

PS-API Introduction

19 March, 2012

Panasonic System Networks Co.,Ltd
Security & AV Systems Business Unit

With regard to the contents of this document

- It is prohibited to reproduce part or all in this document.
- Panasonic reserves the right, at its discretion, to change, modify, add, or remove portions of the contents of this document at any time.

General Description

This document shows the specification concerning the IT resource of Panasonic Video Surveillance devices.
Please design the network referring to the description of this document when you connect the devices with the network.

Trademarks and registered trademarks

Microsoft, Windows and Internet Explorer are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
Other names of companies and product contained in these operating instructions may be trademarks or registered trademarks of their respective owners.

Limitation of liability

THIS PUBLICATION IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE, OR NON-INFRINGEMENT OF THE THIRD PARTY'S RIGHT.
THIS PUBLICATION COULD INCLUDE TECHNICAL INACCURACIES OR TYPOGRAPHICAL ERRORS.
CHANGES ARE ADDED TO THE INFORMATION HEREIN, AT ANY TIME, FOR THE IMPROVEMENTS OF THIS PUBLICATION AND/OR THE CORRESPONDING PRODUCT (S).

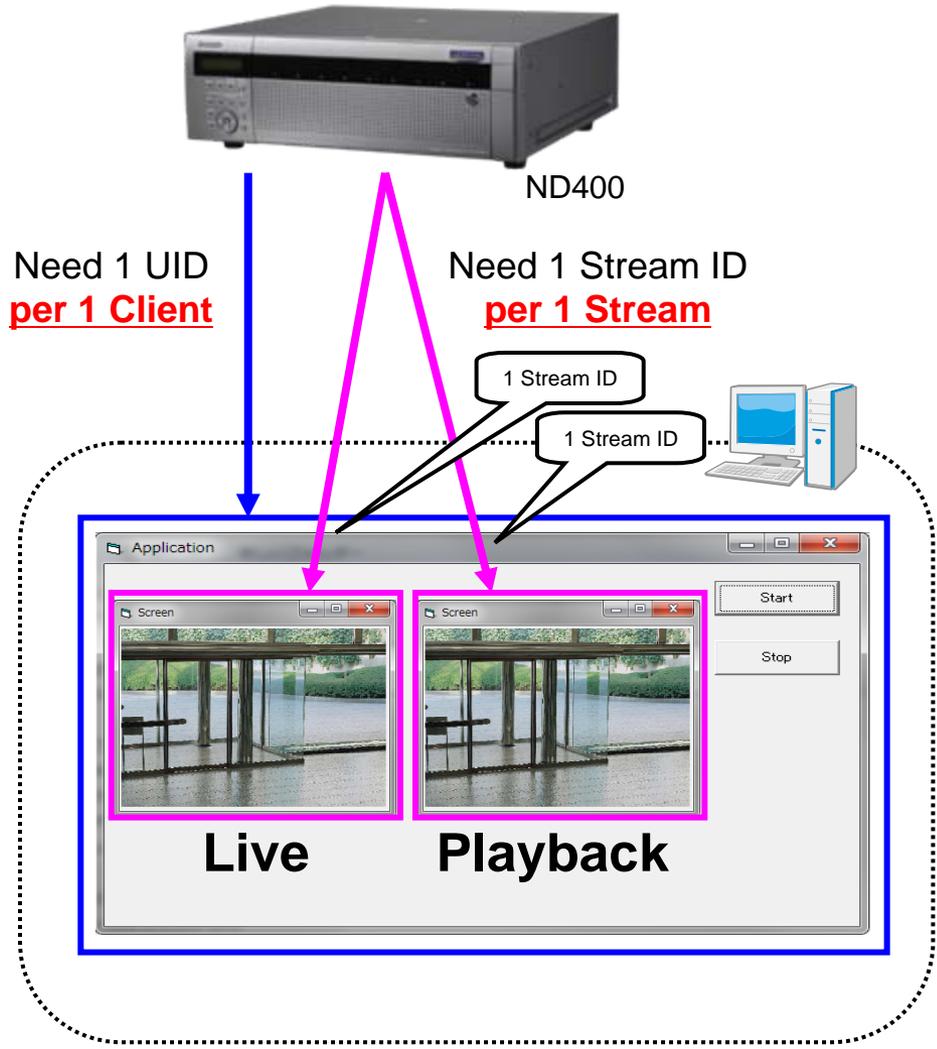
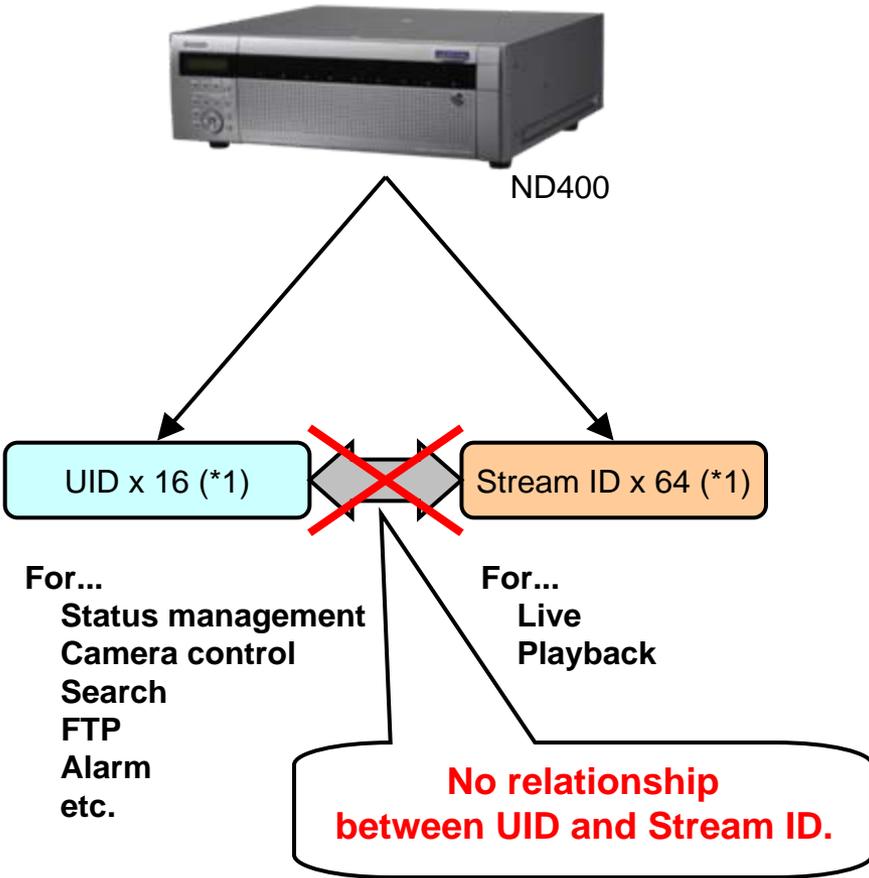
Disclaimer of warranty

