Note: If a Terminal Services Display Client contains several terminal servers, the path must be valid on all terminal servers. If different terminal servers have different paths to the desired program, write a batch file to open the program.

Why Change from Default Settings: This allows you to control a users access. If the Display Client uses AppLink the user will not get a desktop or icons but will be limited to the application specified. Closing it will re-launch the program, assuring that it is always running.

Selecting the *Finish* button will close the Display Client List wizard and display the created terminal server groups.

Camera Display Clients

The Camera Display Client configuration wizard can be launched by right clicking on the **Camera** branch of the ThinManager tree and selecting the **Add Display Client** option.

Client Name Enter the Dis	play Client name			×
Client Name	Camera_Lo	adingDock		
- Type of Display	Client	Z		
			Permiss	ions

Camera Display Client Wizard - Name

Importance of Page: Allows naming and selection of Display Client type.

Fields:

• Client Name – Name for Display Client.

• Type of Display Client – Drop-down to select type of Display Client.

Button:

• **Permissions** – Sets TermSecure permissions. See Permissions for details.

Why Change from Default Settings: The display client needs a name.

Enter the name of the Display Client and any TermSecure permissions on this page.

😤 Display Client Wizard	×
Display Client Options Select the options that apply to this Display Client	\aleph
Client Options Allow Display Client to be tiled Allow Display Client to be moved (MultiMonitor)	
< <u>B</u> ack <u>N</u> ext > Finish Cancel	Help

Camera Display Client Options

Importance of Page: Sets Display Client options.

Checkbox:

- Allow Display Client to be tiled Allows tiling of the client.
- Allow Display Client to be moved (MultiMonitor) Allows the Display Client to be opened in any MultiMonitor window.

Why Change from Default Settings: Provides additional options.

Select if this Display Client can be tiled and if when using MultiMonitor it can be moved to a different screen.

Overlay Layout Page

🙁 Display Clien	t Wizard			×
Overlay Layo Select the	out size and location (of the IP camera	overlays	\mathfrak{S}
Choose Camer	a Layout	Custom	Add (Remove	Dverlay e Overlay
Display Size	1024x768	•		
< <u>B</u> ack	<u>N</u> ext >	Finish	Cancel	Help

Camera Display Client Overlay Layout

Importance of Page: Sets camera layout

Settings:

- **Choose Camera Overlay** Allows you to set the layout of the displays. You may have a single overlay or multiple overlays on the Display Client.
- **Display Size** Sets the size (resolution) of the display to be shown.

Buttons:

- Add Overlay Adds an overlay to the Display Client.
- **Remove Overlay** Removes a highlighted overlay from the Display Client.

Why Change from Default Settings: You need at least one overlay in the Display Client.

This page determines the layout of the camera overlays. You can define your own custom layout or choose from predefined layouts. The *Display Size* selection should be set to the resolution of the terminal screen to which the Display Client will be added. The picture on this page represents the overlay layout.

🗏 Display Client Wizard			×
Overlay Layout Select the size and loo	cation of the IP camera	overlays	$\mathfrak{>}$
Choose Camera Layout	Custom Custom 1x1 1x2 2x1 2x2 3x2 4x2		
Display Size 1024x	768 💌		
< <u>B</u> ack <u>N</u> ext>	Finish	Cancel	Help

Camera Display Client Layout Selection

Use the layout drop down to select the desired layout.

Display Client Wizard		×
Overlay Layout Select the size and locatio	n of the IP camera overlays	\approx
Choose Camera Layout	2	
		Add Overlay
		Remove Overlay
Display Size 1024x768	T	
< <u>B</u> ack <u>N</u> ext >	Finish Car	ncel Help

Camera Display Client 2x2 Layout Selection

Once a layout has been selected, it will be represented graphically. Select *Next* to configure the overlays.

Overlay Cameras Page

Display Client Wizard		
Overlay Cameras Select the cameras ava	lable in the overlay	\succ
Overlay Name Overla	y_1	
Position / Size		
0 0	512	384
Cameras to show		
All Cameras Available		Add
		Delete
		Set Initial Camera
,		Overlay Options
a state of the second se	and a second sec	

Camera Display Client Overlay definition

Importance of Page: Configures the overlays.

