ 4 cameras connected: Intel Pentium 4 1.3GHz; 512MB RAM

5 ~ 8 cameras connected: Intel Pentium 4 2.4GHz; 1GB RAM

9 ~ 16 cameras connected: Intel Pentium 4 3.4GHz; 2GB RAM

Resolution: 1024x768 or above

Note: When you use Ultra View to record video clips, store the recorded files to an exclusive hard disk drive in your computer to ensure that there will be enough storage space.

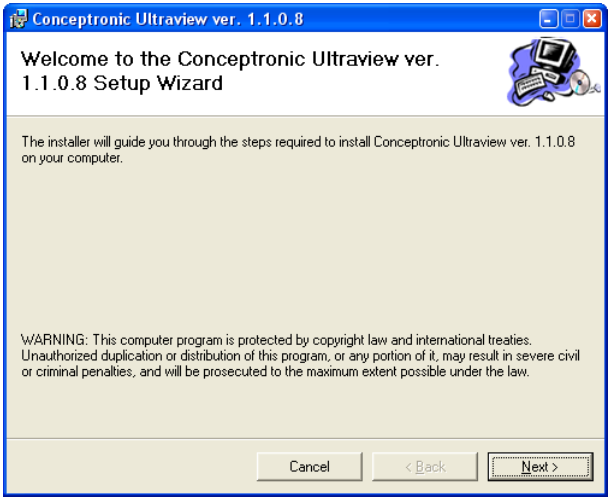
SOFTWARE INSTALLATION

Firstly, insert the Installation CD-ROM into the CD drive of your computer to initiate the Auto-Run program.

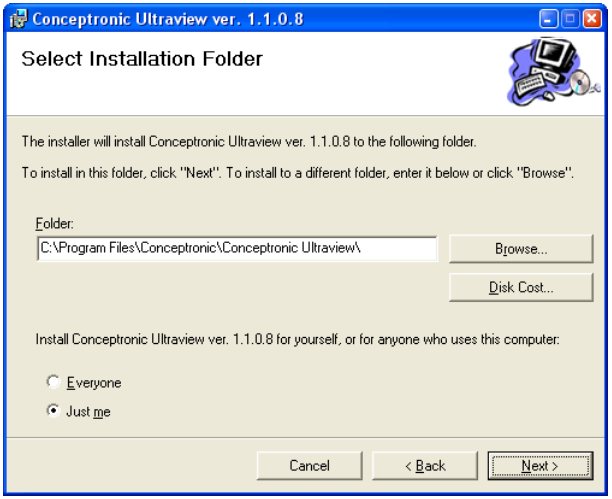
1. Click **Install Ultraview Software**. The setup wizard appears to help you complete the installation step-by-step.

Note: To use Ultra View, you must have Microsoft .NET Framework 2.0 installed in the computer.

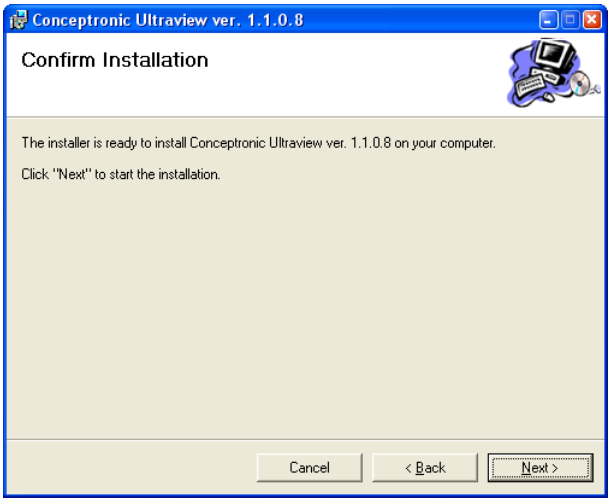
2. On the welcome screen, click **Next**.



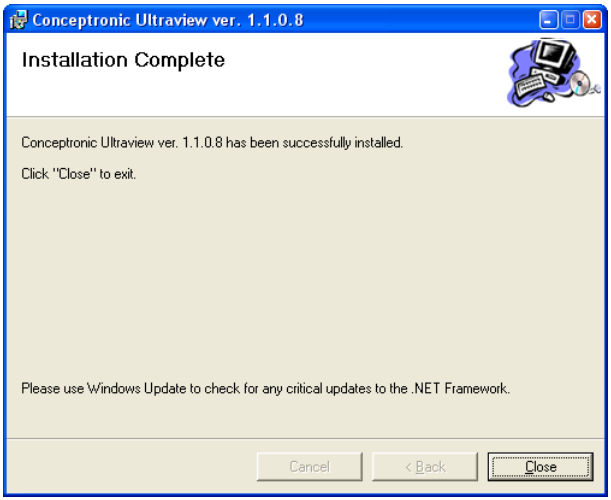
3. Click **Browse** to select the destination location to install the software; otherwise, leave the default setting and click **Next**.



4. Click **Next** again to confirm installation. The setup wizard starts to install the software and the progress bar indicates the installation is proceeding.



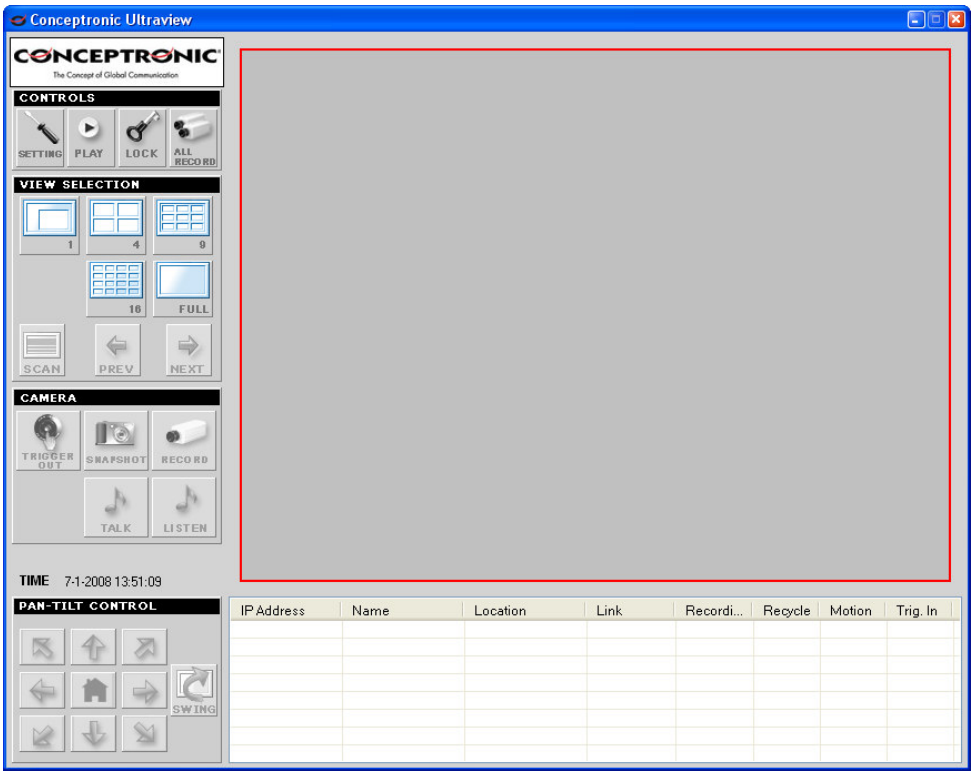
5. Installation is completed. Click **Close**.