IN NO EVENT SHALL Panasonic System Networks Co.,Ltd. BE LIABLE TO ANY PARTY OR ANY PERSON, EXCEPT FOR REPLACEMENT OR REASONABLE MAINTENANCE OF THE PRODUCT, FOR THE CASES, INCLUDING BUT NOT LIMITED TO BELOW:

- (1) ANY DAMAGE AND LOSS, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, SPECIAL, CONSEQUENTIAL OR EXEMPLARY, ARISING OUT OF OR RELATING TO THIS PUBLICATION AND/OR THE CORRESPONDING PRODUCT (S);
- (2) PERSONAL INJURY OR ANY DAMAGE CAUSED BY INAPPROPRIATE USE OR NEGLIGENT OPERATION OF THE USER;
- (3) UNAUTHORIZED DISASSEMBLE, REPAIR OR MODIFICATION OF THE CORRESPONDING PRODUCT (S) BY THE USER;
- (4) ANY PROBLEM, CONSEQUENTIAL INCONVENIENCE, OR LOSS OR DAMAGE, ARISING OUT OF THE SYSTEM COMBINED BY THE DEVICES OF THIRD PARTY;
- (5) ANY CLAIM OR ACTION FOR DAMAGES, BROUGHT BY ANY PERSON OR ORGANIZATION BEING A PHOTOGENIC SUBJECT, DUE TO VIOLATION OF PRIVACY WITH THE RESULT OF THAT SURVEILLANCECAMERA'S PICTURE, INCLUDING SAVED DATA, FOR SOME REASON, BECOMES PUBLIC OR IS USED FOR THE PURPOSE OTHER THAN SURVEILLANCE.

Stream ID support

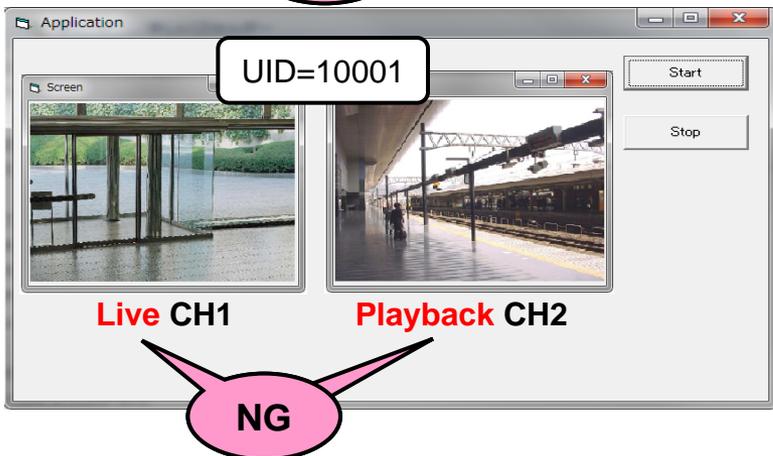
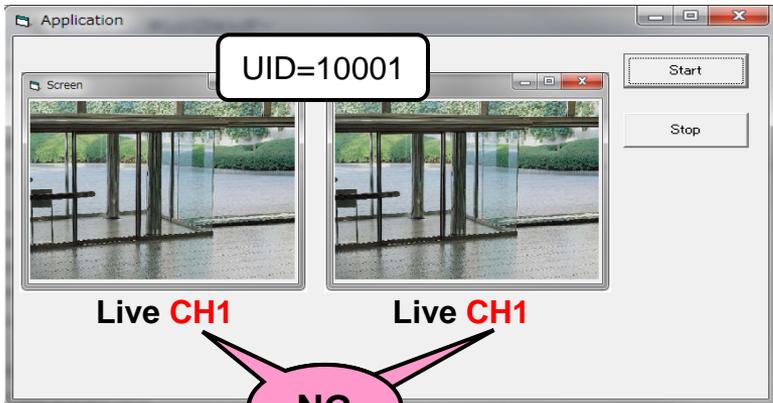
What is the Stream ID?



