Digifort Keyboard Controller

digifort

DGF-KB1000

Designed to give greater speed and facilitate the entire operation of the Digifort System

TECHNICAL DATA
USB Interface (Power by USB)
Interactive LCD
Plug and play
H = 20cm, W = 40cm, D = 10cm
Software compatibility : Digifort 6.4 +
Standards : This device complies with Part 15 of FCC Rules

FEATURES
PTZ Digital Zoom Control
Full playback / export function
Control Cameras
Screenshot
Control virtual matrix / video wall
Full screen toggle
Control mouse / virtual keyboard
Trigger alarm

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Chapter

I

1 Welcome to the Digifort Keyboard Manual

This User Manual and Technical References provide all the information necessary to implement and use effectively all basic and advanced resources of Digifort Keyboard DGF-KB1000.

1.1 Screenshots

The screenshots contained in this manual may not be identical to the interface that you will see using Digifort. Some differences may appear, and will not affect the use of this manual. This is because frequent updates and new features are conducted aiming the continuous improvement of the system.

1.2 Who is this manual for

This manual is intended for operators of monitoring/surveillance stations who use the keyboard.

1.3 How to use the manual

This manual is divided into chapters, topics and sub topics.

The names of the modules Digifort system and concepts involved with the system are written in italics.

Items where the user must interact, like buttons, menus, and screen names are written in bold.

The numbering of figures are arranged by the chapter number linked with the figure number separated by a dot.

Chapter II
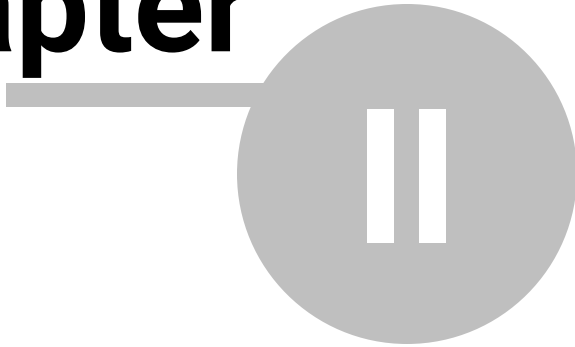
2 Installation

The DGF-KB1000 was designed based on the existing demand in the market for a product that would allow a better performance of operators when activating certain functions of Digifort software in a quicker and practical way.

Reducing management time was also a factor that led to the development of this product. With DGF-KB1000, the operator eliminates the time spent in function calls as well as Presets, Alarms, screenshots and still count on a practical navigation between objects and screen styles, as well as total control of real and virtual PTZ cameras.

With DGF-KB1000 the operator is able to monitor effectively and perform various tasks, with the introduction of this practical concept, it becomes a tool extremely flexible and tailored to the reality of different enterprises.

✛Warning

> DGF-KB1000 works with all Digifort editions (Explorer/Standard/Professional/Enterprise), but only with versions higher than version 6.4

2.1 Care

WARNING

Avoid electric shock,
do not open this product

WARNING: To avoid electric shock, do not disassemble the product

Precautions:

-Please read carefully the User's Manual

-Save the manual for future reference

-Do not use the product under conditions of humidity

-Do not use the product in inappropriate conditions

-If any abnormal state or malfunction is observed, stop using immediately and contact the vendor.

-Do not disassemble the product and be careful when using it

-Do not let the product drop, or suffer strong vibrations

-Do not install the product in places where the temperature exceeds the normal ambient temperature

-Avoid installing the product in dusty areas

-Avoid installing the product in places where there is radioactivity

-Avoid installing the product in places with strong magnetic fields

-Never expose the product to rain or water

2.2 Installation 2

The drivers of DGF-KB1000 are installed automatically by Digifort. The installation must be done through USB interface, simply connect it to your computer's USB port.
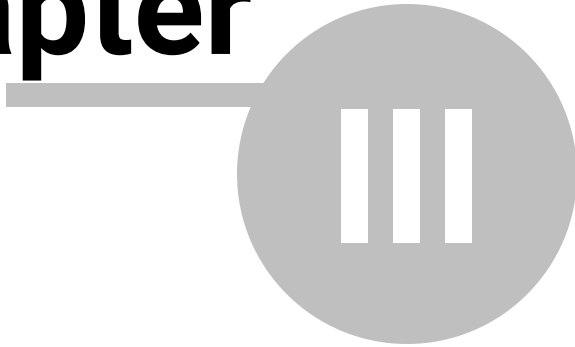

You can also check in the LCD display of the DGF-KB1000, because when the Surveillance Client is open it should display the message Digifort-Live Mode, as shown in the figure below:

Chapter III

3   Configuration

The keyboard settings must be accessed through the settings button in the Surveillance Client (fig. 1).

(Fig. 1) Access to settings in the Surveillance Client

3.1   General Configuration

On the settings screen of the Surveillance Client, in the tab "Keyboard" (fig. 2) you will find 3 settings options:

1- Enable and disable the beep sound when you press a key on the keyboard

2- Adjust speed of repetition when the key on the keyboard is maintained pressed.

3- Set the maximum speed of video acceleration in media playback while rotating the z-axis of the joystick on the keyboard.
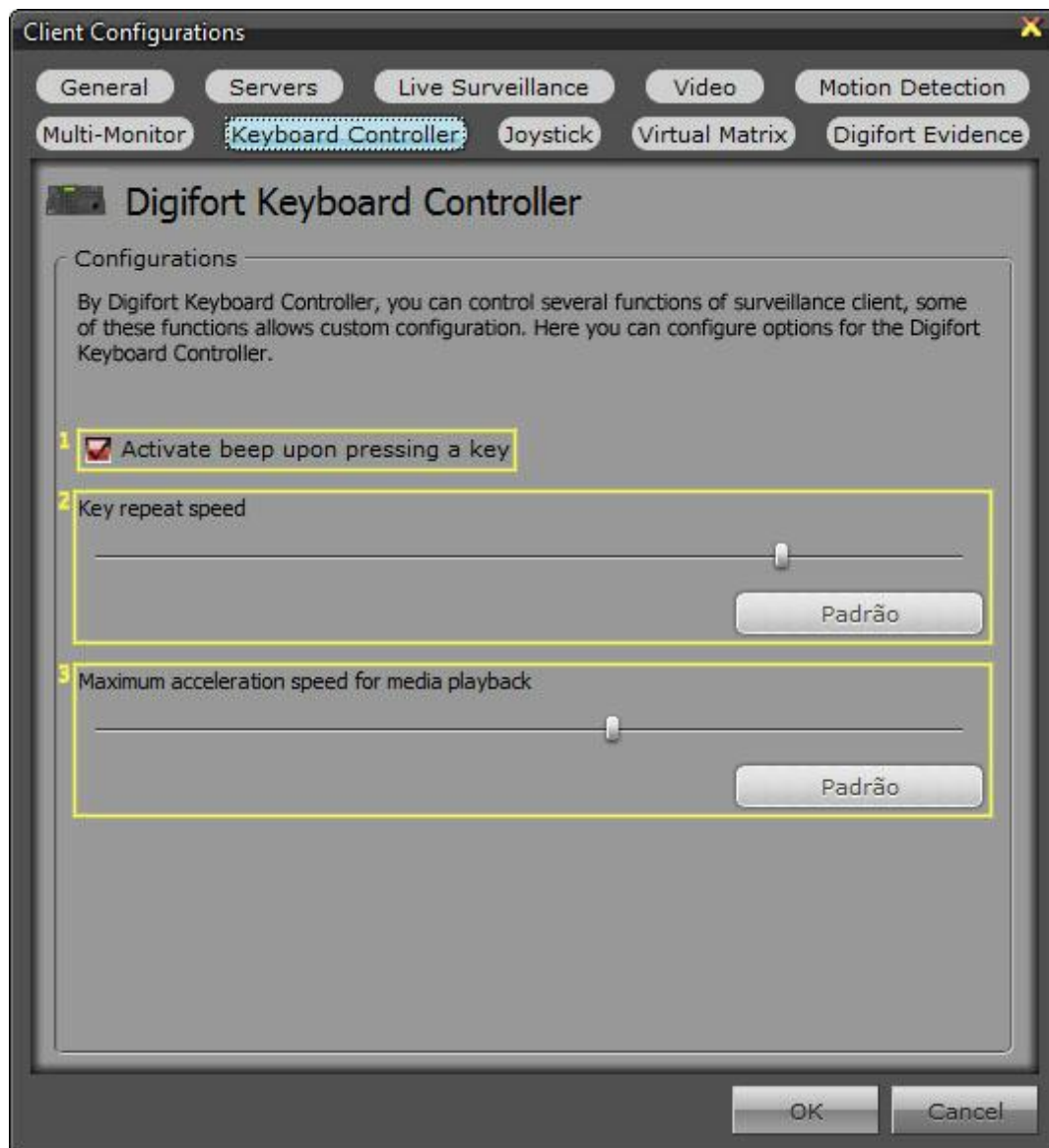
(Fig. 2) Settings screen of the keyboard

3.2 Screenshots destination

In the tab "General" (fig. 3), on client settings you can choose the directory where you want to save the screenshots taken by the keyboard, as explained on next item.