Fields:

• **Overlay Name** – Name for the overlay (filled in by default).

Settings:

- Left Sets the left side of the overlay in pixels.
- **Top** Sets the top of the overlay in pixels.
- Width Sets the overlay width in pixels.
- **Height** Sets the overlay height in pixels.

Buttons:

- Add Adds a camera to the overlay.
- **Delete** Removes a highlighted camera from the overlay.
- Set Initial Camera Sets the initial camera from a series of cameras.
- **Overlay Options** Launches the **Overlay Options** page.

Checkbox:

• All Cameras Available – This makes all cameras available if checked. If unchecked the Add button allows specific cameras to be added.

Why Change from Default Settings: Each Camera Display Client needs overlays.

Each overlay will be given a default name. The grey region of the screen representation is the overlay which is currently being configured. If the *All Cameras Available* checkbox is checked, all of the cameras will be available to be selected by the user at the terminal.

Select Camera or Group	×
Cameras Camera30 Camera31 Camera71 Camera71	OK Cancel

Set Initial Camera Dialog

Selecting the Set Initial Camera button allows the camera the overlay will start on at boot up to be selected.

😕 Display Client Wizard		×
Overlay Cameras Select the cameras available	in the overlay	\mathfrak{a}
Overlay Name Overlay 1		
Position / Size	Width 512	Height 384
Cameras to show All Cameras Available Camera 30 Camera 31		Add Delete Set Initial Camera Overlay Options
< <u>B</u> ack <u>N</u> ext >	Finish	Cancel Help

Overlay Camera Selection

If the *All Cameras Available* checkbox is unchecked, cameras must be added manually. Use the *Add* button to add cameras to the list. Adding more than one camera allows the user to select from these cameras at the terminal and allows the cycling between the listed cameras.

Select Camera or Group	
Camera30 Camera31 Camera31 Camera71	OK Cancel
Camera	a Selection
Overlay Ontions	×
General Options Enable Overlay Interactive Scale Crop Show Complete Camera Border Size Medium	OK Cancel
Title Options	
Title Position Top	•
Title Size Norr	nal
Cycling Options	
🔲 Enable Cycling	
Cycle Time (secs)	

Overlay Options

Clicking the **Overlay Options** button will allow the setting of additional overlay options.

General Options:

• **Enable Overlay** – This option allows the overlay to be started in a disabled non-visible state. The TermMon ActiveX Control can be used by an application to enable the overlay.

- Interactive This option allows the user on the terminal to interact with the overlay. If the user clicks in the overlay area, he can perform functions such as switching cameras and making the overlay full screen.
- Scale This option will scale camera frames to be to the size of the overlay window. Aspect ratio will be maintained.
- **Crop** This option will crop the camera frame if it is larger than the camera overlay. This option when combined with the **Scale** option will always fill the entire overlay area.
- Show Complete Camera Name Using this option allows the entire path of the camera to be displayed. The path includes any groups of which the camera is a member.
- Border Size This setting determines the size of the overlay outside border.

Title Options:

- Title Position This is the position of the camera name within the overlay.
- **Title Size** This is the size of the camera name when displayed within the overlay. Set this to *Don't' Show Title* if you do not want the camera name displayed.

Cycling Options:

- Enable Cycling Check this setting to cycle between the cameras assigned to the overly.
- **Cycle Time** This is the time in seconds that the overlay will display each camera before switching to the next camera.

😤 ThinManager		
Edit Manage Install Tools View Remot	teView <u>H</u> elp	
Cobalt	Config	
	Attribute	Value
	Display Client Configuration	
Display Clients	Display Client Name	Camera_Loading
Terminal Services	Client Type	IP Camera
📥 📩 Camera		
Camera_LoadingDock	Display Client Options	
Overlay_1	Allow client to be Tiled	YES
Overlay_2	Client Can be moved (MultiMonitor)	NO
🛅 Overlay_3		
Overlay_4	Camera Overlays	
🕂 🖳 Terminal Shadow		
庄 🔤 Workstation	Overlay Name	Overlay_1
主 🛛 👮 TermSecure Users	Left Position	0
	Top Position	0
	Width	512
	Height	384
	Available Cameras	Camera30
	<u>IL'I</u>	
For Help, press F1		

Camera Display Client Tree View

Once a Camera Display Client has been configured it will be reflected in the ThinManager tree under **Display** Clients->Camera.