USING ULTRA VIEW

To launch the program

This section describes the user interface and operating instructions of Ultra View. To launch the program, click **Start > (All) Programs > Conceptronic > Conceptronic UltraView > Conceptronic UltraView**, and the main screen will appear as below:



Note: Please set the resolution to 1024x768 or above on your computer while using Ultra View; otherwise, the displayed main screen may be distorted.

Item features

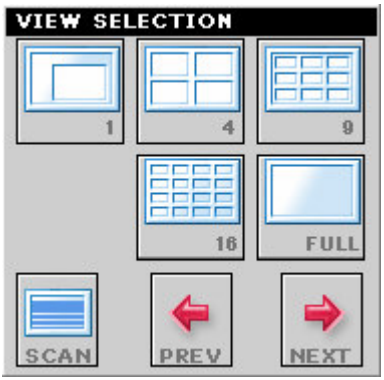
The following describes the function of each item on the main screen:

- **CONTROLS Panel**

  - **SETTING:** Click to enter the Setting screen of Ultra View. Click again to return to the main screen of Ultra View.
  - **PLAY:** Click to play the recorded video file using the media player on the computer (for example, Windows Media Player by default).
  - **LOCK:** Click to lock the camera controls. Click again to resume controls for the camera. If you have set ID and Password in **SETTING > Account**, you will be asked to enter the required information to unlock.
  - **ALL RECORD:** Click to start recording video clips using all connected cameras. Click again to stop recording and save the files in the computer. When you connect only one camera, this button's function is the same as the RECORD button.

Tip: By default, the ID and Password boxes are "blank." Click **SETTING > Account** to change the ID and password of lock/unlock function.

- **VIEW SELECTION Panel**



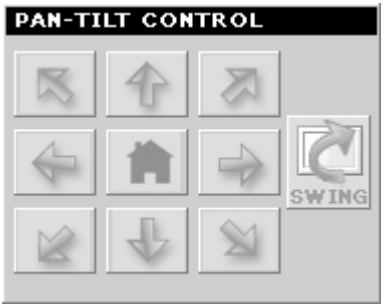
- **View mode buttons:** Ultra View provides multiple view modes, including 1/4/9/16 windows and Full screen mode.
- **SCAN:** When you connect multiple cameras, click this button to display the video views as the main window in turn.
- **PREV:** When you connect multiple cameras, click this button to switch the video view to the previous camera.
- **NEXT:** When you connect multiple cameras, click this button to switch the video view to the next camera.

Tip: To set the time interval of scanning, click **SETTING > Other** and then adjust the time from 1 to 10 seconds in the **Time interval of scan** option.

- **CAMERA Panel**

- **TRIGGER OUT:** Click to turn on the trigger out connector of the camera. This button is available only when the connected camera supports the trigger out connector, which is used to control the external device connected to the camera, such as a light.
- **SNAPSHOT:** Click to capture a still image using the selected camera and save the file in the computer.
- **RECORD:** Click to start recording a video clip using the selected camera. Click again to stop recording and save the file in the computer.
- **TALK:** Click to speak out through the camera. This button is available only when the connected camera supports 2-way audio function.
- **LISTEN:** Click to receive the on-site sound and voice from the camera. This button is available only when the connected camera supports audio function.

- **PAN-TILT CONTROL Panel (optional, not available for CNETCAM2 and C54NETCAM2)**



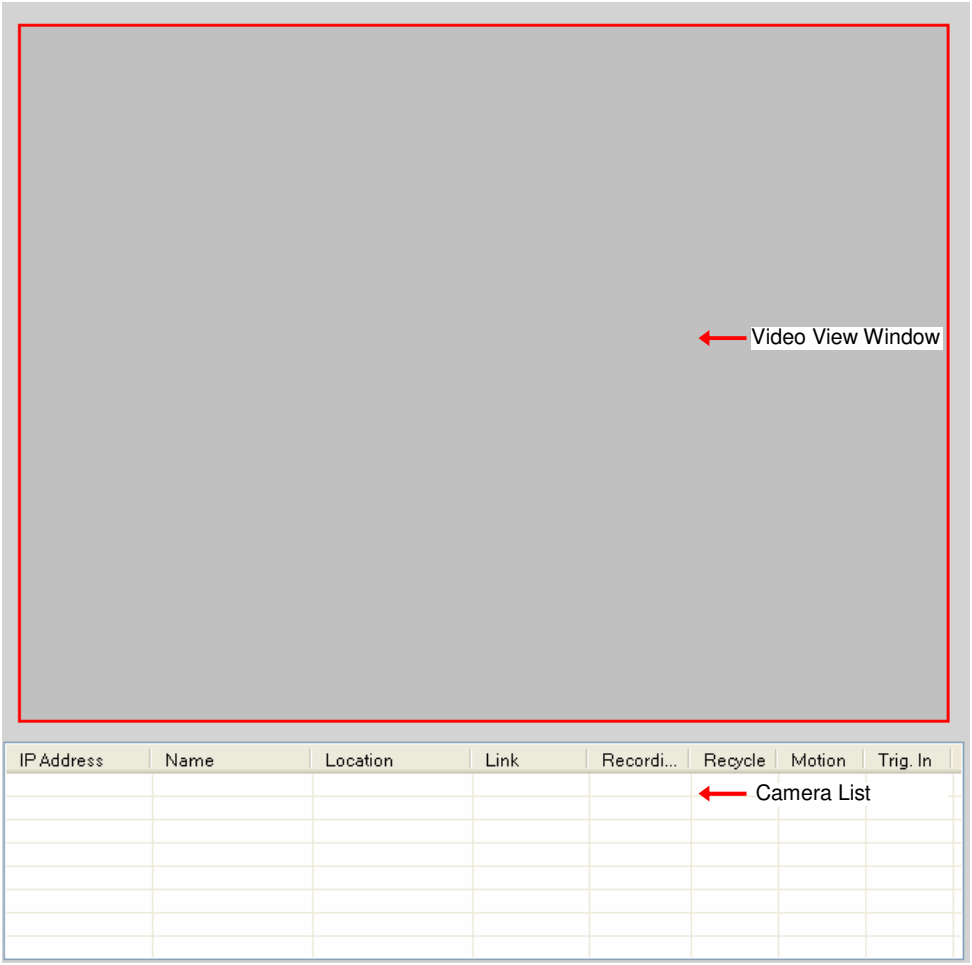
When you connect a pan/tilt camera, the system will detect the camera's function automatically and the PAN-TILT CONTROL buttons will become functional. Otherwise, these buttons are displayed as gray out buttons.

- **Direction/Home buttons:** Click these buttons to adjust the camera's viewing angle to Up ( ) / Down ( ) / Left ( ) / Right ( ) / Left-Up ( ) / Left-Down ( ) / Right-Up ( ) / Right-Down ( ).

  Click the **Home** button ( ) to return the camera to the default position.