(Fig. 3) Destination folder where the screenshots will be saved.

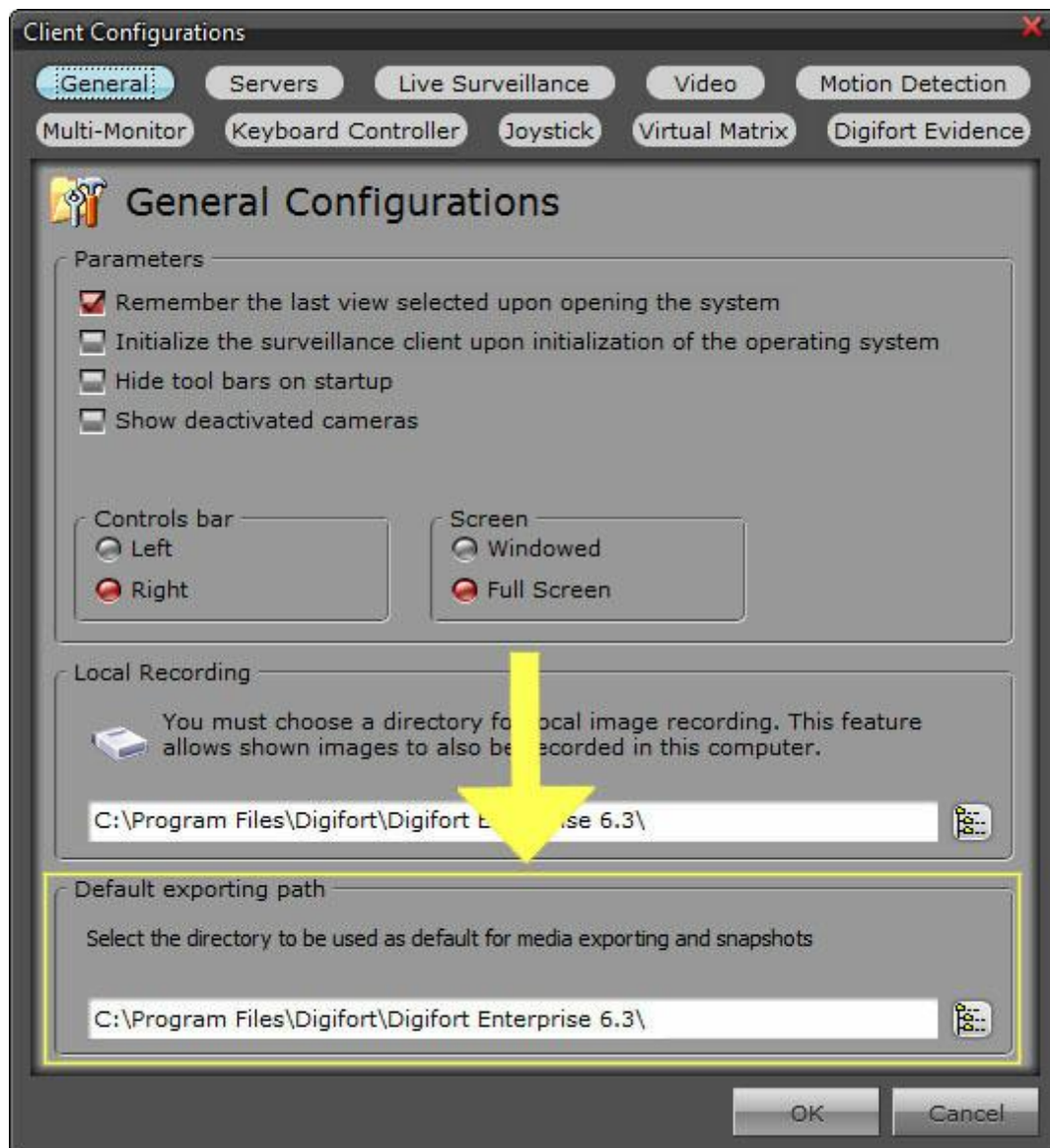# Chapter

IV

4   How to use the keyboard

There are two modes to use the keyboard:

- Live Mode is when the operator is monitoring the cameras in real time.

- Playback Mode, that is when the operator is watching a recorded video.

4.1   Introduction

This is version 1.00 of Digifort keyboard, below you can see a photo illustration (fig. 4) and a brief explanation of its handling.

(Fig. 4) Photo of the keyboard

1- LED indicates when the keyboard is in operation;

2- These LED's indicate when certain functions are active, as explained later;

3- Keys to adjust camera and auxiliary commands that we will see on more advanced topics;

4- Interactive LCD display to assist in calling functions;

5- Keys for interacting with display, numbers for entering input data, "CLR" to erase data entered and "ENT" to complete, if the "ENT" key is pressed with a blank value the operation is aborted. These keys also have function of navigation between objects and "ESC" to assist as keyboard, as we will see more ahead;

6- LED indication when the "SHIFT" is active. When the shift key is pressed the secondary function of the keys is activated, buttons with secondary   functions have a symbol around that represents this function. The "shift" is enabled when it is pressed once and automatically

disabled when pressed a second time or when some secondary function is executed when you press another key;

7- Keys for Digifort function calls that we will see in subsequent chapters;

8- Joystick for PTZ control, acceleration or reversal of video in Media Player and mouse control.

4.2 Symbols

Each key on the keyboard has a symbol to identify its functionality, we will see below the meaning of each symbol.

4.2.1 Number 0

0   Number ' 0 ' for interacting with the display.

4.2.2 Number 1

1   Number ' 1 ' for interacting with the display.

4.2.3 Number 2

2   Number ' 2 ' for interacting with the display. Also triggers the Select command above in navigation between objects in the screen style, or move the camera up on PTZ Simple

4.2.4 Number 3

3   Number ' 3 ' for interacting with the display.

4.2.5 Number 4

◄4   Number ' 4 ' for interacting with the display. Also activates the command to select left navigation between objects of the screen style, or move the camera left in PTZ Simple.

4.2.6 Number 5

5   Number ' 5 ' for interacting with the display.

4.2.7 Number 6

6 ▶ Number ' 6 ' for interacting with the display. Also activates the command to select the right navigation between objects of the screen style, or move the camera to the right in PTZ Simple.

4.2.8 Number 7

7 Number ' 7 ' for interacting with the display.

4.2.9 Number 8

8 ▼ Number ' 8 ' for interacting with the display. Also activates the command select down in navigation between objects of the screen style, or move the camera down on PTZ Simple.

4.2.10 Number 9

9 Number ' 9 ' for interacting with the display.

4.2.11 ESC

ESC Same as the "ESC" on your keyboard.

4.2.12 Clear

CLR Corrects the number entered on the display. Also has the functionality to unselect a selected object on the Surveillance Client.

4.2.13 Enter

ENT Confirms value entered in the display and requested by a process, if the value is blank, the process is canceled.

4.2.14 F1

F1 Function reserved for future versions.

4.2.15 F2

F2 Function reserved for future versions.

4.2.16 F3

F3 Function reserved for future versions.

4.2.17 F4

F4 Function reserved for future versions.

4.2.18 Shift

SHIFT Enables and disables the secondary function of the keys.

4.2.19 Camera Shortcut

Invokes a camera from its shortcut.