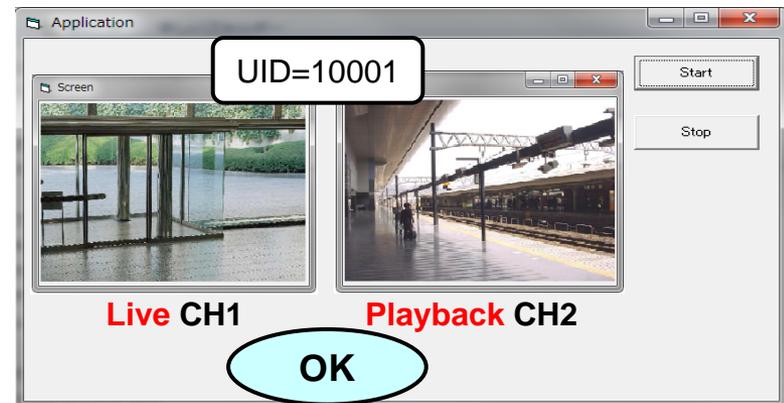
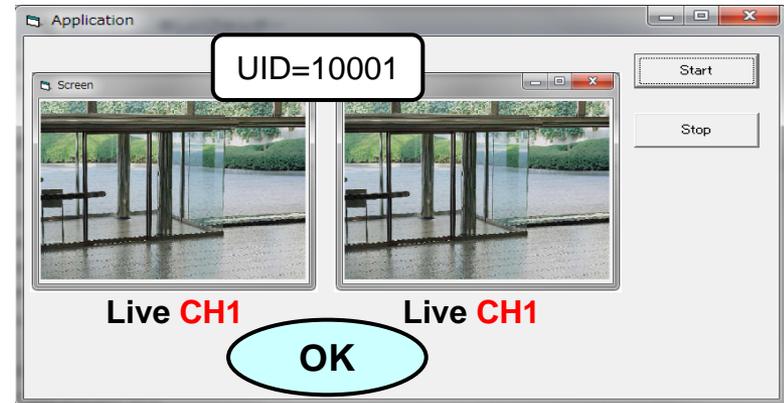
*1 : ND400 UID = Max 16, Stream ID = Max 64
 NV200 UID = Max 4, Stream ID = Max 16
 HD600 UID = MAX 8 , Stream ID = Max 64

What is the benefit point?

Version 5.0 or before



Version 6.0 with *Stream ID mode*

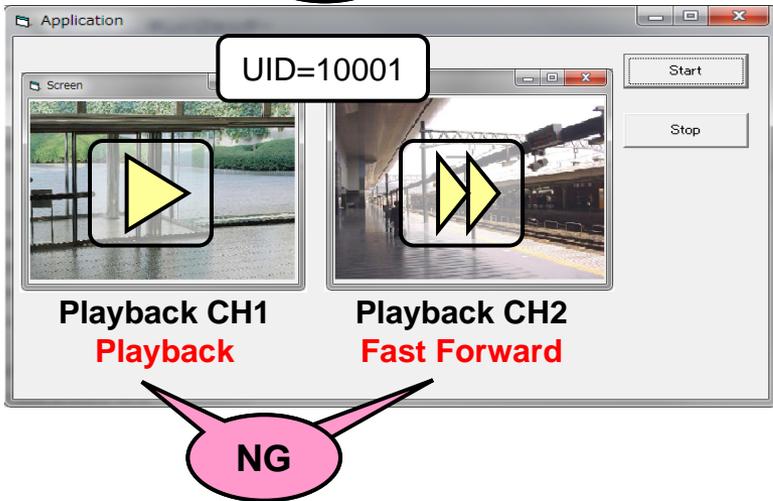
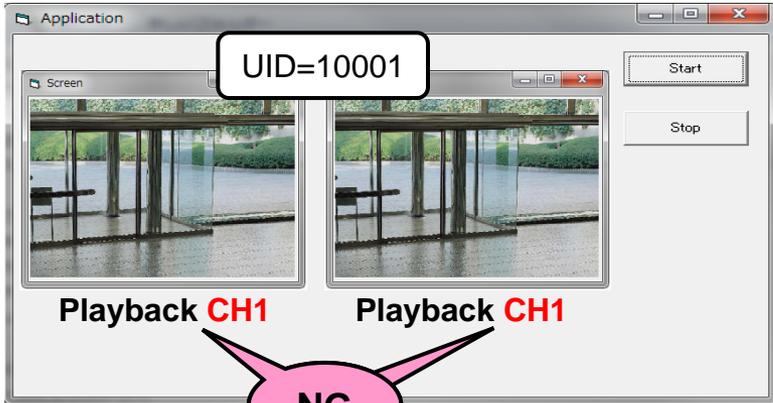


NOTE : PS-API uses Stream ID internally, but it is NOT necessary for users to be conscious of Stream ID!