- **SWING:** If you have saved two or more positions for the selected camera, click this button to control the camera swinging from one position to another position.

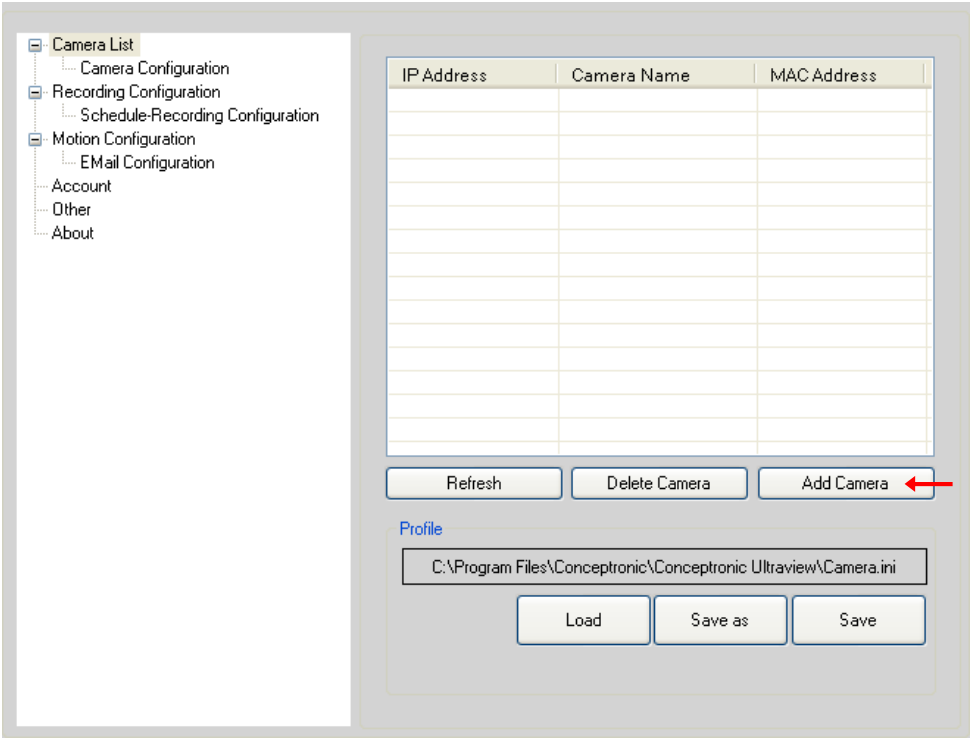
■ Video View Window and Camera List



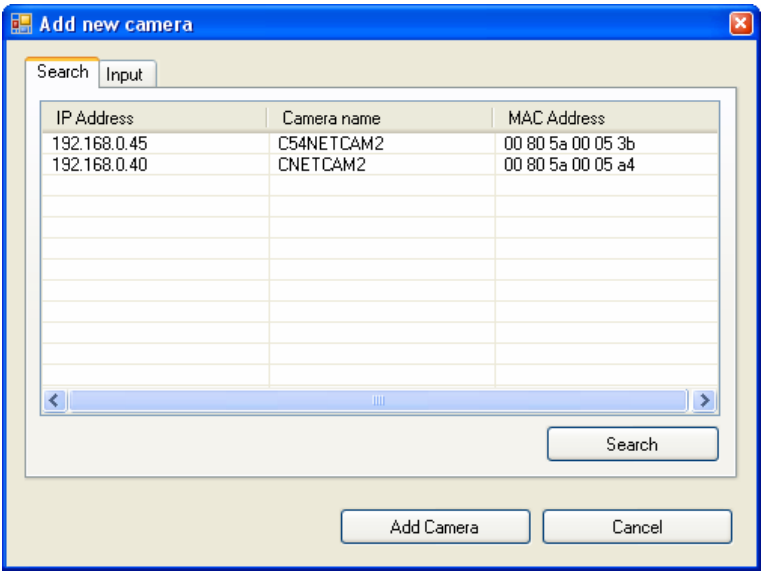
- **Video View Window:** This window displays the video view of the selected camera, which can be divided into 4/9/16 windows according to your selection in VIEW SELECTION panel.
- **Camera List:** This list displays the information of the connected camera(s).

To add a camera

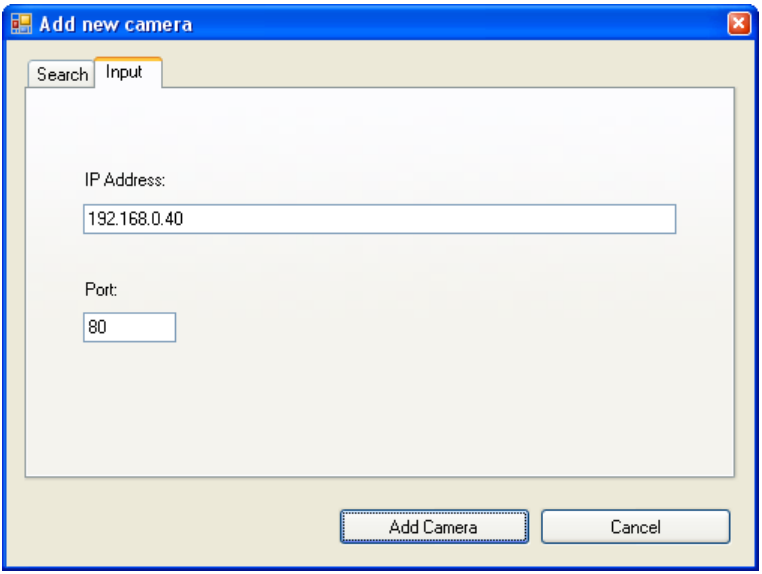
1. Click **SETTING** in the CONTROLS panel to display the Setting screen.
2. Click **Add New Camera**.



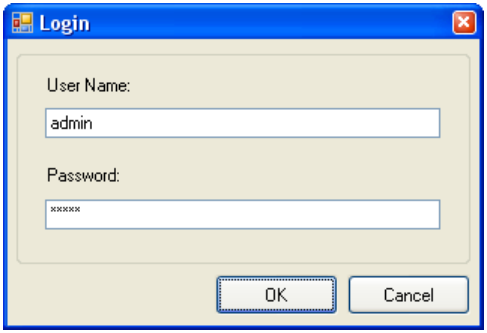
3. In the pop-up Add New Camera dialog window, you can:
   - Select the **Search** tab if you are not sure of the camera's IP address. Click **Search camera** to search the available camera within the network. Once the camera is found and is shown in the list, select it and click **Add Camera**.