4.2.20 Virtual Matrix

Sends a camera to a particular monitor via Virtual Matrix.

4.2.21 Reverse Screen Style

Selects the "Screen Style" to the left of the current one.

4.2.22 Forward Screen Style

Selects the "Screen Style' to the right of the current one.

4.2.23 Full Screen

Places the selected object in full-screen mode.

4.2.24 Hide Toolbar

Hides the toolbar from the Surveillance Client.

4.2.25 Refresh

Updates the Surveillance Client.

4.2.26 Motion Detection

Enables and disables the Motion Detection feature in the Surveillance Client.

4.2.27 Change Screen

Changes the Screen Style.

4.2.28 Screenshot

Saves quickly an image of the camera selected.

4.2.29 Events

Triggers and event.

4.2.30 Virtual Mouse

Enables and disables the feature which allows the use of the mouse control from the keyboard.
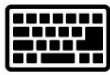
4.2.31 Mouse Left Button

L   Executes the click of the mouse left button.

4.2.32 Mouse Right Button

R   Executes the click the mouse right button.

4.2.33 Virtual Keyboard

Opens and closes Digifort virtual keyboard.

4.2.34 IRIS Opening

Opens the selected camera IRIS to increase brightness of the image.

4.2.35 IRIS Closing

Closes the selected camera IRIS to decrease brightness of the image.

4.2.36 Focus Near

Adjusts sharpening Focus for a close object.

4.2.37 Focus Far

Adjusts sharpening Focus for distant objects or landscapes.
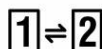
4.2.38 PTZ Blocking

Locks and unlocks the PTZ control of the camera selected.

4.2.39 Presets

Invokes a preset from your index.

4.2.40 PTZ Patrol

Toggles the scheme of PTZ Patrol.

4.2.41 Virtual PTZ

Enables and disables the Virtual PTZ capability.

4.2.42 PTZ Simple

S.PTZ Enables and disables the PTZ Simple capability.

4.2.43 Less Zoom

Decreases Zoom of the selected camera.

4.2.44 More Zoom

Increases Zoom of the selected camera.

4.2.45 Media Playback

Starts Media Palyback mode.

4.2.46 Play & Pause

Starts and pauses the video in Media Player.

4.3 Live Mode

Uses the keyboard in Live Mode (Fig. 5).

(Fig. 5) Keyboard in Playback mode.

4.3.1   Navigation between objects

To navigate through the objects we will use the "arrows", the key "CLR" and the "Shift" of the keyboard as shown in figure (fig. 6) below:

*(Fig. 6) Keys used for navigation between objects*

By pressing the arrow keys of the keyboard the object selection will skip to the next object in the direction of the respective arrow (Fig. 7).

(Fig. 7)When the down arrow is pressed the object below is selected.

If the SHIFT key is pressed when pressing any arrow the object selection should skip to the next monitor in the direction of the corresponding arrow (Fig. 8).
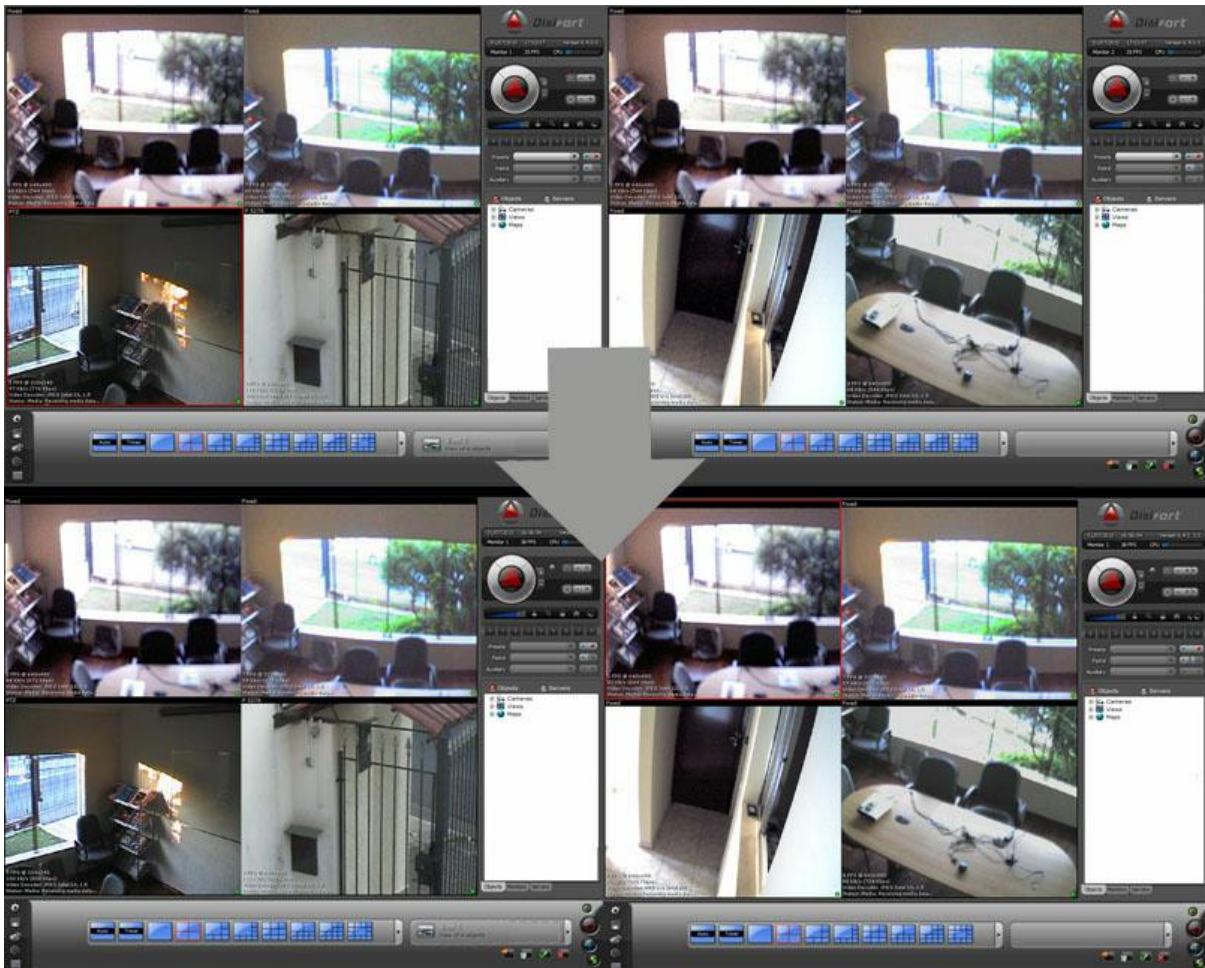
(Fig. 8) When you press the right arrow with shift enabled the first object of the monitor to the right will be selected.

The key "CLR" has the function of unselect the object (Fig. 9).

(Fig. 9) When "CLR" is pressed, the selected object will be unselected.

4.3.2   Calling camera by shortcut

To call a camera through its shortcut we must press the key as shown in the illustration below (Fig. 10):