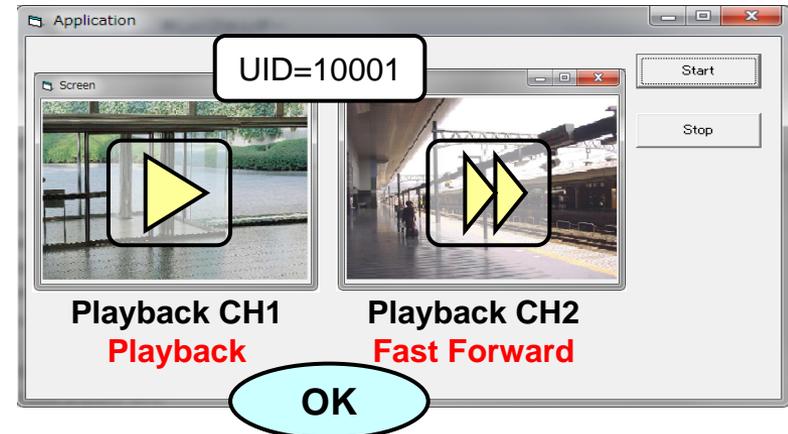
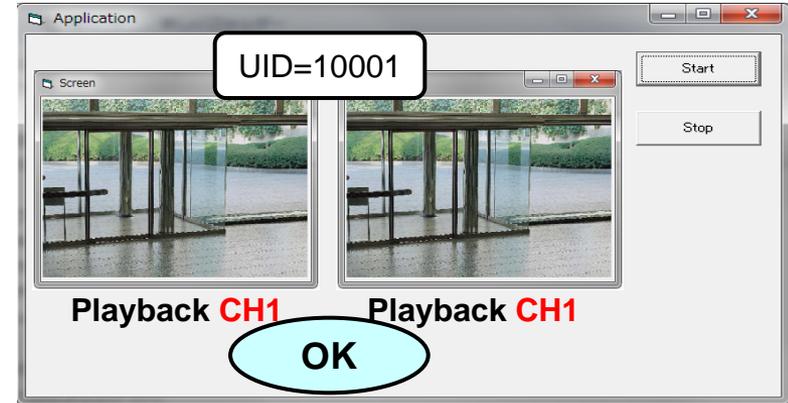
Panasonic ideas for life

What is the benefit point?

Version 5.0 or before



Version 6.0 with *Stream ID mode*

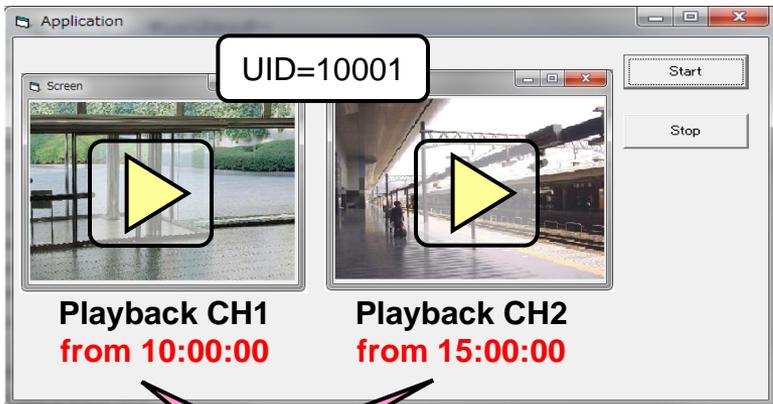


NOTE : PS-API uses Stream ID internally, but it is NOT necessary for users to be conscious of Stream ID!

Panasonic ideas for life

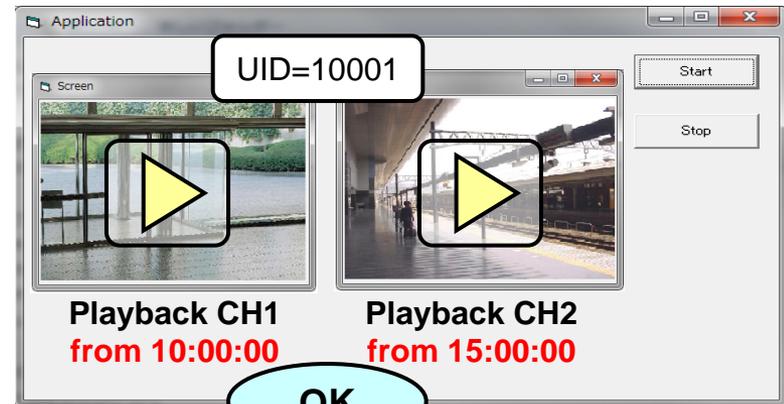
What is the benefit point?

Version 5.0 or before



NG

Version 6.0 with *Stream ID mode*



OK

*NOTE : PS-API uses Stream ID internally,
but it is NOT necessary for users
to be conscious of Stream ID!*

Panasonic ideas for life

What is the benefit point? <Summary>

Operation	PS-API V5.0 or before. (Not support StreamID)	PS-API V6.0 (StreamID support)
Multiple instance Live	<ul style="list-style-type: none"> - Application <u>CANNOT</u> call the same camera (channel). - Application <u>CANNOT</u> mix PlayLive() and Play() between instances which use same UID. 	<ul style="list-style-type: none"> - Application <u>CAN</u> call the same camera (channel) flexibly. - Application <u>CAN</u> mix PlayLive() and Play() between instances which use same UID.
Multiple instance Playback	<ul style="list-style-type: none"> - Application <u>CANNOT</u> call the same camera (channel). - Application <u>CANNOT</u> control video with different operation. (playback/rewind/fast forward etc) - Application <u>CANNOT</u> mix PlayLive() and Play() between instances which use same UID. - When starting playback with Play(), application has to specify the same time and date to all instances that share UID. 	<ul style="list-style-type: none"> - Application <u>CAN</u> call the same camera (channel). - Application <u>CAN</u> control video with different operation. (playback/rewind/fast forward etc) - Application <u>CAN</u> mix PlayLive() and Play() between instances which use same UID. - When starting playback with Play(), application can specify the optional time and date for each instance flexibly.
Camera control Search FTP Alarm etc. (Except Live and Playback)	<p>No change.</p> <p>* Functions (except video control) need to use "UID".</p>	

Procedure to use PS-API with Stream ID mode.