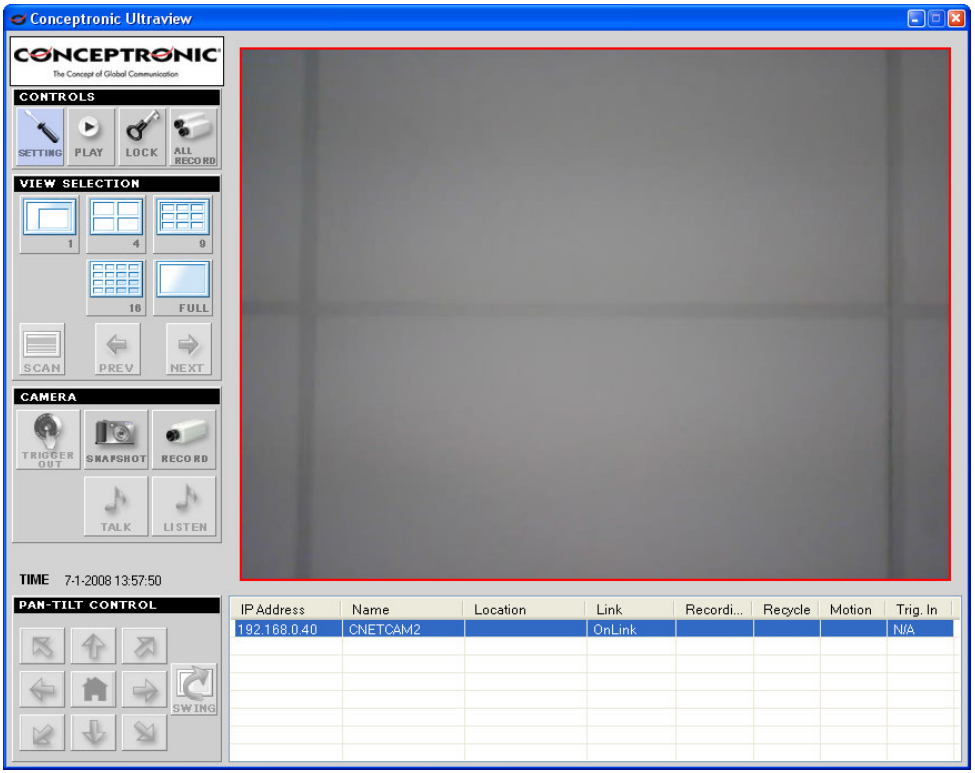
- Select the **Input** tab to add a camera by entering its IP address directly. Enter the camera's IP address (default: 192.168.0.40 for the CNETCAM2 and 192.168.0.45 for the C54NETCAM2) and Port (default: 80), and then click **Add Camera**.



4. Enter the User name and Password for the camera, and then click **OK**. The connected camera will be displayed in the Camera List.

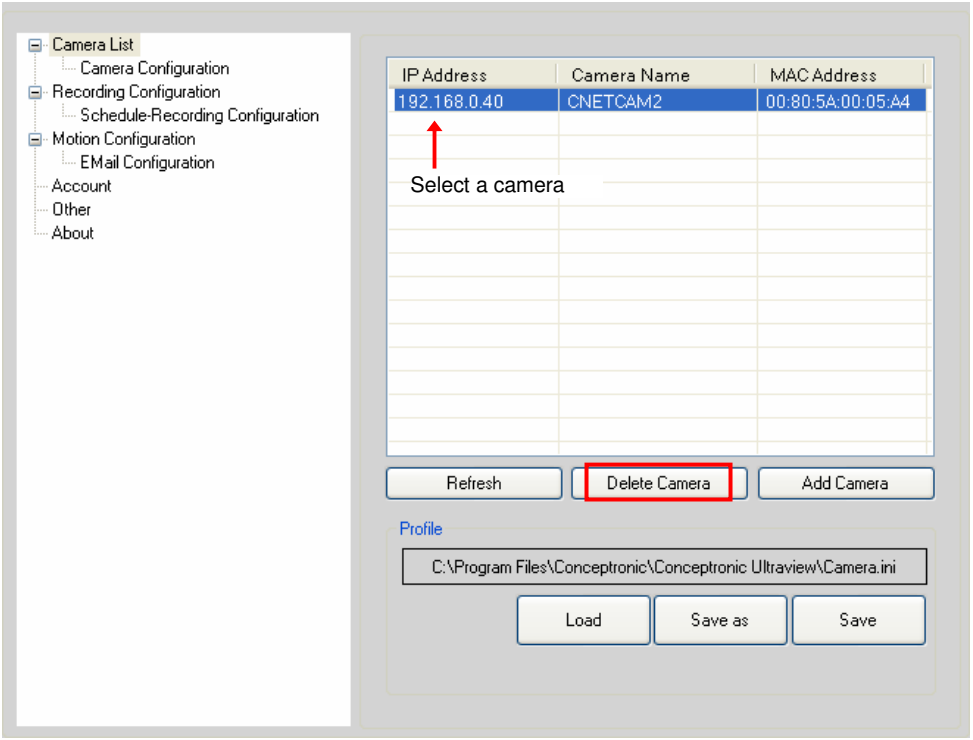


5. Click **SETTING** to return to the Video View Window. The video view of the selected camera will be displayed now.



To remove a camera

1. Click **SETTING** in the CONTROLS panel to display the Setting screen.
2. Select a camera from the list and click **Delete Camera**.



To link to the Web page of the camera

Click **SETTING > Camera List > Camera Configuration** and then **Link web page** to launch the Web browser that displays live view image and Web Configuration of the selected camera.

To record video

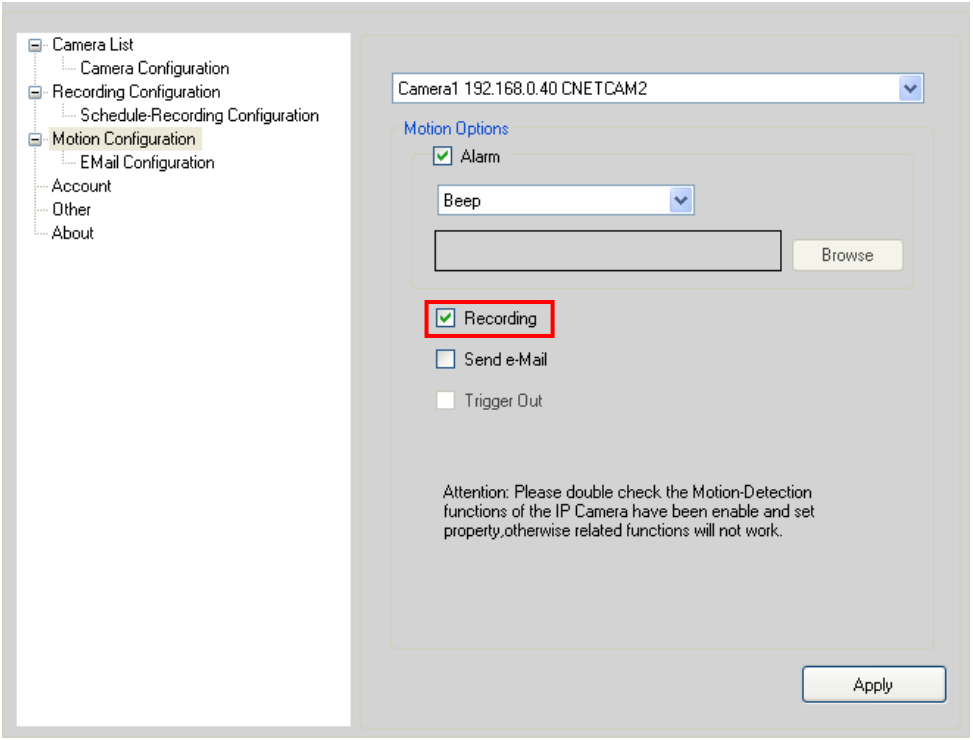
Ultra View provides three methods to record video clips: one is to click the **RECORD/ALL RECORD** button to record manually; the second is to record by motion detection; the third is to set the recording schedule in **Setting > Recording Configuration > Schedule Recording Configuration**.

