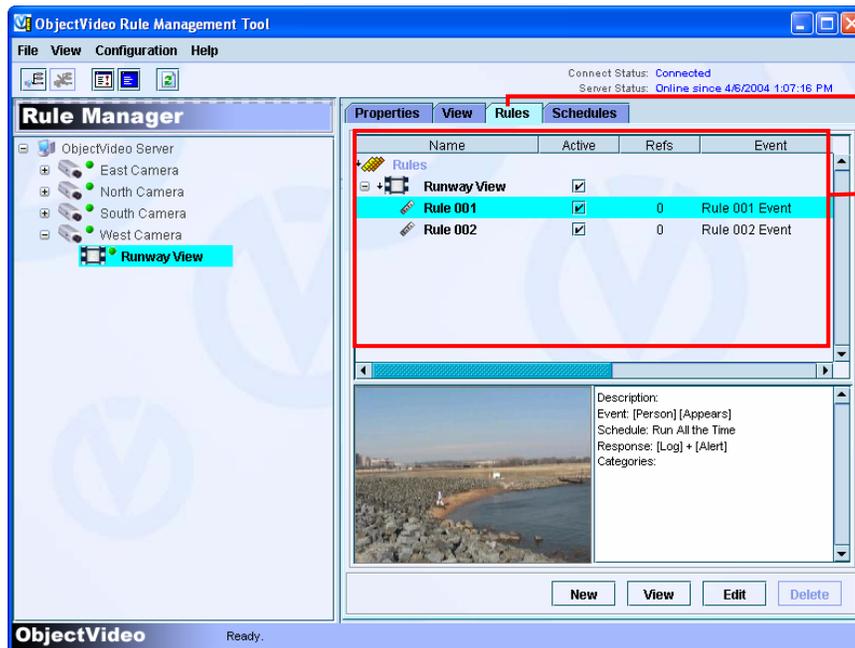


Creating a Rule

The Rule Management Tool is used to create rules. Rules tell the system which events to look for while monitoring video, and when and how to alert users of those events. Rules are set up from the Rule Management Tool's **Rules** tab.

To create a new rule:

1. In the **Rule Manager** area, select the view (VEW Standard, VEW HiRes, VEW Leader/Follower or ObjectVideo OnBoard) or sensor (VEW FlowControl) for which you want to create a rule. See the back of this card for more information about defining views. See the Rule Management Tool Help for information about creating rules for sensor groups or sensors.
2. Click the **Rules** tab on the right side of the Rule Management Tool window. The **Rules** tab lists the rules you have created for the view or sensor so far (if any).



Rules tab

Rules

3. Click **New**. The first screen of the Rule Wizard appears.
4. If desired, edit the **Name** and **Description** fields. If you want to add the rule to a category, select the category name from the **Add/Remove from Categories** area at the bottom of the Rule Wizard. See the Rule Management Tool Help for more information about rule categories.
5. Click **Next**. The **Create Event** screen appears.
6. Select **Create New Event** or **Copy From Existing Event**. If you are copying from an existing event, select an event from the **Existing Event** drop-down list.
7. If desired, edit the event name.
8. Select an event type. See the back of this card for information about event types.
9. Complete the **Event Specification** area, and then click **Next**. See the back of this card for information about the **Event Specification** area and object types.
10. Specify a schedule, and then click **Next**.
11. Specify one or more responses. Click **Next** on each **Create Response** screen.
12. On the last **Create Response** screen, click **Finish**. Activate the rule using the directions in the "Activating a Rule" section of this card.

Activating a Rule

A rule must be active before it can trigger alerts. When a rule is first created, it is inactive. You can tell that a rule is inactive because there is no check mark next to the rule's name in the **Active** column.

To activate a rule:

1. Check the box in the **Active** column to the right of the rule's name.
2. Test the rule using the instructions in the Rule Management Tool Help.

Editing a Rule

You can edit a rule to change any aspect of the rule, including the rule's event, schedule, and response(s).

To edit a rule:

1. Select the rule in the **Rules** tab.
2. Do one of the following:
 - Right-click the rule and select **Edit Rule** from the menu that appears.
 - Click the **Edit** button at the bottom of the **Rules** tab.
3. Edit the rule by making changes using the Rule Wizard.

If the rule you edited is inactive, you will need to activate it in order for the system to detect events based on the rule.
4. Test the rule using the instructions in the Rule Management Tool Help.

Deactivating a Rule

In the **Rules** tab, clear the check box in the **Active** column to the right of the rule's name.

Deleting a Rule

1. On the **Rules** tab, deactivate the rule you want to delete, if it is currently active. See the "Deactivating a Rule" section above for information.
2. Select the rule you want to delete, and then click the **Delete** button.