(Fig. 10) Calling a camera through its shortcut

After pressing the key to call the camera by shortcut, you must type the shortcut number of the camera, remembering that the key "CLR" corrects a wrong number that you typed and "ENT" must be pressed to complete the operation, if the "ENT" is pressed with the empty value the operation is canceled as already explained in the introduction chapter.
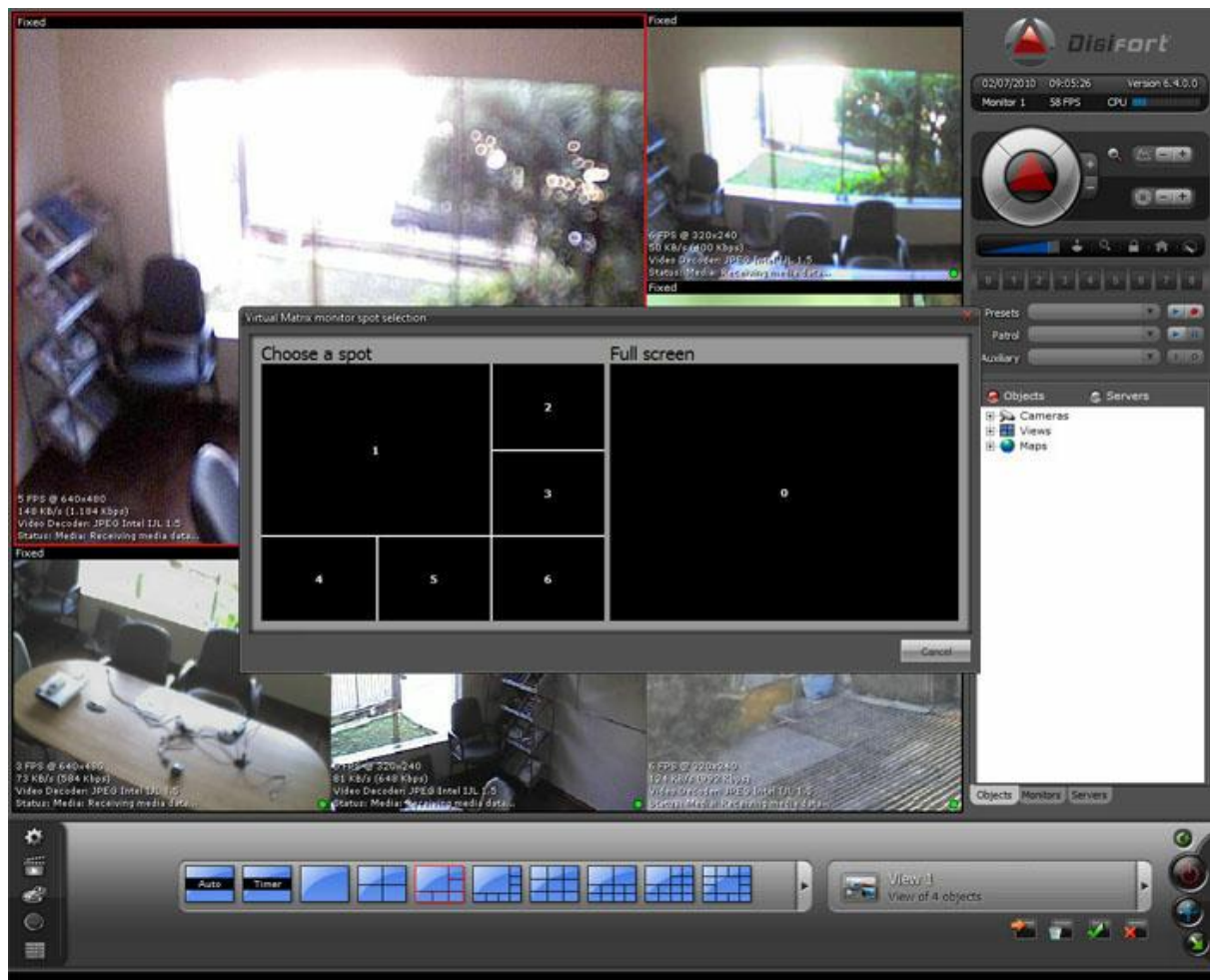
4.3.3   Virtual Matrix

The same key used for calling cameras by shortcut, when pressed with the "SHIFT" enabled (fig. 11) as shown in figure below has the function of Virtual Matrix:

(Fig. 11) Sending Virtual Matrix

After pressing the key, you must type the shortcut of the camera. If there is no screen style on the screen the camera will be loaded immediately as a single camera, or if a screen style is being viewed, a window must be loaded (fig. 12) by positioning of the screen style in which

window the camera should be displayed or if the camera should be displayed as single camera.
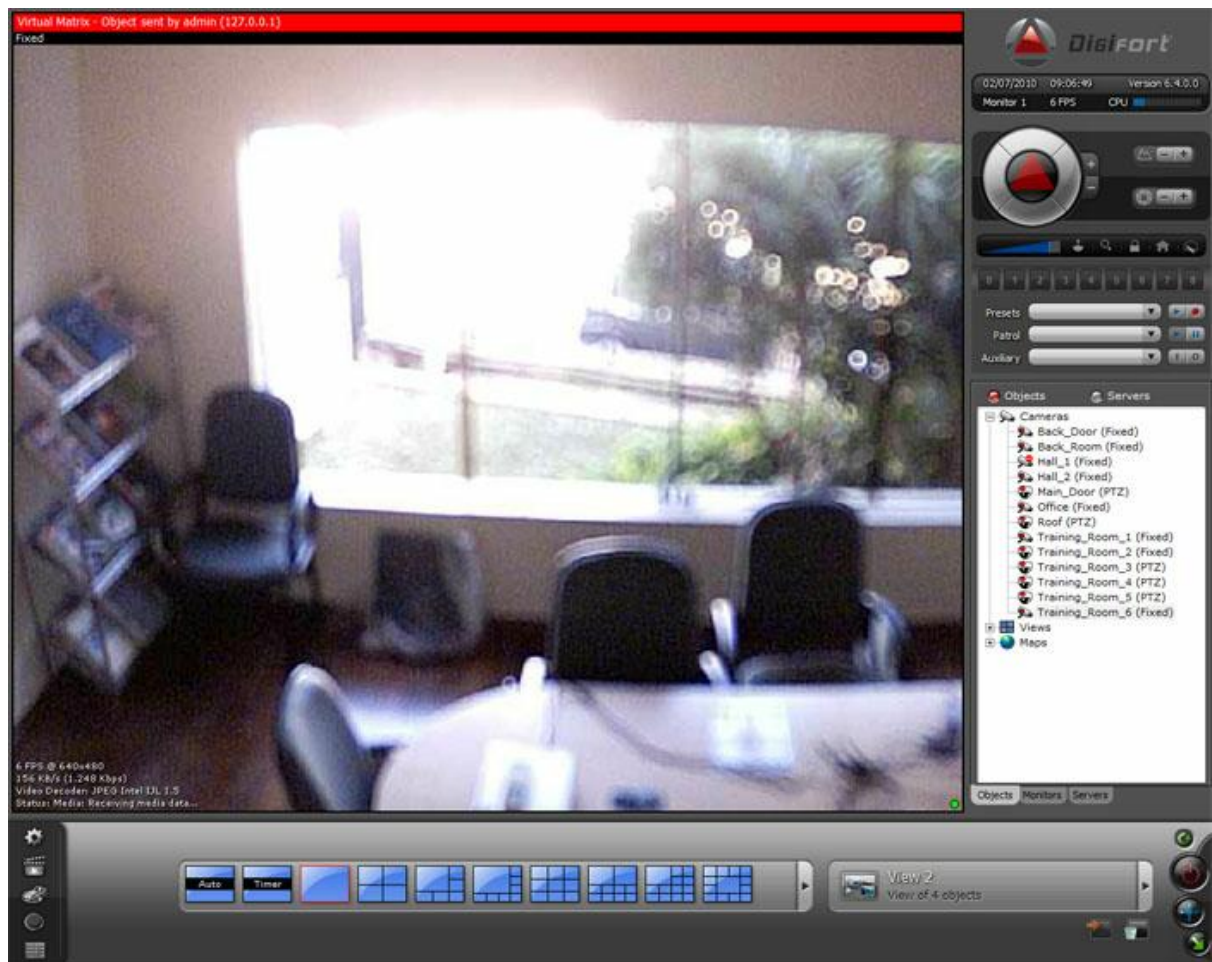

(Fig. 12) Screen to help selection of the window for Virtual Matrix display

The window in which the camera should appear must be entered (fig. 13), and then the image of the camera sent will appear (Fig. 14).

(Fig. 13) Selection of window for camera display

(Fig. 14) Display of Virtual Matrix

4.3.4   Navigation between screen styles

The two arrows below (fig. 15) must be pressed to navigate between the various screen styles (Fig. 16).