- **Manually recording**

  Click **RECORD/ALL RECORD** and it starts recording. Click the button again to stop.

- **Trigger recording by motion detection**

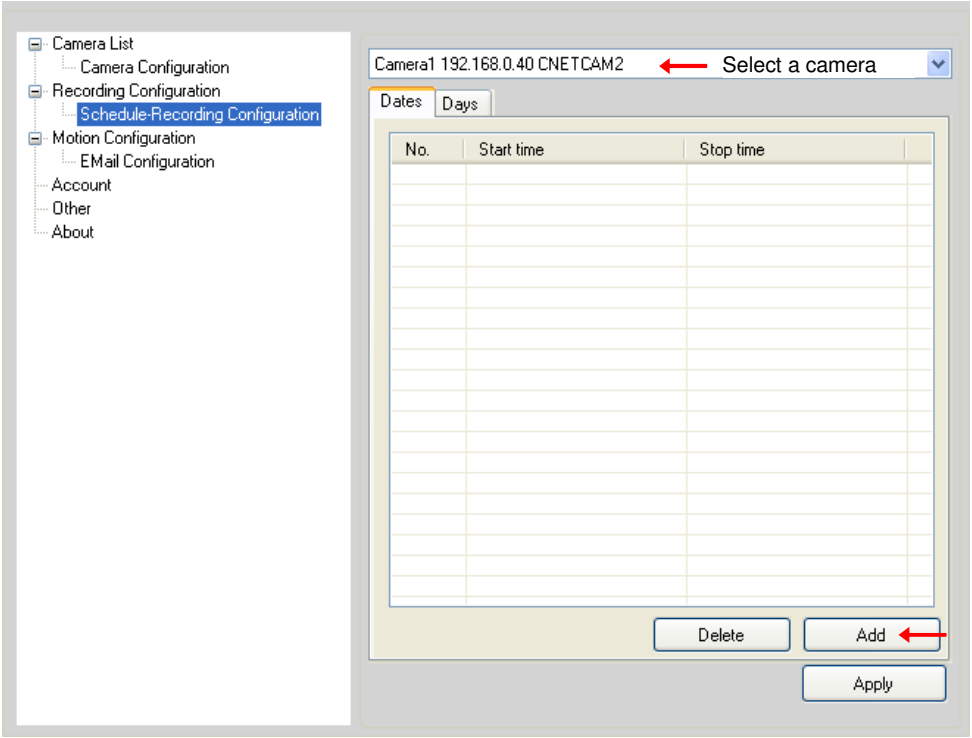
  When the motion detection function of the selected camera is enabled, you can configure the camera to start recording triggered by the motion detected. Click **SETTING > Motion Configuration**, and then select the **Recording** option to enable the selected camera to record by motion detection.



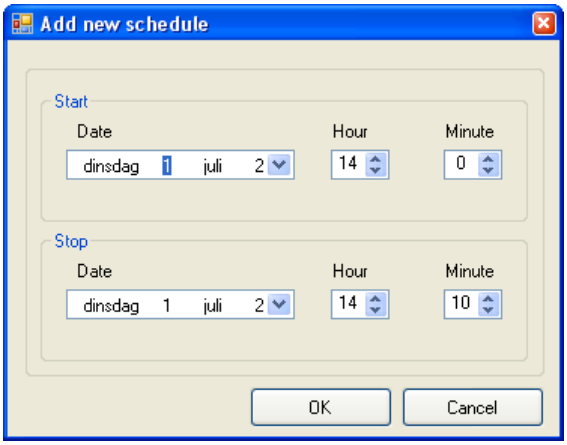
- **Schedule recording**

  This recording method will work after you have completed the required settings in **Schedule Recording Configuration**. The recording schedule can be defined by **Dates** or **Days**.

  - **Dates:** First, select the camera from the pull-down list. Then, click **Add** to set the Start/Stop date and time and then click **OK** to add the recording schedule to the list. Click **Apply** to save the settings.



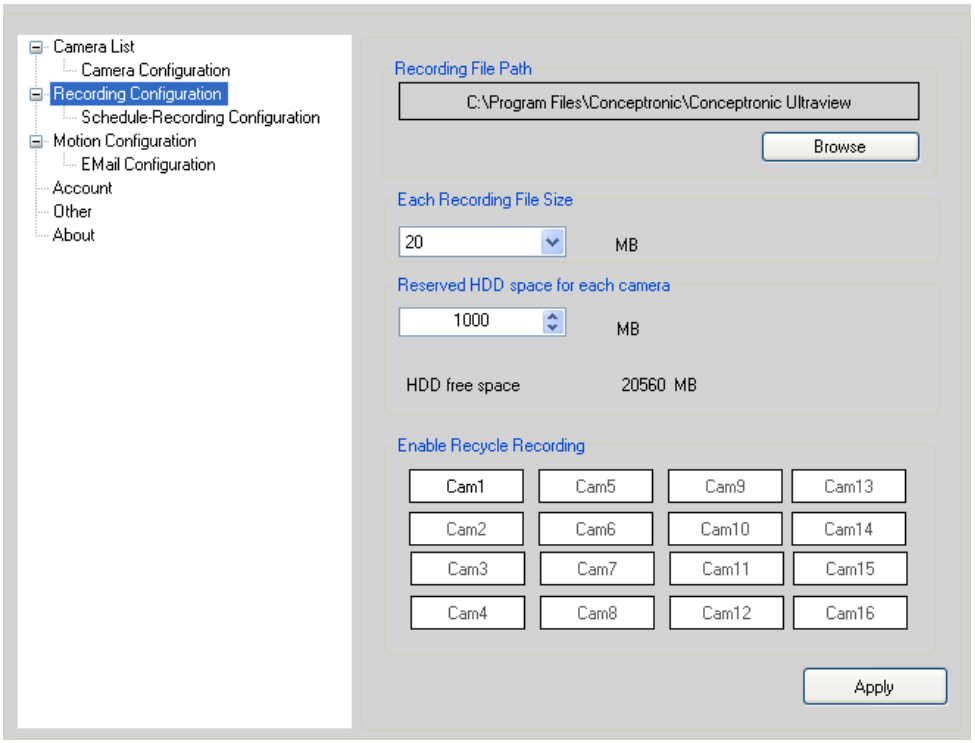
- **Days:** First, select the camera from the pull-down list and select **Days** tab. Then, select the weekday from the day buttons and then set the time period. Click **Apply** to save the settings.