1. Connect to a target device.
2. Set Stream ID mode to PS-API.



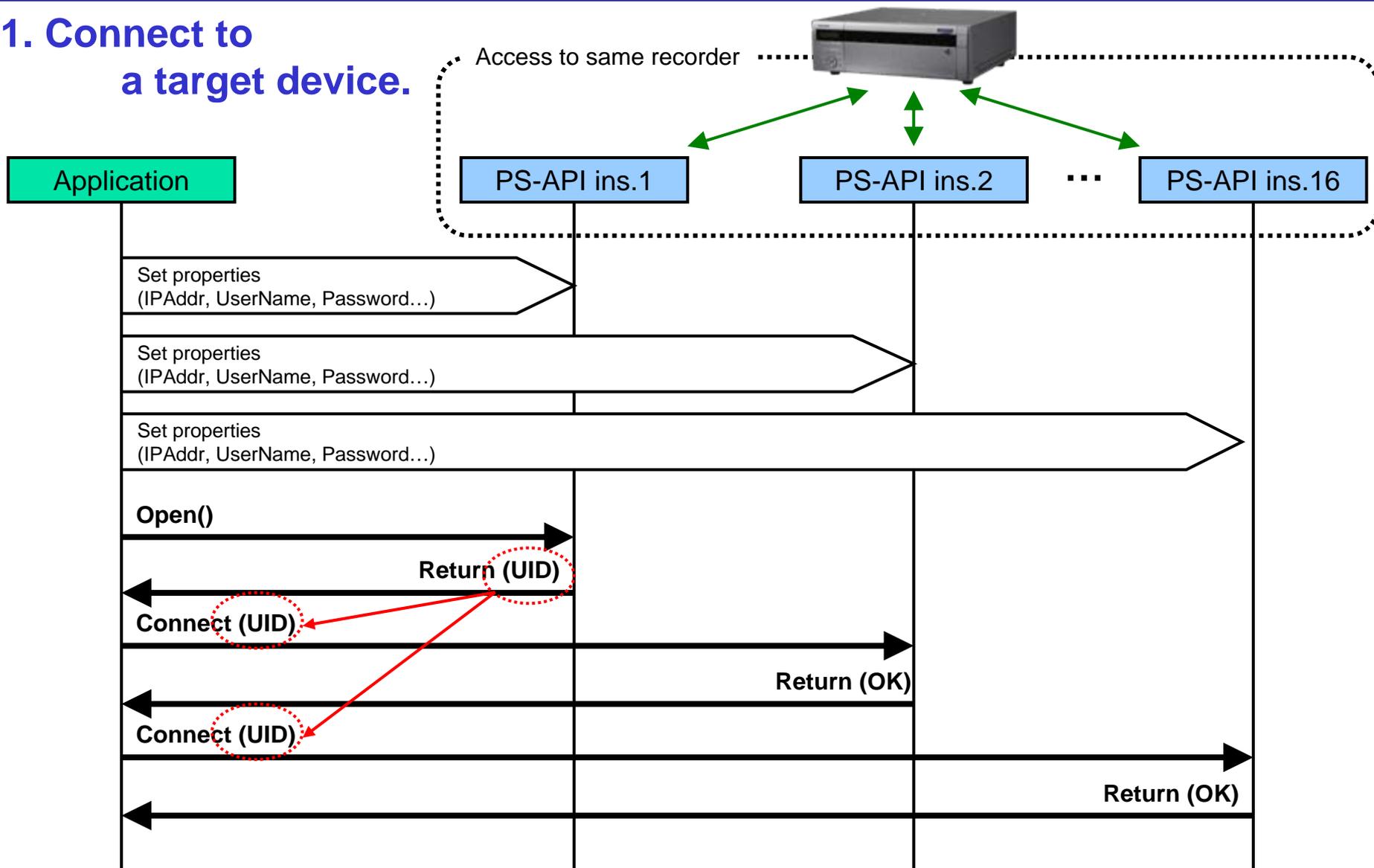
3. Start Live or Playback.