(Fig. 15) Navigation keys between screen styles
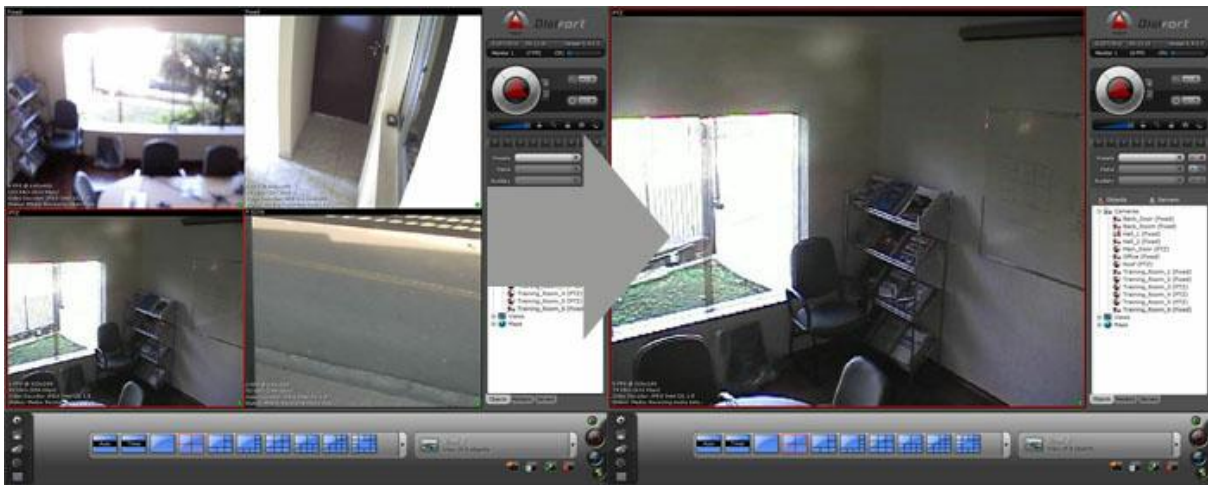
(Fig. 16) Navigation example

4.3.5 Full screen mode of object

To enable or disable the full screen mode (fig. 18) of an object we must press the reverse key (fig. 17) of the screen style navigation with "SHIFT" activated.

(Fig. 17) Keys used to enable/disable full screen

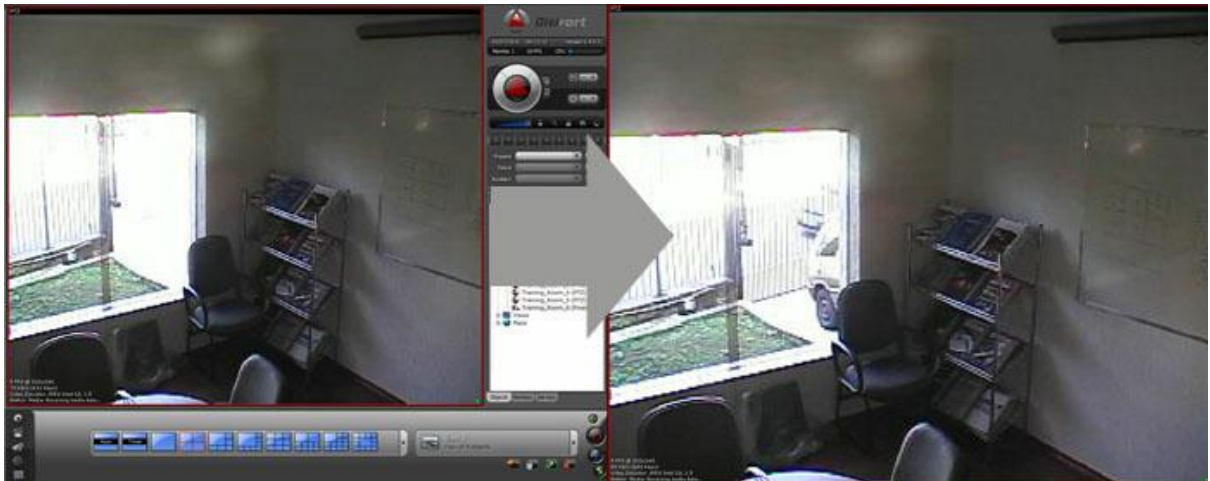*(Fig. 18) Example of full screen on a camera*

4.3.6   Hide Toolbar

To hide the toolbar in the surveillance client (fig. 20) we must press the forward key (fig. 19) of the screen style navigation with "SHIFT" enabled, as shown in the figure below:

(Fig. 19) Keys used to show/hide toolbar in the surveillance client.

(Fig. 20) Surveillance Client with the toolbar hidden.

4.3.7   Surveillance Client Update

To update the Surveillance Client (fig. 22) with the keyboard we must press the button "PLAY/ PAUSE" (fig. 21) with the "Shift" activated as pictured below:

*(Fig. 21) Keys used to update the surveillance client*

(Fig. 22) Surveillance client after the update.

4.3.8   Motion Detection

To enable and disable Motion Detection (fig. 24) with the keyboard we must select the camera you want and click the button "PTZ blocking" (fig. 23) with the "SHIFT" activated as shown in the figure below:

(Fig. 23) Keys used to enable/disable motion detection on the Surveillance Client.
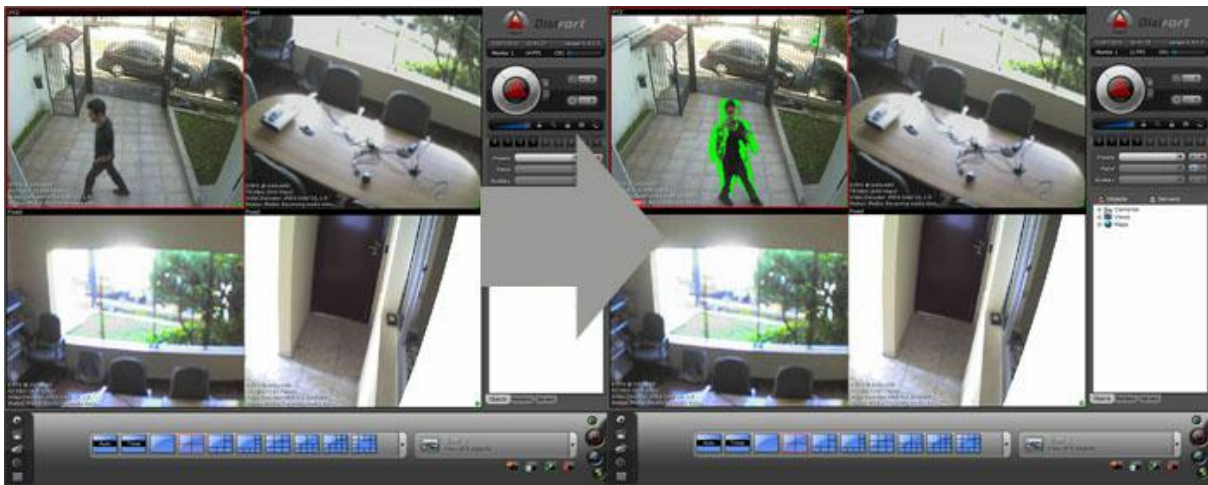
(Fig. 24) Example of enabling motion detection.

4.3.9   Change Screen style

To change the screen style (fig. 26) it is necessary to press the key "Screen Style" (fig. 25) identified in the image below:

(Fig. 25) Key used to change the screen style

After pressing "Change Screen Style" simply enter the number of the screen style as shown in figure below and press "ENT" to confirm.