To configure the recording settings

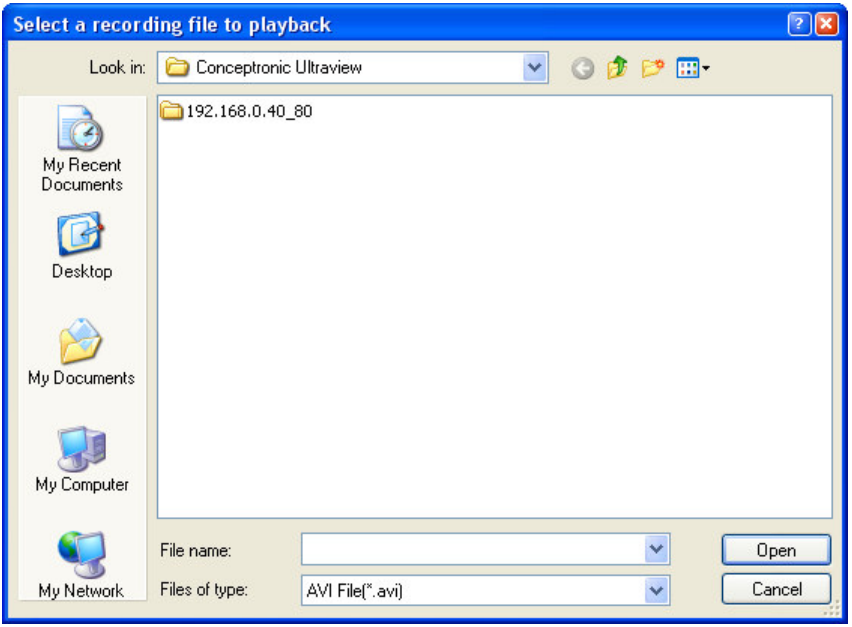
To configure the recording settings, including the storage folder and storage options, click **SETTING > Recording Configuration**.

- **Recording File Path:** To change the destination folder to save the recorded video file, click **Browse** under the **Recording File Path** box to assign a new folder.
- **Each Recording File Size:** This option allows you to select from **20** to **200** MB so that the video will be recorded as another file automatically when the recording file reaches the specified size limit.
- **Reserved HDD space for each camera:** This option allows you to set to reserve the storage space on the hard disk drive for the recording of each camera. Before setting the reserve space on the hard disk drive, you can check the available storage space that is displayed in the **HDD Free space** field.
- **Enable Recycle Recording:** Click on the camera number to clear the files when the unreserved space of the hard disk drive is full.


Camera List
Camera Configuration
Recording Configuration
Schedule-Recording Configuration
Motion Configuration
EMail Configuration
Account
Other
About
Recording File Path
C:\Program Files\Conceptronic\Conceptronic Ultraview
Browse
Each Recording File Size
20
MB
Reserved HDD space for each camera
1000
MB
HDD free space
20560 MB
Enable Recycle Recording
Cam1
Cam5
Cam9
Cam13
Cam2
Cam6
Cam10
Cam14
Cam3
Cam7
Cam11
Cam15
Cam4
Cam8
Cam12
Cam16
Apply

To playback the recorded video

The recorded video clips are saved in your computer, and can be played using the media player on the computer, such as Windows Media Player. To start playback, simply click the **PLAY** button on the CONTROLS panel, and the following dialog screen will appear, allowing you to select the file to playback.



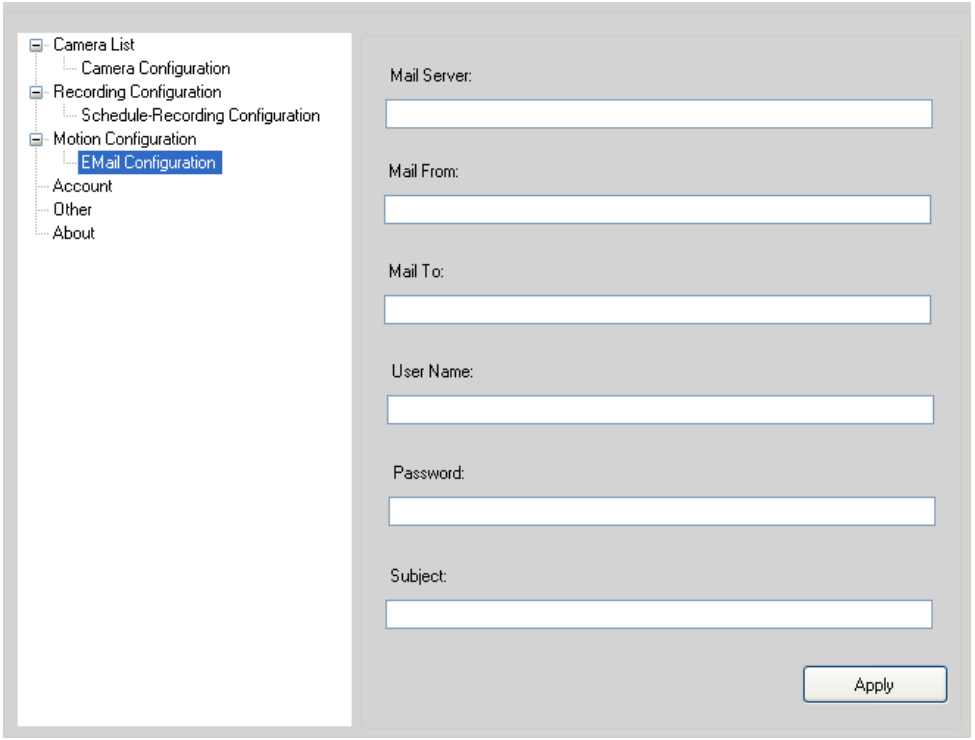
Select the recorded video file under the [camera] path and then click **Open** to launch the media player to playback.

Note: If your player on the computer don't have video codec to playback the recorded video. You can download a video codec from http://www.xvid.org/downloads.15.0.html to support.

To set up motion detection options

When the motion detection function of the selected camera is enabled, you can set the **Motion Options** by selecting **Alarm**, **Recording**, **Send e-Mail**, and **Trigger Out** under **SETTING > Motion Configuration**.

- **Alarm:** Select **Beep** or **Music** to alert you for the motion detected. When you select **Music**, you can customize the sound by clicking **Browse** and then selecting your favorite music (*.wav or *.mp3 file) in the computer.
- **Recording:** Select this option to enable the camera to record by motion detected.
- **Send e-Mail:** Select this option so that the system will be able to send an email to the specified receiver. Once the option is selected, you have to complete the required information in **SETTING > Motion Configuration > EMail Configuration**.

