

## Accessing up to 16 remote systems using WebGuard

The WebGuard, remote web monitoring program, allows users to access theremote systems and monitor live video images on it through Internet Explorer 5.0 or higher web browser any time from virtually anywhere. This program can be altered to have the ability to access up to 16 cameras from multiple DVR units.

To do this, it must be hand coded into the .htm file and saved to a location on the Remote unit. To access the code in the .htm file, you must type in the IP address of a unit that is running WebGuard. The loading screen will appear. (See Fig. 1) WebGuard Active X will be downloaded to the local PC. leave it blank and input that information, each time you connect.

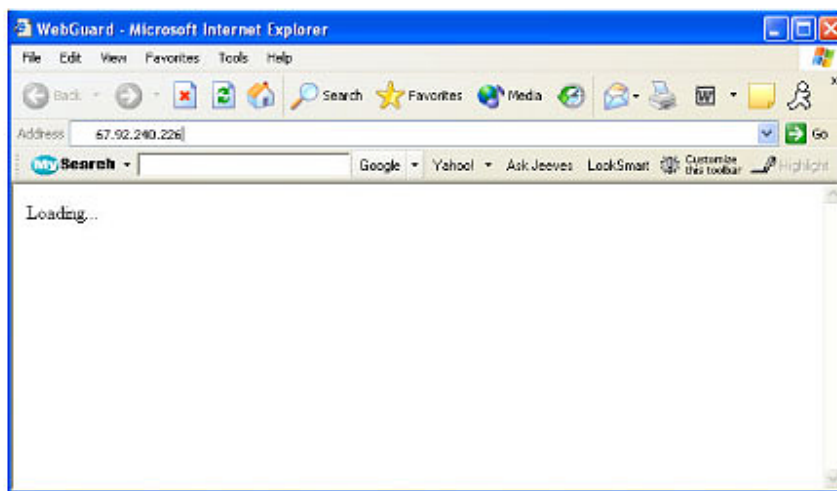


Fig. 1 - Loading Screen

From here you will select "View" from the menu and select "Source" form the drop-down list. (See Fig. 2)

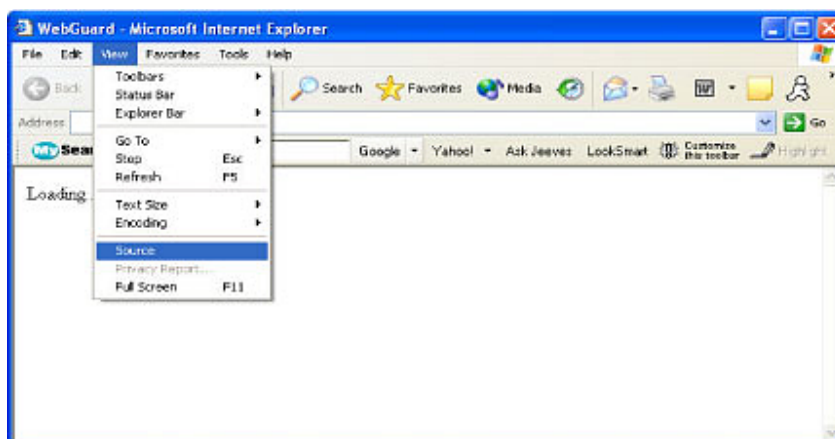
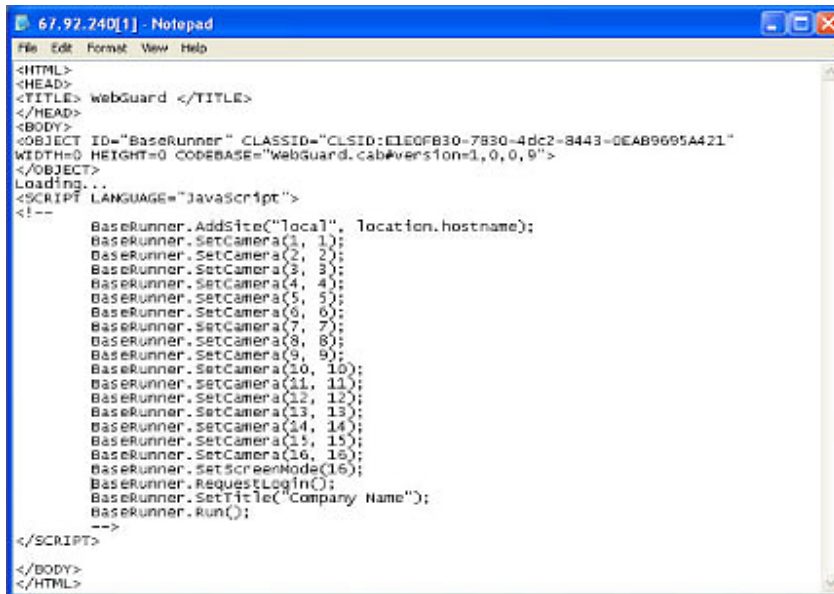