(Fig. 26) Example of changing screen style

4.3.10 Screenshot

To save a screenshot quickly, simply select the camera from which you want to extract the image and press the same key used to change screen styles (fig. 27) with "shift" enabled. After pressing the key it will appear on the display the confirmation or error message. To change or verify the directory where the images are saved just follow the steps described in chapter "Screenshots Destination".
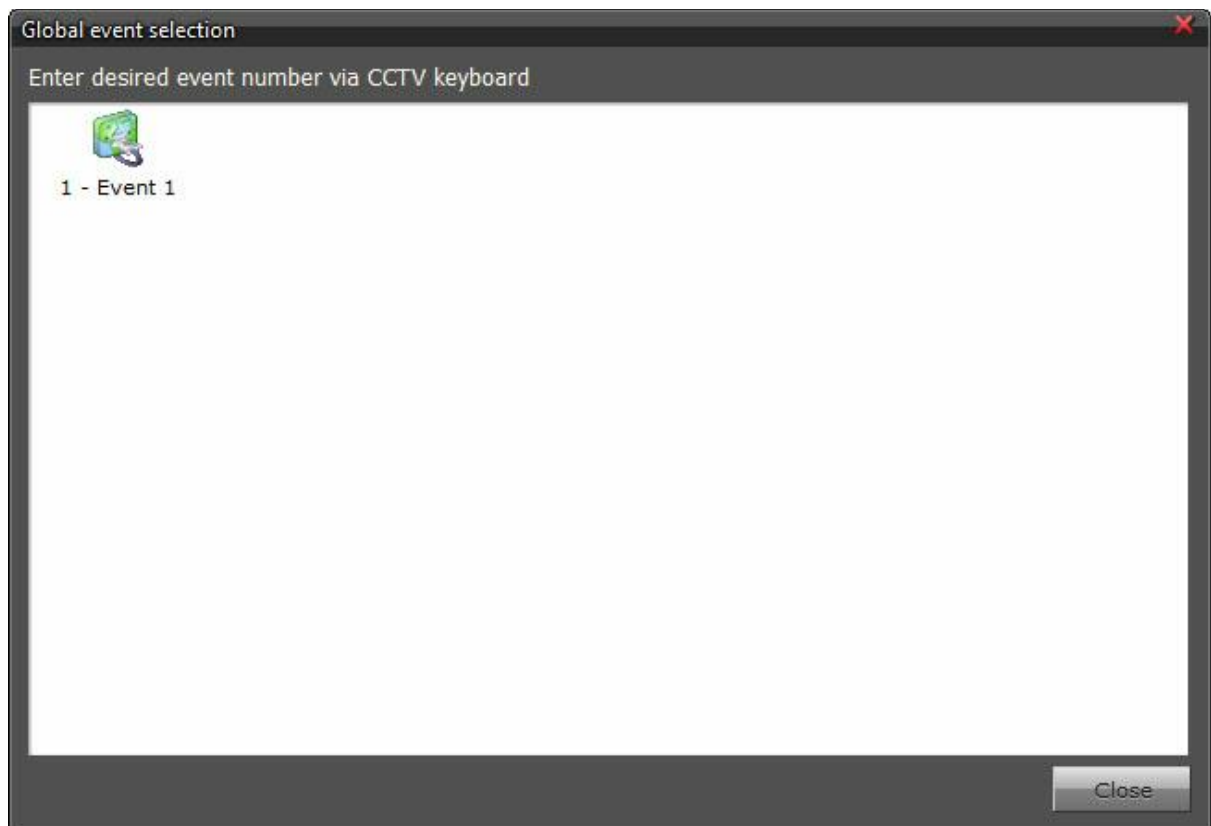
(Fig. 27) Example of using screenshot.

4.3.11   Triggering events

To trigger an event through the keyboard simply press the key "Trigger Events" (fig. 28).

(Fig. 28) Key to trigger events

After the key is pressed you must enter the event number as per keyboard display and according to the list of events (fig. 29) that will appear on the Surveillance Client, as in the figure below:

(Fig. 29) List of events

4.3.12 Virtual Mouse

By enabling the Virtual Mouse you can control the mouse function through the joystick of the keyboard. To enable or disable the Virtual Mouse simply press the key used to trigger events (fig. 30) with the "Shift" activated. Note that when the Virtual Mouse is enabled the led, indicated in the figure below, lights on. Also note that when the Virtual Mouse this enabled the keys "+" and "-", also indicated in the figure below, will function as the left button and right button of the mouse respectively.
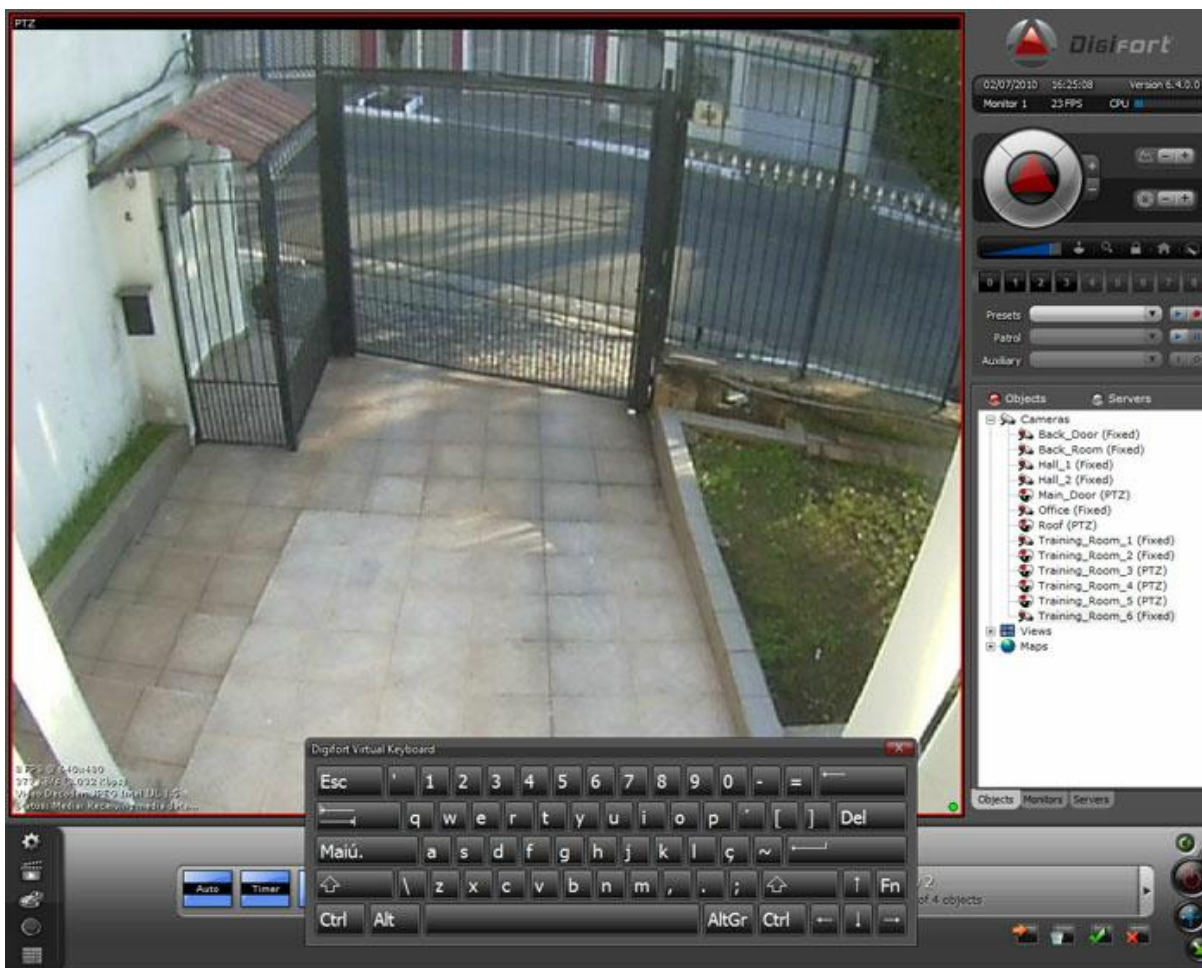
(Fig. 30) Keys used for mouse control

4.3.13 Virtual Keyboard

To open or close the Virtual Keyboard is necessary to press the button "IRIS Closing" (fig. 31) indicated in the figure below with "SHIFT" activated.