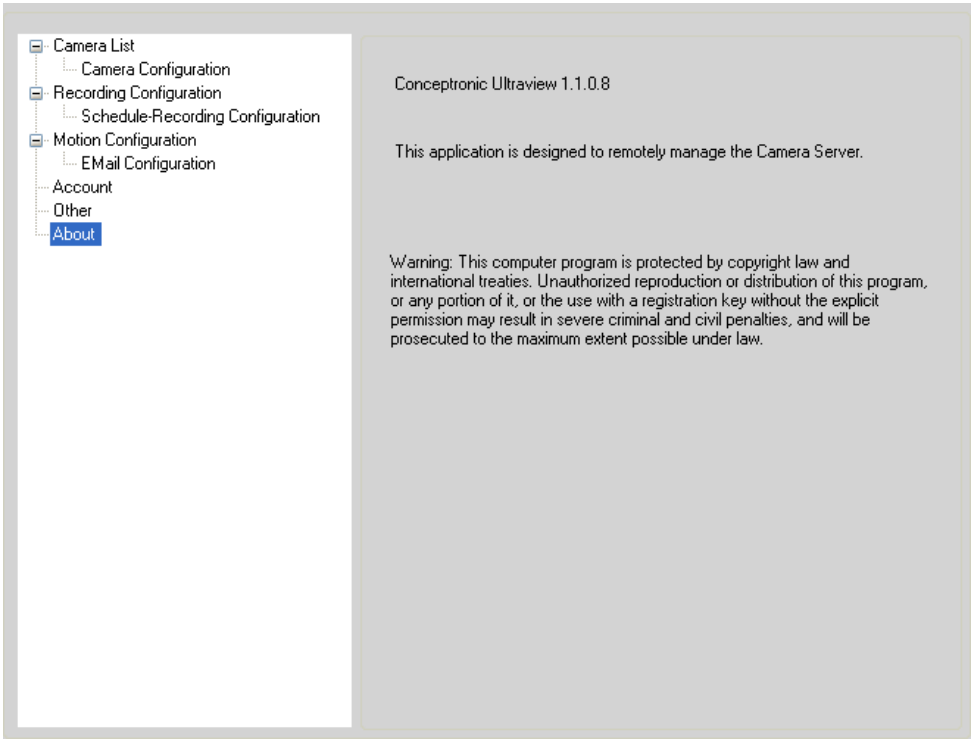


- **Mail Server:** Enter the mail server address. For example, mymail.com.
- **Mail From:** Enter the email address of the user who will send the email. For example, John@mymail.com.
- **Mail To:** Enter the email address of the user who will receive the email.
- **User Name:** Enter the user name to login the mail server.
- **Password:** Enter the password to login the mail server.
- **Subject:** Enter a subject for the notification email.

- **Trigger Out:** If the selected camera supports Trigger Out connector, select this option to enable the Trigger Out function.

Information

Click **SETTING > About** to display the information of the software application.



APPENDIX

A.1 Specification

- **Image Sensor**

Sensor	1/4” color CMOS
Resolution	640x480

- **Video**

Compression	MJPEG
Video resolution	VGA/QVGA/QQVGA; 30fps max.

- **System Hardware**

Processor	ARM9 base
RAM	16MB SDRAM
ROM	4MB NOR Flash
Power	DC 5V

- **Communication**

LAN	10/100Mbps Fast Ethernet, auto-sensed, Auto-MDIX
WLAN	IEEE 802.11b/g
Protocol support	TCP/IP, UDP, ICMP, DHCP, NTP, DNS, DDNS, SMTP, FTP, PPPoE, UPnP

- **User Interface**

LAN	One RJ-45 port
Antenna	One external antenna
Reset	One Reset button
LEDs	Power LED (amber); Link LED (green)

- **Software**

  OS Support Windows 2000/XP/Vista

  Browser Internet Explorer 6.0 or above
  Apple Safari 2 or above
  Mozilla Firefox 2.00 or above

  Software Ultra View for playback/recording/ configuration features

- **Operating Environment**

  Temperature - Operation: 5°C ~ 45°C
  - Storage: -15°C ~ 60°C

  Humidity - Operation: 20% ~ 85% non-condensing
  - Storage: 0% ~ 90% non-condensing

- **EMI**

  FCC Class B, CE Class B

A.2 Glossary of Terms

NUMBERS

10BASE-T 10BASE-T is Ethernet over UTP Category III, IV, or V unshielded twisted-pair media.

100BASE-TX The two-pair twisted-media implementation of 100BASE-T is called 100BASE-TX.

A

ADPCM Adaptive Differential Pulse Code Modulation, a new technology improved from PCM, which encodes analog sounds to digital form.

AMR AMR (Adaptive Multi-Rate) is an audio data compression scheme optimized for speech coding, which is adopted as the standard speech codec by 3GPP.

Applet Applets are small Java programs that can be embedded in an HTML page. The rule at the moment is that an applet can only make an Internet connection to the computer form that the applet was sent.

ASCII American Standard Code For Information Interchange, it is the standard method for encoding characters as 8-bit sequences of binary numbers, allowing a maximum of 256 characters.

ARP Address Resolution Protocol. ARP is a protocol that resides at the TCP/IP Internet layer that delivers data on the same network by translating an IP address to a physical address.

AVI Audio Video Interleave, it is a Windows platform audio and video file type, a common format for small movies and videos.

B

BOOTP Bootstrap Protocol is an Internet protocol that can automatically configure a network device in a diskless workstation to give its own IP address.

C

Communication Communication has four components: sender, receiver, message, and medium. In networks, devices and application tasks and processes communicate messages to each other over media. They represent the sender and receivers. The data they send is the message. The cabling or transmission method they use is the medium.

Connection In networking, two devices establish a connection to communicate with each other.

D

DHCP Developed by Microsoft, DHCP (Dynamic Host Configuration Protocol) is a protocol for assigning dynamic IP addresses to devices on a network. With dynamic addressing, a device can have a different IP address every time it connects to the network. In some systems, the device's IP address can even change while it is still connected. It also supports a mix of static and dynamic IP addresses. This simplifies the task for network administrators because the software keeps track of IP addresses rather than requiring an administrator to manage the task. A new computer can be added to a network without the hassle of manually assigning it a unique IP address. DHCP allows the specification for the service provided by a router, gateway, or other network device that automatically assigns an IP address to any device that requests one.

DNS Domain Name System is an Internet service that translates domain names into IP addresses. Since domain names are alphabetic, they're easier to remember. The Internet however, is really based on IP addresses every time you use a domain name the DNS will translate the name into the corresponding IP address. For example, the domain name *www.network_camera.com* might translate to *192.167.222.8*.

E

Enterprise network An enterprise network consists of collections of networks connected to each other over a geographically dispersed area. The enterprise network serves the needs of a widely distributed company and operates the company's mission-critical applications.

Ethernet The most popular LAN communication technology. There are a variety of types of Ethernet, including 10Mbps (traditional Ethernet), 100Mbps (Fast Ethernet), and 1,000Mbps (Gigabit Ethernet). Most Ethernet networks use Category 5 cabling to carry information, in the form of electrical signals, between devices. Ethernet is an implementation of CSMA/CD that operates in a bus or star topology.

F

Fast Ethernet Fast Ethernet, also called 100BASE-T, operates at 10 or 100Mbps per second over UTP, STP, or fiber-optic media.

Firewall Firewall is considered the first line of defense in protecting private information. For better security, data can be encrypted. A system designed to prevent unauthorized access to or from a private network. Firewalls are frequently used to prevent unauthorized Internet users from accessing private networks connected to the Internet, especially Intranets all messages entering or leaving the intranet pass through the firewall, which examines each message and blocks those that do not meet the specified security criteria.

G

Gateway A gateway links computers that use different data formats together.

Group Groups consist of several user machines that have similar characteristics such as being in the same department.

H

HEX Short for hexadecimal refers to the base-16 number system, which consists of 16 unique symbols: the numbers 0 to 9 and the letters A to F. For example, the decimal number 15 is represented as F in the hexadecimal numbering system. The hexadecimal system is useful because it can represent every byte (8 bits) as two consecutive hexadecimal digits. It is easier for humans to read hexadecimal numbers than binary numbers.

I

Intranet This is a private network, inside an organization or company that uses the same software you will find on the public Internet. The only difference is that an Intranet is used for internal usage only.