[View Live/Playback]

4. Stop Live or Playback.
5. Disconnect from a target device.

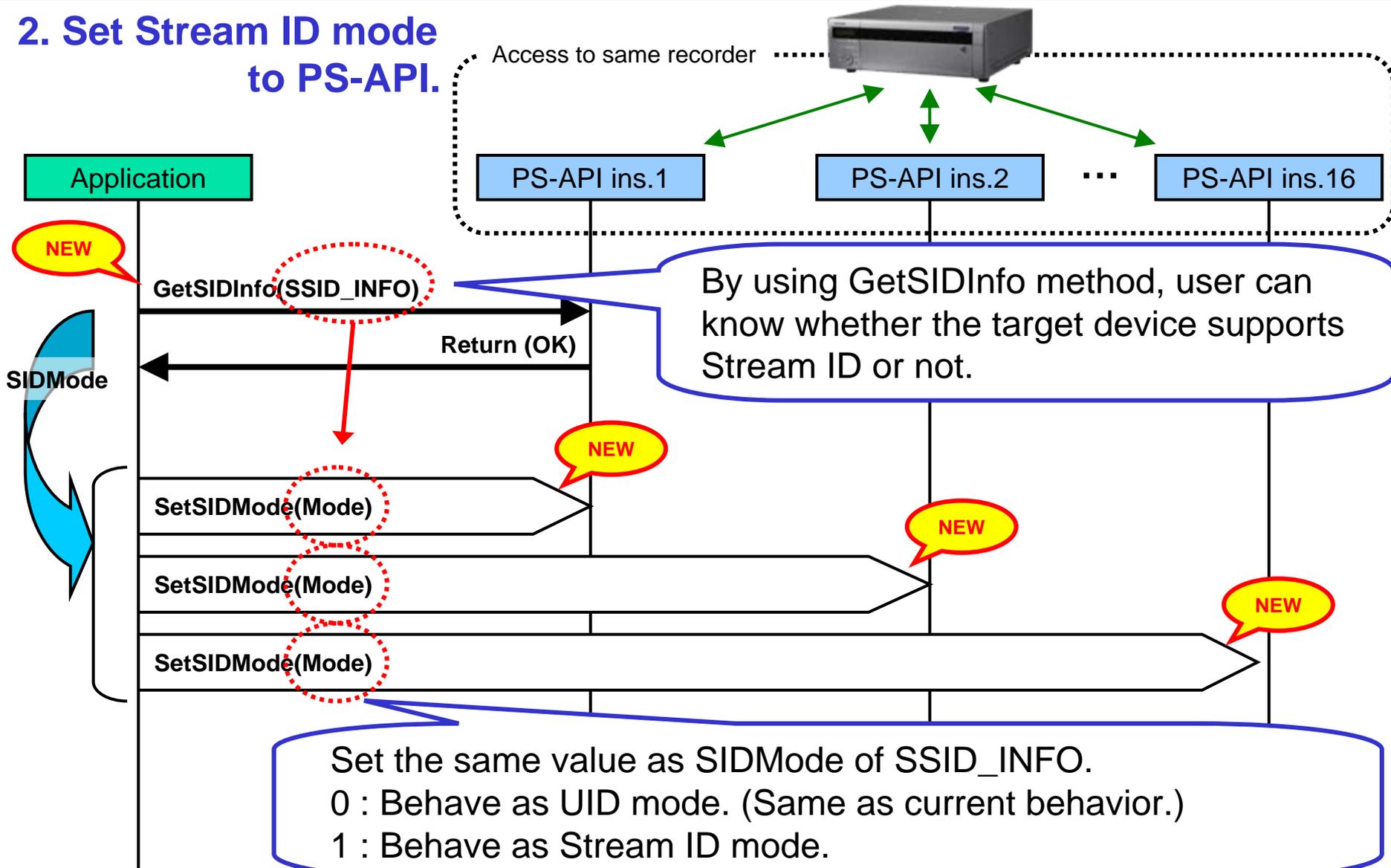
How to use UID and Stream ID when live/play?

1. Connect to a target device.



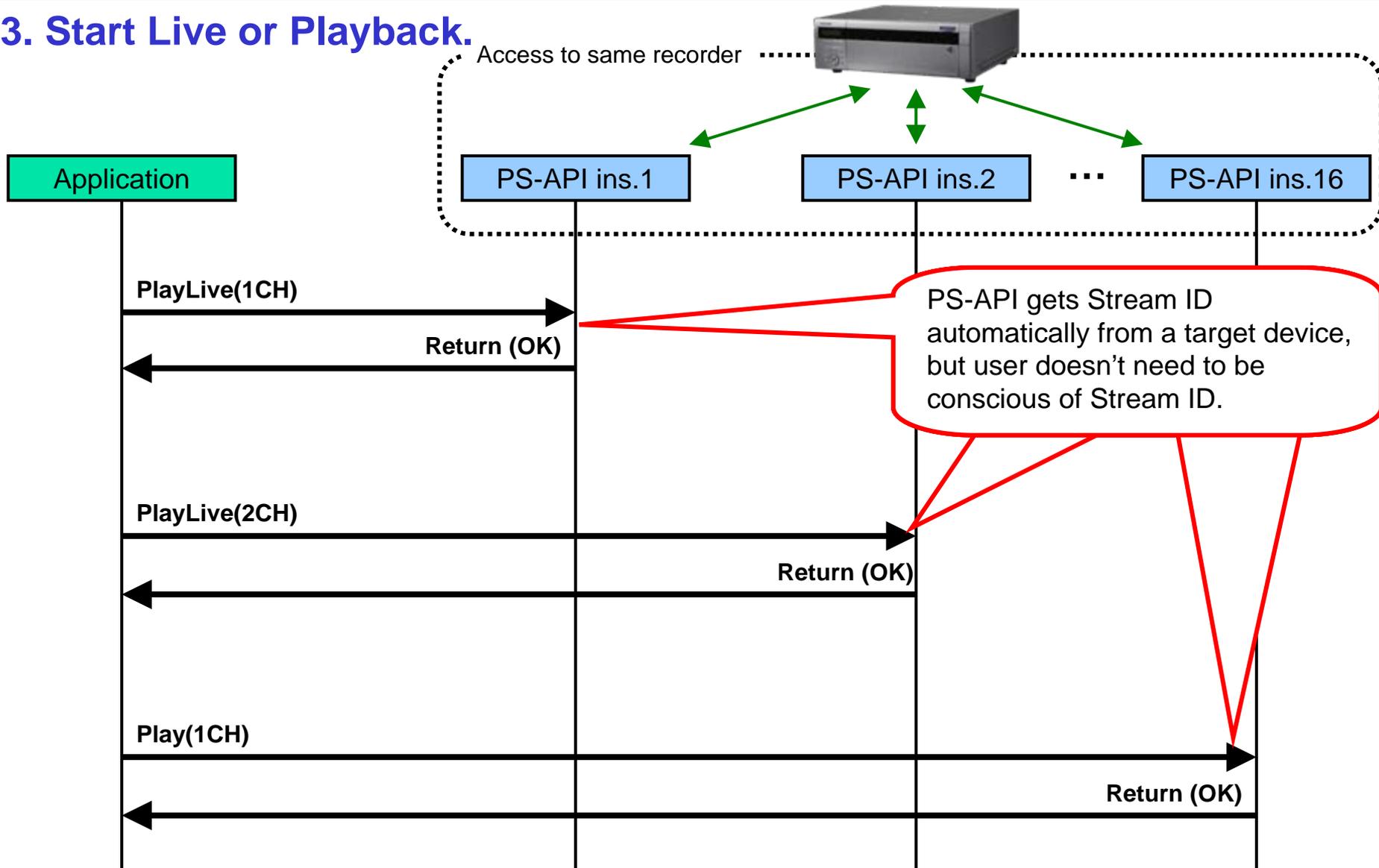
How to use UID and Stream ID when live/play?