😕 Terminal Configuration Wizard		×
Display Client Selection Select the Display Clients to use or	n this terminal	
Available Display Clients ShadowClient1 ShadowClient2 TSClient1 TSClient2	Selected Display Clients	
Edit Display Clients	Override	
< <u>B</u> ack <u>N</u> ext > F	Finish Cancel Help	

Terminal Configuration Display Client Selection

During the terminal configuration, select the desired Display Clients for the terminal. Multiple Display Clients can be added to the configuration for a MultiSession configuration.

😤 ThinManager		
<u>Edit Manage Install Tools View Remote</u>	/iew <u>H</u> elp	
Cobalt	Config	
	Attribute	Value
	Display Client Configuration	
	Display Client Name	LoadingDock
E- Coverlay_1	Client Type	IP Camera
Camera3		
Overlay_2	Display Client Options	
Camera3	Allow client to be Tiled	YES
Dverlay_3	Client Can be moved (MultiMonitor)	NO
Camera3		
Dverlay_4	Camera Overlays	
Camera3		
	Overlay Name	Overlay_1
⊞ <mark>.</mark> ₩ XP_12	Left Position	0
⊞… <mark>∰</mark> ≯ HMI	Top Position	0
🕂 ··· 🔜 Mike	Width	512
🕂 🔜 Sierra	Height	384
Tango	Available Cameras	Camera30 📃
For Help, press F1		

Camera Display Client Terminal Tree View

When the terminal is running, the Camera Display Client status will be reflected in the ThinManager terminal tree view. The status of each Camera Overlay and Camera will be displayed. A green lightning bolt on the Display Client icon represents that Display Client is in the foreground. A yellow lightning bolt on the Display Client icon represents that the Display Client is in the background. A green lightning bolt on the overlay icon represents an active overlay. A green lightning bolt on the camera icon represents an active connection to the camera.

Adding a Camera Overlay to a Display Client

😤 Display Client Wizard	×
Display Client Options Select the options that apply to this Display Client	lpha
Client Options	
Allow Display Client to be tiled	
Allow Display Client to be moved (MultiMonitor)	
Include IP Camera Overlays	
Display Client Connection Options	
Always maintain a connection	
Connect at boot-up	
Disconnect in the background	
	1
< <u>B</u> ack <u>N</u> ext > Finish Cancel	Help

Terminal Configuration Display Client Options

During the terminal configuration check the *Include IP Camera Overlays* option to add camera overlays to a Display Client.

🙁 Display Client	Wizard			×
Overlay Layou Select the si	It ize and location	of the IP camera	overlays	st
Choose Camera	Layout	Custom		~
			Add	Overlay
			Remo	ve Overlay
Display Size	1024x768	<u> </u>		
< <u>B</u> ack	<u>N</u> ext>	Finish	Cancel	Help

Terminal Configuration Overlay Layout

Camera Overlays can be configured before completing the Terminal Configuration wizard,

Custom Overlay			×
Overlay Name	Overlay_B		ОК
			Cancel
Position / Size Left 500	Top 300	Width 320	Height 240

Terminal Configuration Add Camera Overlay

Clicking the **Add Overlay** button will allow the creation of the overlay. Enter the name position and size of the desired overlay.

💌 Display Client Wizard Overlay Layout	×
Select the size and location of the IP camera overlays	$\boldsymbol{\varkappa}$
Choose Camera Layout Custom	X
	Add Overlay
	Remove Overlay
Display Size 1024x768	
< <u>B</u> ack <u>Next</u> Finish Can	cel Help

Camera Overlay Layout

Once an overlay has been added, it will be represented as a white outlined square on the layout page. Selecting the *Next* button will allow the completion of the configuration camera overlays