Internet The Internet is a globally linked system of computers that are logically connected based on the Internet Protocol (IP). The Internet provides different ways to access private and public information worldwide.

Internet address To participate in Internet communications and on Internet Protocol-based networks, a node must have an Internet address that identifies it to the other nodes. All Internet addresses are IP addresses

IP Internet Protocol is the standard that describes the layout of the basic unit of information on the Internet (the *packet*) and also details the numerical addressing format used to route the information. Your Internet service provider controls the IP address of any device it connects to the Internet. The IP addresses in your network must conform to IP addressing rules. In smaller LANs, most people will allow the DHCP function of a router or gateway to assign the IP addresses on internal networks.

IP address IP address is a 32-binary digit number that identifies each sender or receiver of information that is sent in packets across the Internet. For example 80.80.80.69 is an IP address. When you "call" that number, using any connection methods, you get connected to the computer that "owns" that IP address.

ISP ISP (Internet Service Provider) is a company that maintains a network that is linked to the Internet by way of a dedicated communication line. An ISP offers the use of its dedicated communication lines to companies or individuals who can't afford the high monthly cost for a direct connection.

J

JAVA Java is a programming language that is specially designed for writing programs that can be safely downloaded to your computer through the Internet without the fear of viruses. It is an object-oriented multi-thread programming best for creating applets and applications for the Internet, Intranet and other complex, distributed network.

L

LAN Local Area Network a computer network that spans a relatively small area sharing common resources. Most LANs are confined to a single building or group of buildings.

M

MJPEG MJPEG (Motion JPEG) composes a moving image by storing each frame of a moving picture sequence in JPEG compression, and then decompressing and displaying each frame at rapid speed to show the moving picture.

MPEG4 MPEG4 is designed to enable transmission and reception of high-quality audio and video over the Internet and next-generation mobile telephones.

N

NAT Network Address Translator generally applied by a router that makes many different IP addresses on an internal network appear to the Internet as a single address. For routing messages properly within your network, each device requires a unique IP address. But the addresses may not be valid outside your network. NAT solves the problem. When devices within your network request information from the Internet, the requests are forwarded to the Internet under the router's IP address. NAT distributes the responses to the proper IP addresses within your network.

Network A network consists of a collection of two or more devices, people, or components that communicate with each other over physical or virtual media. The most common types of network are:

LAN – (local area network): Computers are in close distance to one another. They are usually in the same office space, room, or building.

WAN – (wide area network): The computers are in different geographic locations and are connected by telephone lines or radio waves.

NWay Protocol A network protocol that can automatically negotiate the highest possible transmission speed between two devices.

P

PCM PCM (Pulse Code Modulation) is a technique for converting analog audio signals into digital form for transmission.

PING Packet Internet Groper, a utility used to determine whether a specific IP address is accessible. It functions by sending a packet to the specified address and waits for a reply. It is primarily used to troubleshoot Internet connections.

PPPoE Point-to-Point Protocol over Ethernet. PPPoE is a specification for connecting the users on an Ethernet to the Internet through a common broadband medium, such as DSL or cable modem. All the users over the Ethernet share a common connection.

Protocol Communication on the network is governed by sets of rules called protocols. Protocols provide the guidelines devices use to communicate with each other, and thus they have different functions. Some protocols are responsible for formatting and presenting and presenting data that will be transferred from file server memory to the file server's net work adapter Others are responsible for filtering information between networks and forwarding data to its destination. Still other protocols dictate how data is transferred across the medium, and how servers respond to workstation requests and vice versa. Common network protocols responsible for the presentation and formatting of data for a network operating system are the Internetwork Packet Exchange (IPX) protocol or the Internet Protocol (IP). Protocols that dictate the format of data for transferors the medium include token-passing and Carrier Sense Multiple Access with Collision Detection (CSMA/CD), implemented as token-ring, ARCNET, FDDI, or Ethernet. The Router Information Protocol (RIP),a part of the Transmission Control Protocol/Internet Protocol (TCP/IP) suite, forwards packets from one network to another using the same network protocol.

R

RJ-45 RJ-45 connector is used for Ethernet cable connections.

Router A router is the network software or hardware entity charged with routing packets between networks.

RTP RTP (Real-time Transport Protocol) is a data transfer protocol defined to deliver **live media** to the clients at the same time, which defines the transmission of video and audio files in real time for Internet applications.

RTSP RTSP (Real-time Streaming Protocol) is the standard used to transmit **stored media** to the client(s) at the same time, which provides client controls for random access to the content stream.

S

Server It is a simple computer that provides resources, such as files or other information.

SIP SIP (Session Initiated Protocol) is a standard protocol that delivers the real-time communication for Voice over IP (VoIP), which establishes sessions for features such as audio and video conferencing.

SMTP The Simple Mail Transfer Protocol is used for Internet mail.

SNMP Simple Network Management Protocol. SNMP was designed to provide a common foundation for managing network devices.

Station In LANs, a station consists of a device that can communicate data on the network. In FDDI, a station includes both physical nodes and addressable logical devices. Workstations, single-attach stations, dual-attach stations, and concentrators are FDDI stations.

Subnet mask In TCP/IP, the bits used to create the subnet are called the subnet mask.

T

(TCP/IP) Transmission Control Protocol/Internet Protocol is a widely used transport protocol that connects diverse computers of various transmission methods. It was developed y the Department of Defense to connect different computer types and led to the development of the Internet.

Transceiver A transceiver joins two network segments together. Transceivers can also be used to join a segment that uses one medium to a segment that uses a different medium. On a 10BASE-5 network, the transceiver connects the network adapter or other network device to the medium. Transceivers also can be used on 10BASE-2 or 10BASE-T networks to attach devices with AUI ports.

U

UDP The User Datagram Protocol is a connectionless protocol that resides above IP in the TCP/IP suite

User Name The USERNAME is the unique name assigned to each person who has access to the LAN.

Utility It is a program that performs a specific task.

UTP Unshielded twisted-pair. UTP is a form of cable used by all access methods. It consists of several pairs of wires enclosed in an unshielded sheath.

W

WAN	Wide-Area Network. A wide-area network consists of groups of interconnected computers that are separated by a wide distance and communicate with each other via common carrier telecommunication techniques.
WEP	WEP is widely used as the basic security protocol in Wi-Fi networks, which secures data transmissions using 64-bit or 128-bit encryption.
Windows	Windows is a graphical user interface for workstations that use DOS.
WPA	WPA (Wi-Fi Protected Access) is used to improve the security of Wi-Fi networks, replacing the current WEP standard. It uses its own encryption, Temporal Key Integrity Protocol (TKIP), to secure data during transmission.
WPA2	Wi-Fi Protected Access 2, the latest security specification that provides greater data protection and network access control for Wi-Fi networks. WPA2 uses the government-grade AES encryption algorithm and IEEE 802.1X-based authentication, which are required to secure large corporate networks.

A.3 GNU-GPL License Information

Availability of source code

Conceptronic has exposed the full source code of the GPL licensed software, including any scripts to control compilation and installation of the object code. All future firmware updates will also be accompanied with their respective source code. For more information on how you can obtain our open source code, please visit our web site.

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.