



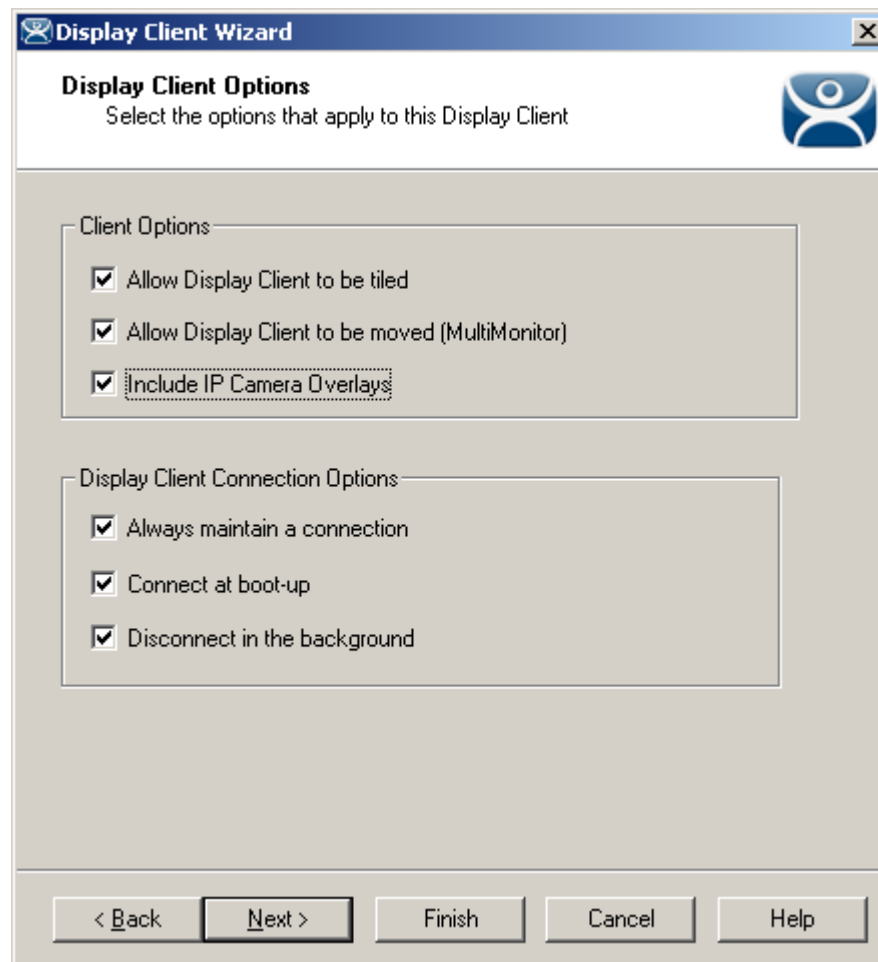
Adding a Camera Overlay to a Display Client

Use the **F1** button on any page of a ThinManager wizard to launch Help for that page.

Visit www.thinmanager.com/TechNotes4/01_Intro/Manuals.shtml to download the manual, manual chapters, or the abridged ThinManual.

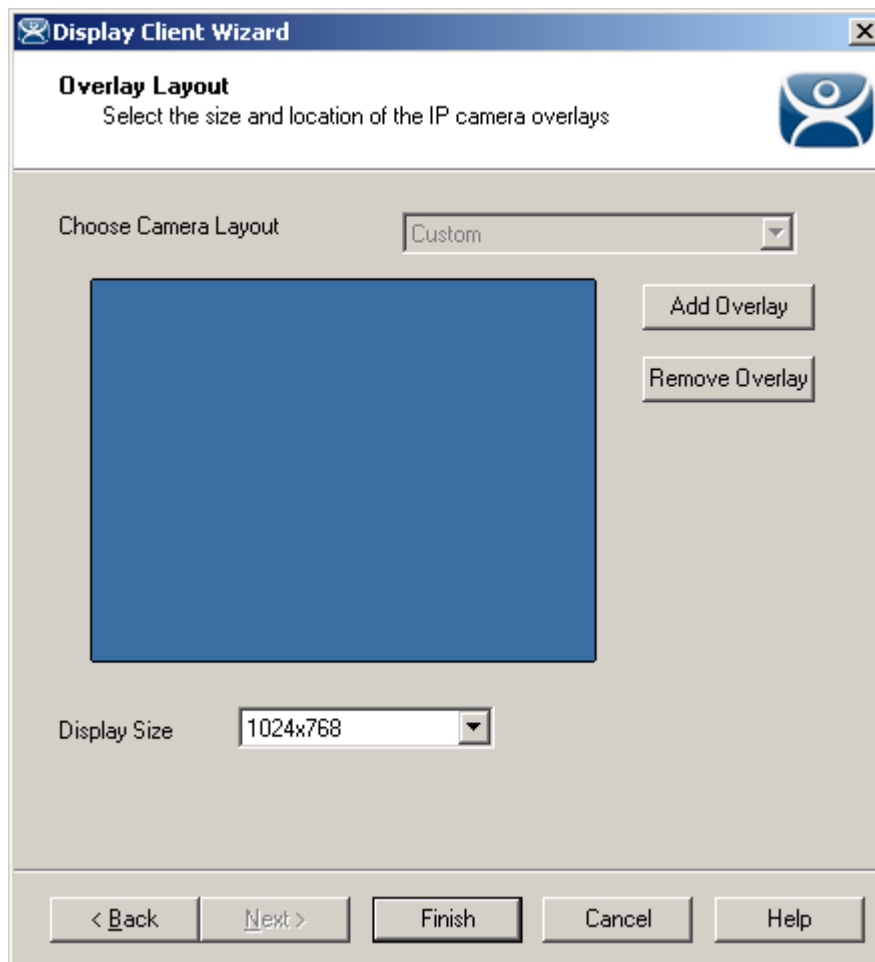
There is a Tech Note on Camera Display Servers at www.thinmanager.com/TechNotes4/04_Configuration/Camera_DisplayServer.pdf and a Tech Note on Camera Display Clients at www.thinmanager.com/TechNotes4/04_Configuration/Camera_DisplayClient.pdf.