2. Set Stream ID mode to PS-API.



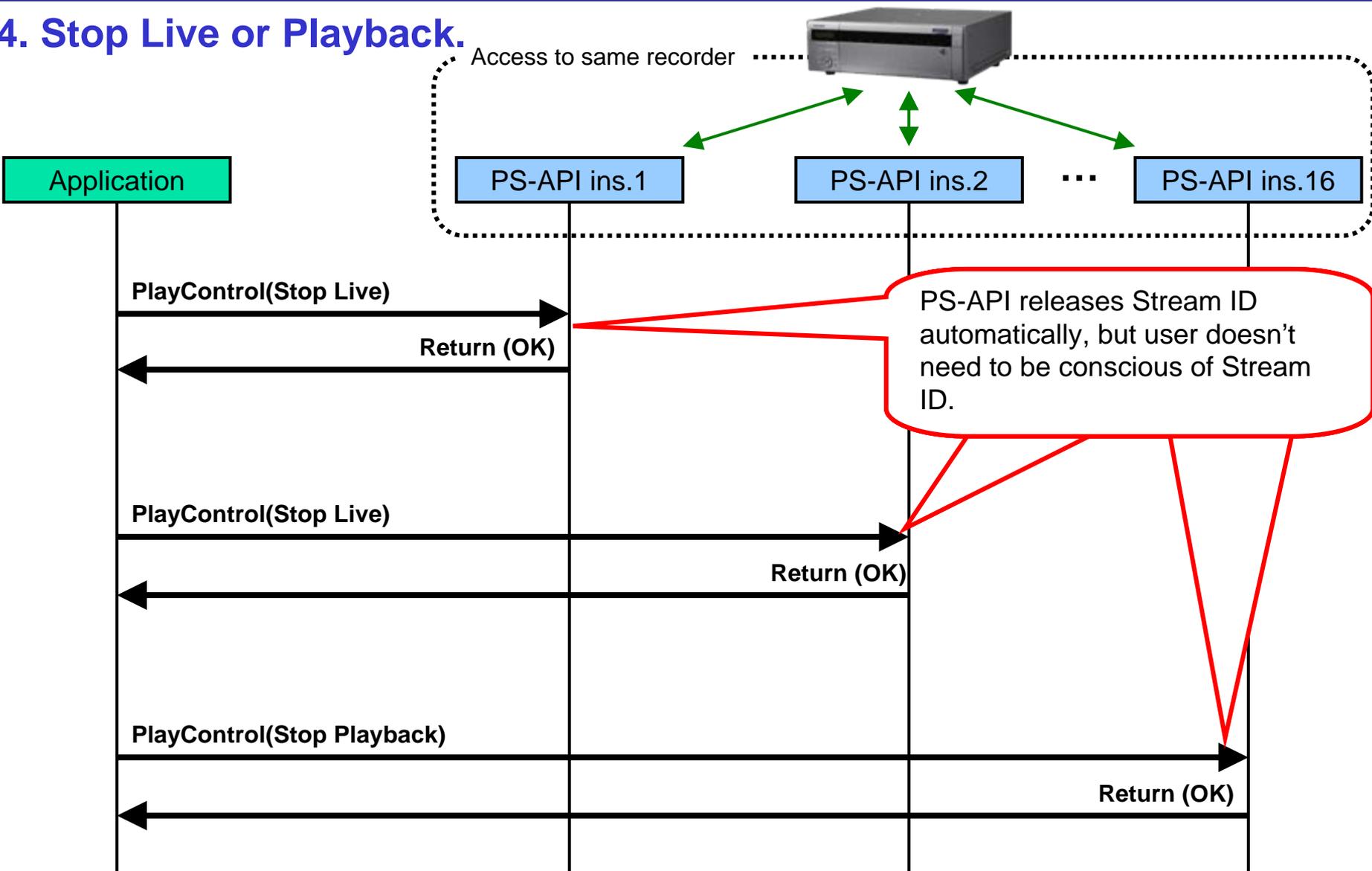
How to use UID and Stream ID when live/play?