Fig. 2 - View > Source

Once you select this, the Source Code screen will appear. This is where the coding will be changed. To do this, you will need to know the IP address of all of the units that you wish to view. And also which camera numbers from each unit that you wish to view. The original code is shown below. (See Fig. 3)



```
67.92.240[1] - Notepad
File Edit Format View Help
<HTML>
<HEAD>
<TITLE> WebGuard </TITLE>
</HEAD>
<BODY>
<OBJECT ID="BaseRunner" CLASSID="CLSID:0E0FB30-7830-4dc2-8443-0EAB9695A421"
WIDTH=0 HEIGHT=0 CODEBASE="WebGuard.cab#version=1,0,0,0">
</OBJECT>
Loading...
<SCRIPT LANGUAGE="JavaScript">
<!--
BaseRunner.AddSite("local", location.hostname);
BaseRunner.SetCamera(1, 1);
BaseRunner.SetCamera(2, 2);
BaseRunner.SetCamera(3, 3);
BaseRunner.SetCamera(4, 4);
BaseRunner.SetCamera(5, 5);
BaseRunner.SetCamera(6, 6);
BaseRunner.SetCamera(7, 7);
BaseRunner.SetCamera(8, 8);
BaseRunner.SetCamera(9, 9);
BaseRunner.SetCamera(10, 10);
BaseRunner.SetCamera(11, 11);
BaseRunner.SetCamera(12, 12);
BaseRunner.SetCamera(13, 13);
BaseRunner.SetCamera(14, 14);
BaseRunner.SetCamera(15, 15);
BaseRunner.SetCamera(16, 16);
BaseRunner.SetScreenMode(16);
BaseRunner.RequestLogin();
BaseRunner.SetTitle("Company Name");
BaseRunner.Run();
-->
</SCRIPT>
</BODY>
</HTML>
```

Fig 3. - Original Code

In this Source Code window you will change the following items to reflect the different DVR units and Cameras: (see Fig 4.)

Change the line - BaseRunner.AddSite ("local", location.hostname);  
to:

BaseRunner.AddSite ("local", "XXX.XXX.XXX.XXX");

You can add the above line before each SetCamera line to access a different DVR for each camera.

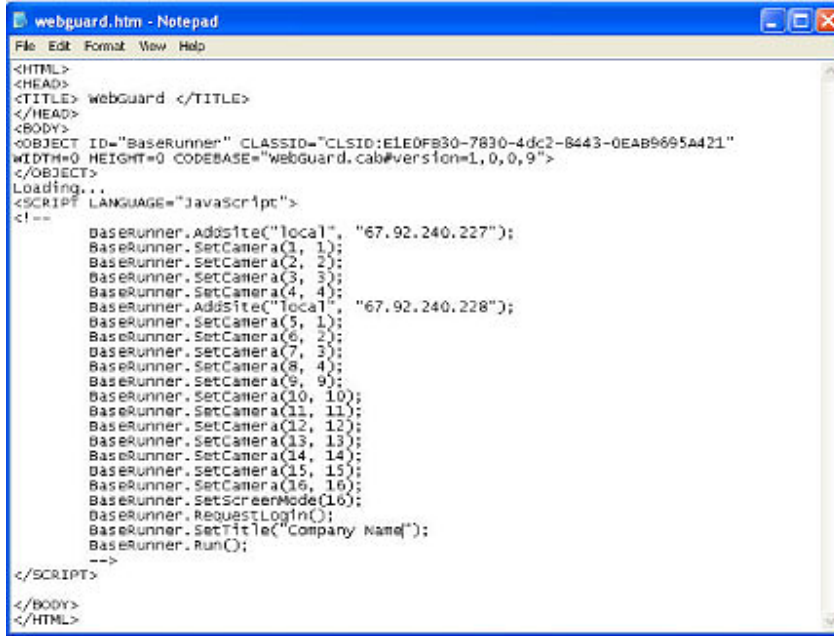
Change the line - BaseRunner.SetCamera(1,1); to:

BaseRunner.SetCamera(1,Camera \$ on the Post);

In the example below, it has been setup to view cameras 1, 2, 3, and 4 from IP address 67.92.240.227 in the 1st, 2nd, 3rd, and 4th location of the WebGuard. The cameras 1, 2, 3, 4, 9, 10,11, 12, 13, 14, 15, and 16 from IP address 67.92.240.228 are setup to view in the remaining 5-16 locations on the WebGuard. This can be set up in any configuration as long as the first numbers remain in order 1-16, as these are the WebGuard slot positions. Also below, the line BaseRunner.SetTitle("Company Name"); where this line states "Company Name", this can be changed to reflect any text string that you would like to have

shown on the title bar of the WebGuard Program.

Be aware that the user name and password need to be the exact same on all of the DVR units that are to be accessed. The WebGuard will only prompt once for user name and password, so when entered, it must match all units.



```
<HTML>
<HEAD>
<TITLE> webguard </TITLE>
</HEAD>
<BODY>
<OBJECT ID="BaseRunner" CLASSID="CLSID:E1EDF830-7830-4dc2-B443-0EAB8695A421"
WIDTH=0 HEIGHT=0 CODEBASE="webguard.cab#version=1,0,0,9">
</OBJECT>
Loading...
<SCRIPT LANGUAGE="JavaScript">
<!--
BaseRunner.AddSite("local", "67.92.240.227");
BaseRunner.SetCamera(1, 1);
BaseRunner.SetCamera(2, 2);
BaseRunner.SetCamera(3, 3);
BaseRunner.SetCamera(4, 4);
BaseRunner.AddSite("local", "67.92.240.228");
BaseRunner.SetCamera(5, 1);
BaseRunner.SetCamera(6, 2);
BaseRunner.SetCamera(7, 3);
BaseRunner.SetCamera(8, 4);
BaseRunner.SetCamera(9, 9);
BaseRunner.SetCamera(10, 10);
BaseRunner.SetCamera(11, 11);
BaseRunner.SetCamera(12, 12);
BaseRunner.SetCamera(13, 13);
BaseRunner.SetCamera(14, 14);
BaseRunner.SetCamera(15, 15);
BaseRunner.SetCamera(16, 16);
BaseRunner.SetScreenMode(16);
BaseRunner.RequestLogin();
BaseRunner.SetTitle("Company Name");
BaseRunner.Run();
-->
</SCRIPT>
</BODY>
</HTML>
```

Fig. 4 - Changed Source Code

In Fig. 4 you can change the label "local" of the BaseRunner.AddSite line to the IP address of the unit so that when you log on it will show you the status of each IP address. (See Fig. 5)

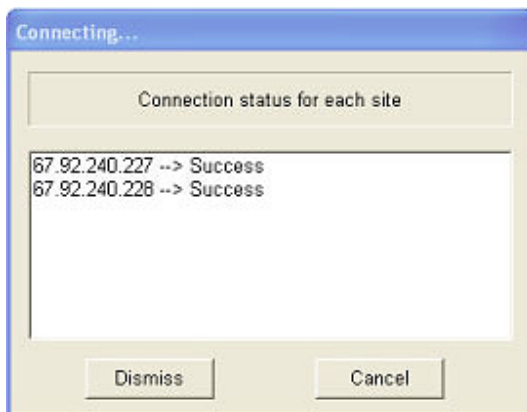


Fig. 5 - Changed Local Label

In the SetCamera line (1,1), the first number is the location of the WebGuard view. The second number is the camera number from the IP address assigned in the BaseRunner.AddSite line.

You may now save this file on the BASE (Remote) PC. You may name this file as anything you want with the extension .htm

To access the WebGuard without needing a login screen, you will do the following:

Change the line – BaseRunner.RequestLogin(); to:

```
//BaseRunner.RequestLogin();
```

The DVR units that are to be accessed, should ALL have the user Guest with no password assigned setup in the user account area to be able to access the WebGuard without having to log on.

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