(Fig. 31) Key to open/close Virtual Keyboard

This way the Virtual Keyboard (fig. 32) will be displayed and hidden in a practical and quick way.
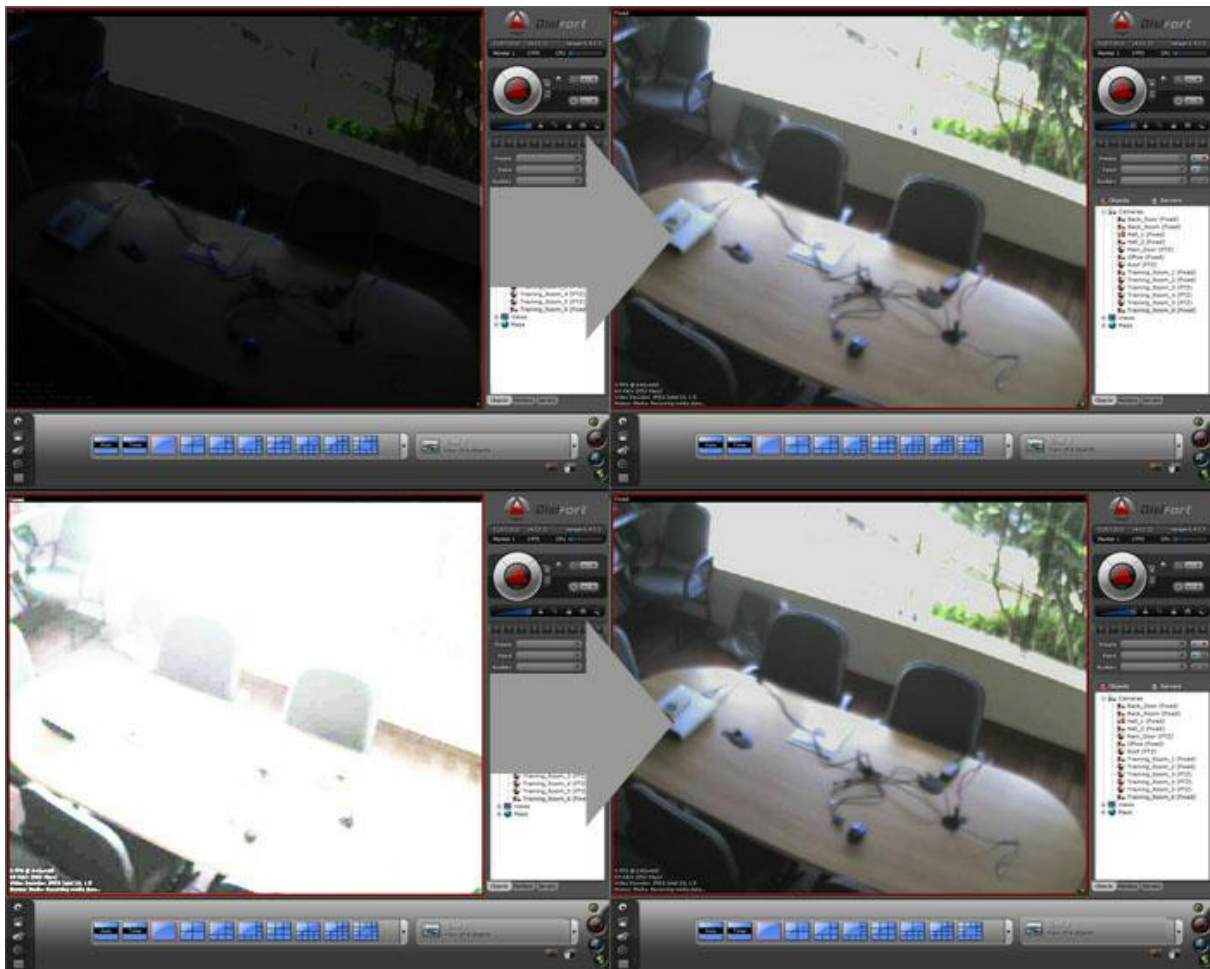
(Fig. 32) Virtual Keyboard

4.3.14 Iris Adjustment

To adjust the IRIS of the cameras and properly adjust brightness (fig. 34), you must select the camera and use the two keys "IRIS Adjustment" (fig. 33) to open or close the IRIS. We must remember that not all cameras have this functionality.

(Fig. 33) Keys for IRIS adjustment

(Fig. 34) Example of IRIS adjustment

4.3.15 Focus Adjustment

To adjust the focus of the cameras and adjust sharpness correctly (fig. 36), you must select the camera and use the two keys "Focus Adjustment" (fig. 35) to focus on near or far. We must remember that not all cameras have this functionality.

(Fig. 35) Keys for focus adjustment

(Fig. 36) Example of focus adjustment

4.3.16 PTZ

To control the PTZ of the camera through the keyboard (fig. 38), simply select the camera and use the joystick to move it, you can control the Zoom by turning the z axis of the joystick or pressing keys "+" and "-" (fig. 37) of the keyboard.

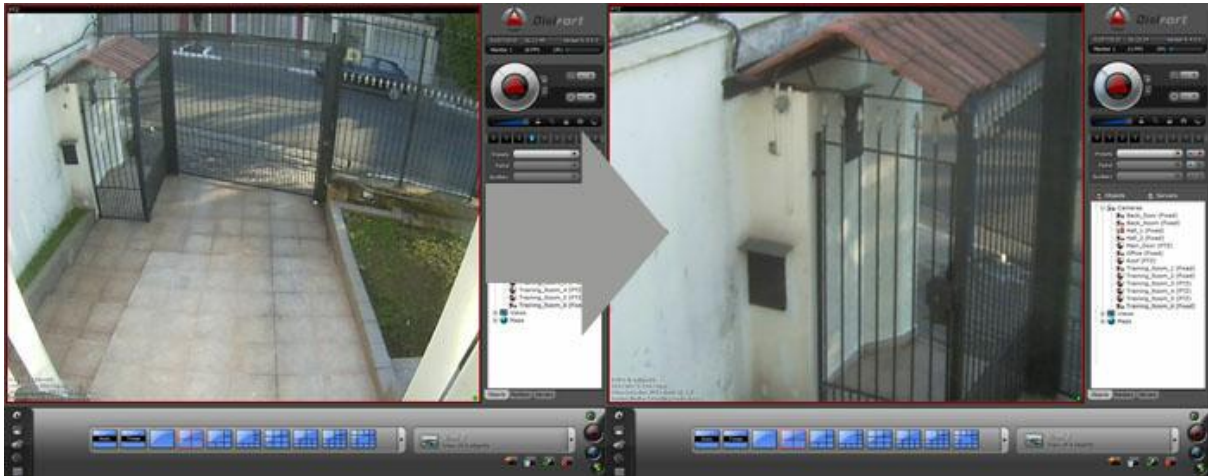*(Fig. 37) PTZ control keys*

(Fig. 38) Example of camera PTZ control

4.3.17 PTZ blocking

To have exclusive use of any camera PTZ you must press the button "PTZ blocking" (fig. 39).
Note that when a camera has PTZ blocked, the led "PTZ blocking" located on top left side of
the keyboard lights on.

(Fig. 39) Key for PTZ blocking and indication Led.

4.3.18 Presets

You can easily call a preset of a camera (fig. 41), simply select it and press "Presets" (fig. 40), and then enter the preset number.

(Fig. 40) Key used to call presets

(Fig. 41) Example of preset calling

4.3.19 PTZ Patrol

You can easily enable camera PTZ patrol, just by selecting it, pressing the key "Presets" with "Shift" enabled (fig. 42) and then eneter the number of patrol.


(Fig. 42) Keys used to call PTZ Patrol.

4.3.20 Virtual PTZ

The Virtual PTZ capability allows you to navigate through the image of a fixed camera in the same way you would control a PTZ camera (fig. 44), this is a widely used feature in mega pixel cameras. To enable and disable this feature, press the key "Virtual PTZ" (fig. 43). Note that the Virtual PTZ led, also indicated in the figure below, lights on when the Virtual PTZ is enabled. In fixed cameras this resource is always enabled. When the camera Virtual PTZ is disabled the image from the camera returns to its original state instantly.