3. Start Live or Playback.



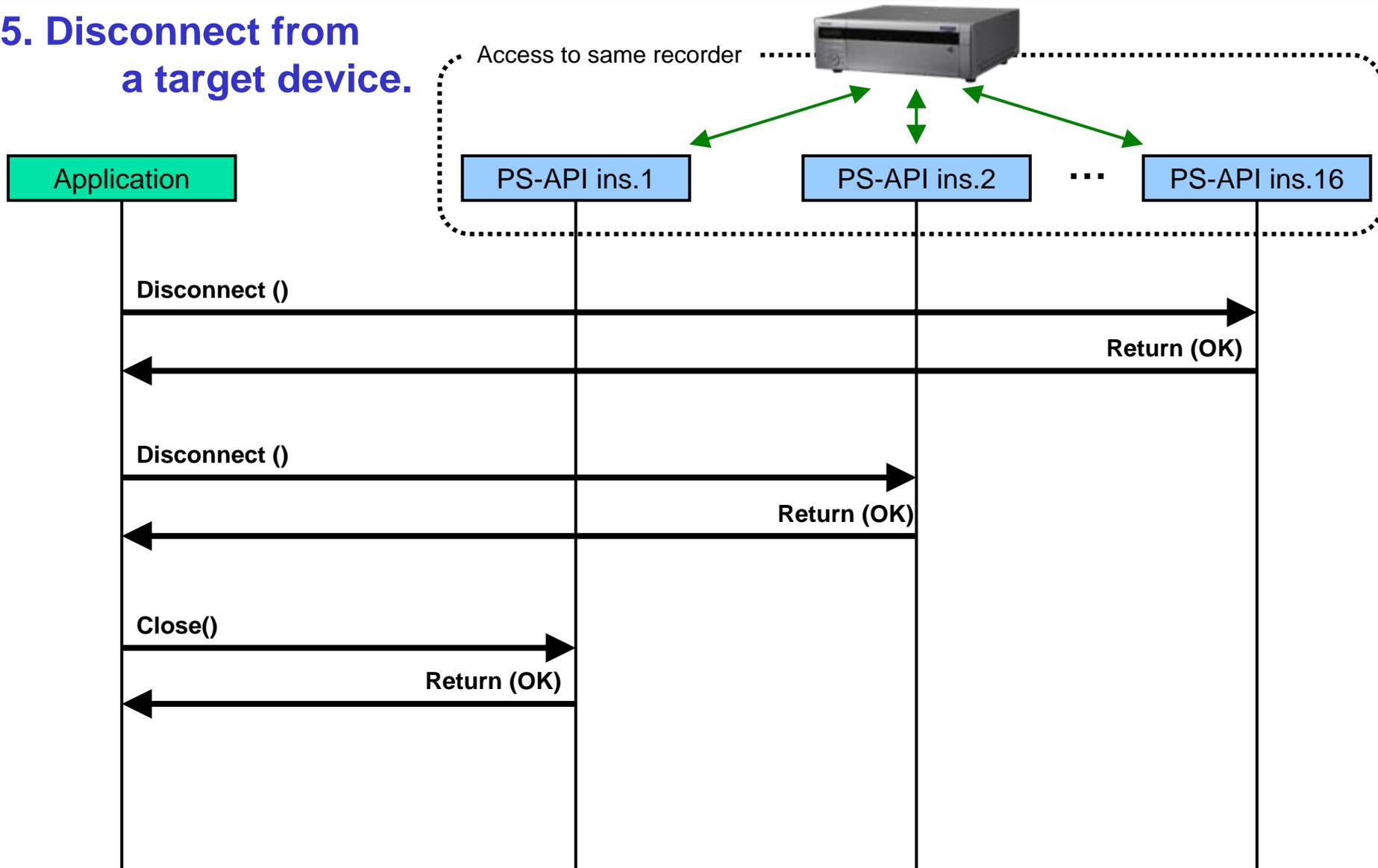
How to use UID and Stream ID when live/play?

4. Stop Live or Playback.



How to use UID and Stream ID when live/play?

5. Disconnect from a target device.



What is the limitation of Stream ID?

1. User needs to use Open/Connect method and needs to be conscious of to share UID between PS-API instances which connect to same target device. Stream ID is used for Live/Playback only, and UID is needed to manage status, to control camera, to download and to control alarms etc.
 - * Stream ID is gotten automatically by PS-API internally, therefore user doesn't need to be conscious of Stream ID.
2. 1 Stream ID is for 1 Live or Playback Stream
3. Maximum number of Stream ID that each recorder can issue is as follows.

Device	ND400	NV200	HD616/HD716
Maximum	64	16	64

4. Stream ID has First-Come-First-Serve mode only.

* In case of ND400 (it has 64 Stream IDs), if ND400 already provide 64 Stream IDs, the 65th PS-API instance cannot get an Stream ID. Last PS-API (65th instance) cannot start Live (or Playback).