

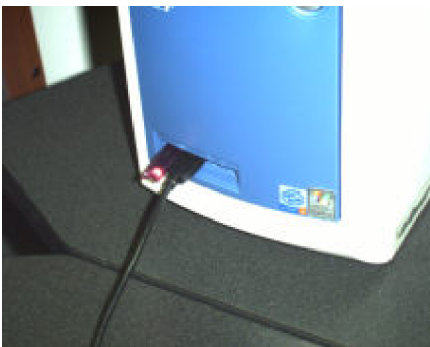


Camera Installation

Before setting up the DSX Lumenera Camera it is important to have installed the USB Software Key and have the Software Key Monitor program running (see next page).

Installing the Camera

1. Load the Driver from the CD that accompanies the Camera accepting all the defaults. For XP run the driver from the CD. For Windows 7 copy the patches folder into the Winsdx folder where the camera is to be installed and run the Install.bat file.
2. Mount the provided Lens on the DSX Lumenera Camera and mount the Camera to the Tripod.
3. If you plan to use the flash - Plug the supplied power adapter to an AC receptacle and into the round connector on the side of the camera.
4. Connect the supplied USB cable to the Camera and to the PC. The Image below shows the Camera cable inserted into a USB port adjacent to where the Image Key is installed. These do not have to be on the same PC.



Configuring the Camera

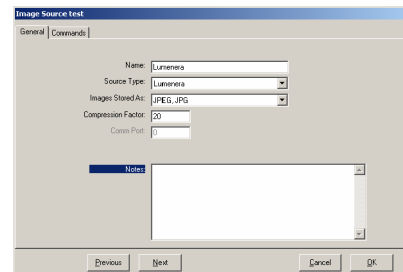
1. Copy the CameraSetup.exe and CameraSetup.hlp files from the Utilities folder on the WinDSX Software Distribution CD and paste it into the WinDSX folder on the PC where the Camera is to reside.
2. Run the CameraSetup.exe program and select "Show Video". Adjust the Camera white balance. See page 3 for more help on this.

3. When the Camera adjustments are finished select "Save and Exit". Press F1 in the setup program for more help.

DataBase/System/Setup/Image Source

Image Source is where the video inputs and sources for the card holder pictures are defined.

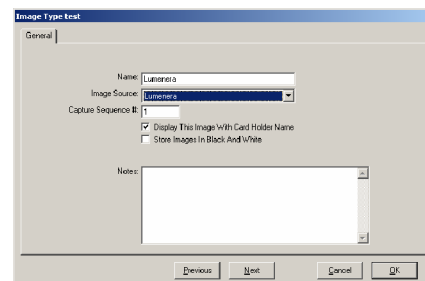
- A. Define an Image Source and select Lumenera for the Source Type.
- B. Select the Image file format that you want the pictures to be saved as.
- C. Set the amount of compression 2 = minimum and 20 = maximum for the saved image. Less compression = higher resolution pictures and larger image files.



DataBase/Location/Badge Image Type

Badge Image Type is what connects the image sources to the badge template. The Image Type names and determines what the source for the image will be and what the capture sequence is. The capture sequence sets what order this image is taken if there are multiple images to be taken for each card holder. Image Type also determines if this particular Image will be the one that is displayed with the card information when the card holder is selected in the database and if the image should be stored in black and white.

- A. Define the Badge Image Type by selecting Lumenera (or what ever you named the Lumenera Image Source) for the Image Source.
- B. Set the Capture sequence to 1 for this to be the initial image taken of the card holder.
- C. Select "Display this Image with Card Holder Name".



Software Key Monitor

These instructions are intended to assist in the installation of the WinDSX Features Key Monitor. The Software Key Monitor program (KeyMon.exe) supervises the presence of the USB connected Software Key. The USB Software Key is used exclusively by DSX to copy protect and enable the WinDSX SQL Software, Hot Swap Redundant Comm Server feature, Live (DSX) Image and Signature Capture, and DVR integration. The KeyMon.exe program and the USB Key need only to be installed on a single PC in the System for the software or enabled features to be functional on all PCs running WinDSX.