(Fig. 43) Keys used for Virtual PTZ control and indication Led
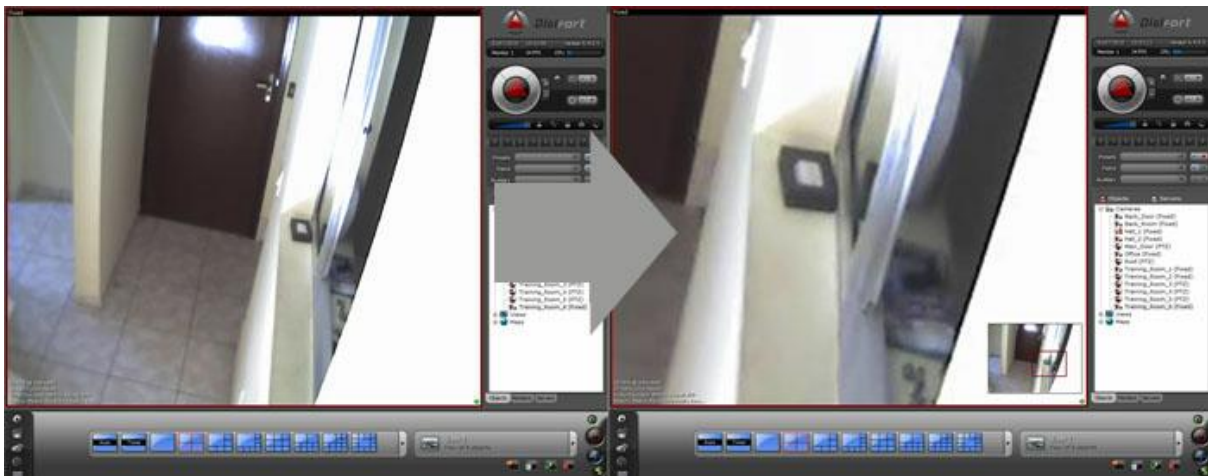
(Fig. 44) Example Virtual PTZ control

4.3.21 PTZ Simple

The PTZ Simple capability allows the Pan and Tilt of the camera to be controlled using the arrows contained in the keys 2, 4, 6 and 8. To enable and disable PTZ Simple just press the key "Virtual PTZ" with "Shift" activated. Note that the PTZ Simple Led (fig. 45) illuminates when this feature is enabled.

(Fig. 45) Keys used for control of PTZ Simple and indication Led.

4.4 Playback Mode

Use of keyboard Playback mode (Fig. 46).

*(Fig. 46) Playback mode*

4.4.1 Start Playback

To start playback of recorded videos in a practical manner through the keyboard, select the camera you want to play the recording or don't select any to play recording of all the cameras in the screen style, and then press the key "Opening IRIS" with "Shift" activated. This way it should load an assisting window for the selection of recording time desired (fig. 47).

*(Fig. 47) Keys to call Playback of media*

4.4.2 Selection of Time

To choose the desired time of recording that you want to watch, type in the keyboard the number corresponding to the index of time displayed in the assisting window (fig. 48).
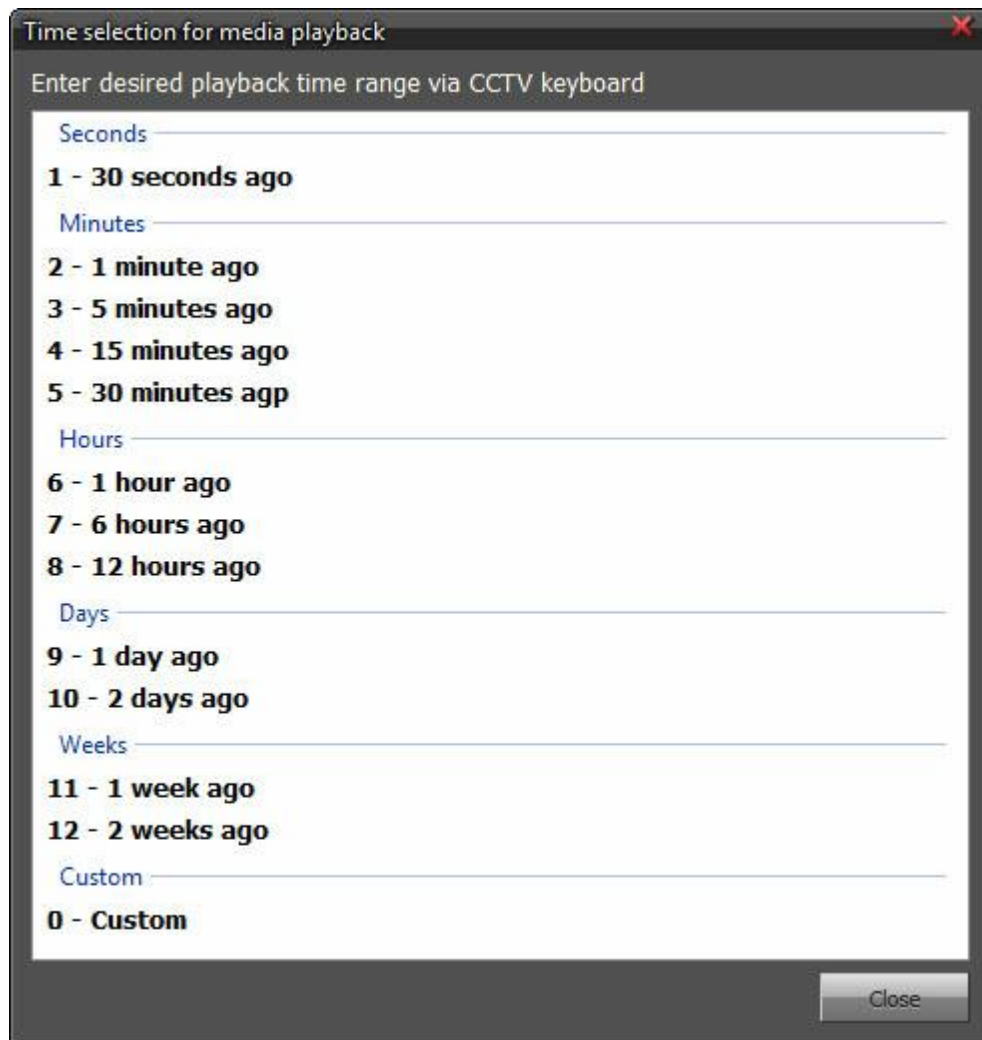
(Fig. 48) Assisting window with available times

If you have chosen the option "0" that corresponds to the custom time, you must also enter in the keyboard the start date, start time, end date and end time (fig. 49 and 50). You must enter the date in the format that is configured on your Windows, for example, for Windows in English language should this date format DD/MM/YYYY.
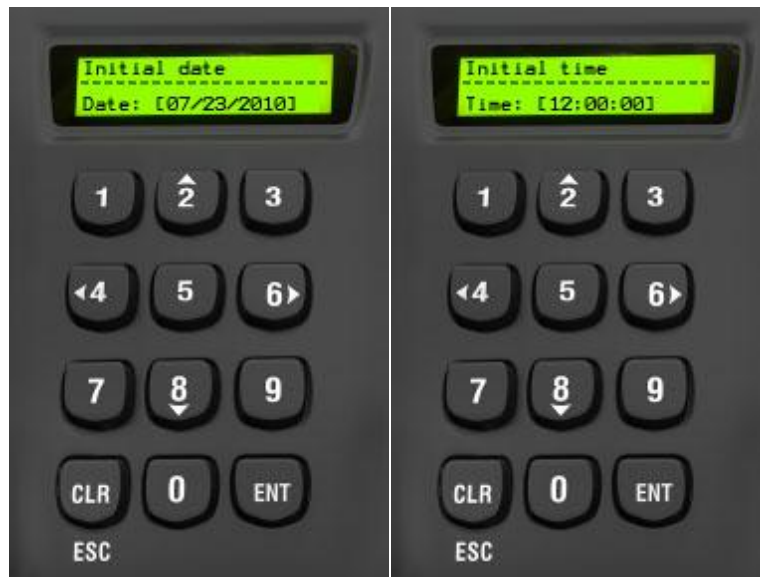
(Fig. 49) Display with date and start time

(Fig. 50) Display with date and end time

4.4.3   Forward Recording

To advance forward the video simply rotate the axis "Z" clockwise in the keyboard (fig. 51), the higher the axis displacement, the greater should be the forward speed, remembering that the maximum speed can be changed in the surveillance client settings as shown in the General Settings chapter.

(Fig. 51) Example of video forward advancing.

4.4.4 Reverse Recording

To reverse or rewind the video simply rotate the axis "Z" counterclockwise in the keyboard (fig. 52), the higher the axis displacement, the greater should be the speed of rewind, remembering that the maximum speed is the same as the maximum forward speed that can be changed in surveillance client settings as shown in the General Settings chapter.

(Fig. 52) Example of video rewinding

4.4.5 Start and Pause Playback

To start and pause and easily preview video in Media Player you can use the key "Play & Pause" (fig. 53).

(Fig. 53) Key to start and pause the video playback