Camera Overlays can be added to a Terminal Server Display Client. Open the Terminal Server Display Client Wizard by double clicking on the display client in the ThinManager tree.



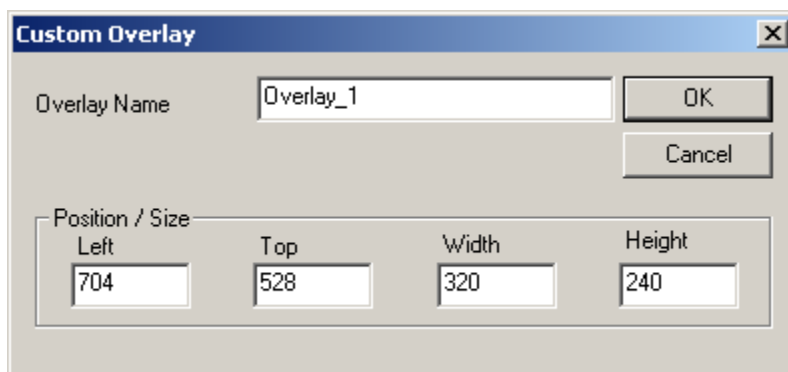
Terminal Configuration Display Client Options

Check the **Include IP Camera Overlays** option to enable camera overlays to a Display Client.



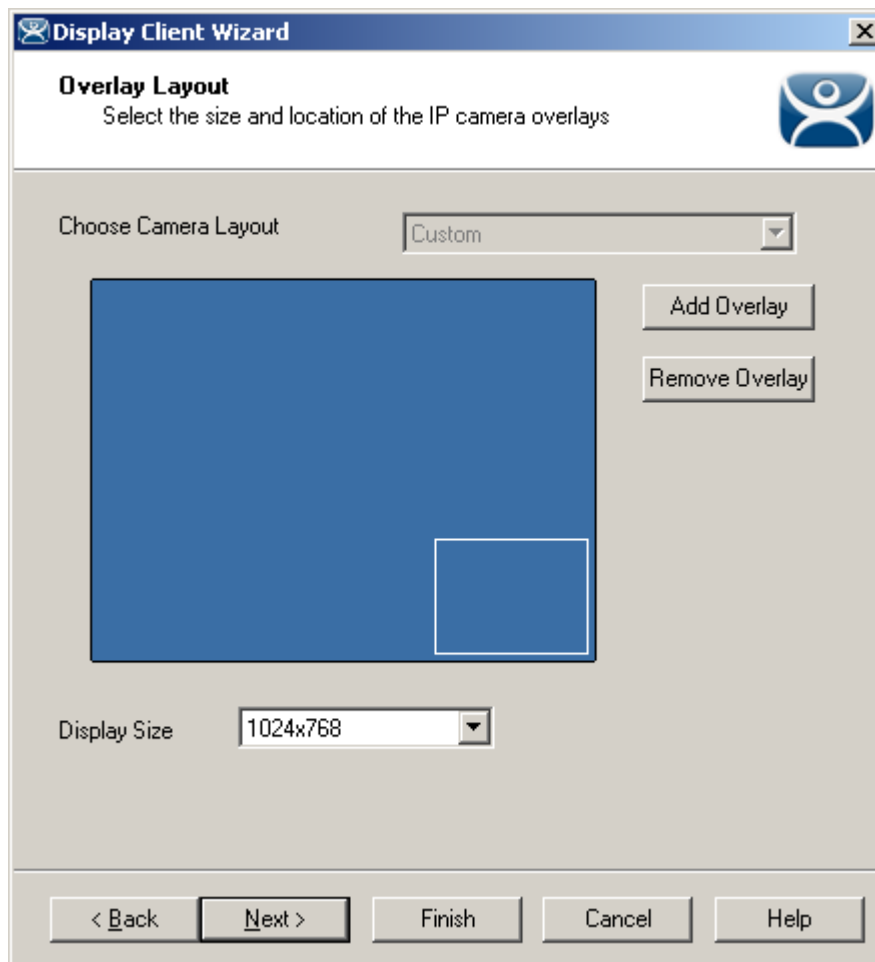
Terminal Configuration Overlay Layout

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



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.



Camera Overlay Layout

Once an overlay has been added, it will be represented as a white outlined square on the layout page. If the area is not what you want click the **Back** button and adjust the **Custom Overlay** settings.

Selecting the **Next** button will allow the completion of the configuration camera overlay by adding a camera to the overlay.



Display Client Wizard

Overlay Cameras
Select the cameras available in the overlay

Overlay Name:

Position / Size

Left	Top	Width	Height
<input type="text" value="704"/>	<input type="text" value="528"/>	<input type="text" value="320"/>	<input type="text" value="240"/>

Cameras to show

All Cameras Available

< Back Next > Finish Cancel Help

Overlay Camera Selection

If **All Cameras Available** is selected then the operator can choose among all defined Camera Display Servers when the Display Client is displayed. An initial camera can be pre-selected by using the **Set Initial Camera** button and selecting a camera from the list that pops up. The operators can then switch to another camera by selecting it in a list when the Display Client is displayed.

If **All Cameras Available** is unselected then you must add a camera by selecting the **Add** button and choosing a camera from the list that pops up.