These instructions are intended as an addendum to the WinDSX installation instructions. If you have not already installed the WinDSX Software please do so now.

1. Select which PC will have the USB Key installed and will run the Software Key Monitor program. Consider that the program must be running at all times and the USB Key must be installed and recognized at all times for the protected software and features to operate properly and fully. The old Image Key used in older badging systems must now be replaced with the USB Software Key and the Software Key Monitoring program. There can only be one USB Software Key in a system. The Key can be updated in the field to incorporate new features.
2. Locate the HDD32.exe in the WinDSX Folder on the PC where the USB Key is connected. Double click on the HDD32.exe to begin the install. Click Next, then Finish on the Wizard pop up screens. The system will return a message indicating the installation was successful.
3. Plug the DSX USB Software Key into a free USB port on the Computer of choice. Do not plug the USB Key until after the drivers have been loaded.
4. From the WinDSX folder on the same PC that the USB Key is installed and where the HDD32.exe was just loaded find the KeyMon.exe and run it. Once the Software Key Monitor program finds the USB Software Key, the KeyMon program will display a screen like the one shown at the top of this page. To Close KeyMon click once on the small X in the top right corner of the status screen.
5. The KeyMon program must be started each time Windows™ is started and before running the WinDSX program. Double clicking on the executable from Windows Explorer can start the Key Monitor Program - KeyMon.EXE. The KeyMon.EXE can also have a shortcut created so that it is launched from

the Windows Desktop before the WinDSX program is started. KeyMon can also be placed in the Windows “Startup” to have it launch automatically if desired.



Note /// Once new features have been purchased you will be instructed to run the ModifySwKey.exe program from the WinDSX folder of the PC where the USB Key is installed. You will provide the Hasp Serial number to DSX and DSX will give you a programming code that you enter to update your Key.

Camera Adjustments

How to Adjust the Camera

1. With your camera on the tripod, place the Card Holder position (chair) 18 inches from the back drop. Place the Camera 6 feet from the Card Holder position.
2. Place a new sheet of white copy paper on the back of the subjects chair or on the wall behind the subject.
3. Run the CameraSetup program and Click on "Show Video". Remove the check from "Enable Flash".
4. Zoom in (center ring) until the sheet of paper is taking up the whole live video display window.
5. Your iris (ring closest to camera) should be almost wide open, so it's better to perform this operation in normal light.
6. Click on the "Auto White Balance" button.
7. Now remove the paper and have a subject sit in the chair.
8. Adjust the zoom (center ring) until the subject is the desired size in the live video window. The Card Holder should fill most of the viewing area with a small gap between the top of their head and the top of the screen.
9. Adjust the focus (outer ring) until the subject is sharp and clear.
10. Adjust the iris closing it just a bit until the video feed is very clear and well lit.
11. Adjust the "Live Video Settings" if necessary to get a good clean picture.
12. Click on the "Snap Shot" button. The image snap shot should be just like the live video picture.
13. If you are happy with this click on "Save and Exit" and start the DataBase program. If not see step 14.
14. If your lighting conditions are poor you may need to activate the Flash. To do this Select "Enable Flash". /// Do not place the subject under florescent lighting.

15. Click on the "Snap Shot" button. The Flash should activate and the picture should be well lit and clear.
16. If the flash is too bright you can adjust the "Darker" and the "Soften Flash" slide controls to the left. Make small adjustments, click on "Show Video" and then on "Snap Shot" to take a new picture. For example Darker = 10 and Soften Flash = -10. You can also close the Iris on the Camera until the Snap Shot is acceptable.
17. Adjust the "Snap Shot Settings" to get the captured image to the desired results.
18. Once all of the adjustments have been made to the "Live Video Settings" and the "Snap Shot Settings" click on "Save and Exit"
19. Close the CameraSetup program and run the WinDSX database program.

DSX Camera Setup Program / Press F1 for more info