The rule is deleted from the **Rules** tab.

Notes:

- By default, you cannot delete an active rule. See the Rule Management Tool Help for information about changing this option.
- After you have deleted a rule, you can still recover (or undelete) the rule. See the Rule Management Tool Help for more information.

| Events Types | | | Event Specification Area | | | | | | | | | | | |
|--|--|--|---|--|-------------|-------------|---------------|---|----------------|--|----------------|---|-----------------|--|
| <p>An event is an activity that occurs within a surveillance camera's field of view. Once you have selected an event type, complete the Event Specification area. The events listed below may not be supported by every sensor. See the Rule Management Tool Help for more information.</p> | | | <p>Depending on the type of event, in the Event Specification area, you may need to select one or more objects, click on an action to see a list of other actions you can select (one or more actions can be selected), draw a tripwire, draw an area of interest, set an on or off condition, specify a time, or specify a flow violation direction. Once you have specified the events, you will create a schedule and one or more event responses.</p> | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| Event Type | Description | Events | Object Types | | | | | | | | | | | |
| Tripwire | An object crosses a line (tripwire) drawn within the camera's field of view. | The user specifies the direction the tripwire must be crossed in order to trigger an alert. | <p>When you set up some events using the Rule Management Tool, you must specify one or more objects for the event. An object is a person, vehicle, or thing. An object either performs an action or is acted upon to trigger an alert. The object types listed below may not be supported by every sensor. VEW FlowControl events do not require that you specify object types when creating a rule.</p> <p>In the Event Specification area, click <object> to specify one or more objects associated with the event.</p> | | | | | | | | | | | |
| Multi-line tripwire | An object crosses two lines (tripwires) drawn within the camera's field of view in a specified time. | The user specifies how quickly an object must cross both tripwires and the order in which the tripwires must be crossed. | <table border="1"> <thead> <tr> <th>Object Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Person</td> <td>An object with some characteristics of a human being.</td> </tr> <tr> <td>Vehicle</td> <td>An object with some characteristics of a car, truck, airplane, or other vehicle.</td> </tr> <tr> <td>Unknown</td> <td>An object that is not a person or vehicle. Usually, this is an object that appears or disappears too quickly or is too small to be categorized.</td> </tr> <tr> <td>Anything</td> <td>All object types, including people, vehicles, and unknown objects.</td> </tr> </tbody> </table> | | Object Type | Description | Person | An object with some characteristics of a human being. | Vehicle | An object with some characteristics of a car, truck, airplane, or other vehicle. | Unknown | An object that is not a person or vehicle. Usually, this is an object that appears or disappears too quickly or is too small to be categorized. | Anything | All object types, including people, vehicles, and unknown objects. |
| Object Type | Description | | | | | | | | | | | | | |
| Person | An object with some characteristics of a human being. | | | | | | | | | | | | | |
| Vehicle | An object with some characteristics of a car, truck, airplane, or other vehicle. | | | | | | | | | | | | | |
| Unknown | An object that is not a person or vehicle. Usually, this is an object that appears or disappears too quickly or is too small to be categorized. | | | | | | | | | | | | | |
| Anything | All object types, including people, vehicles, and unknown objects. | | | | | | | | | | | | | |
| Partial view | An object performs an action anywhere within an area of interest. An area of interest is a square, rectangle, or other multi-sided shape drawn within the camera's field of view. An area of interest can be a ground plane or an image plane. See the Rule Management Tool Help for more information. | An object can trigger an alert by entering, exiting, being inside of, appearing in, disappearing from, loitering in (for a user-specified period of time), being taken away from, or being left behind in an area of interest. | | | | | | | | | | | | |
| Partial view (VEW FlowControl) | Unauthorized movement in a user-defined direction in an area of interest. An area of interest is a square, rectangle, or other multi-sided shape drawn within the camera's field of view. | A user specifies the direction in which movement should be considered unauthorized within an area of interest. | | | | | | | | | | | | |
| Full view | An object performs an action anywhere within the camera's field of view. | An object can trigger an alert by appearing, disappearing, being taken away, or being left behind anywhere in the field of view of the camera. | | | | | | | | | | | | |
| Full view (VEW FlowControl) | Unauthorized movement in a user-defined direction anywhere in the camera's field of view. | A user specifies the direction in which movement should be considered unauthorized within the camera's field of view. | | | | | | | | | | | | |
| Scene change | An event that significantly changes the field of view of the camera, such as the camera being panned away from a known view, a camera being turned off or unplugged, or the lights being turned on or off. | The user specifies that an alert is triggered when any scene change occurs, when the lights are turned on, or when the lights are turned off. | <h3>Defining Views</h3> <p>You cannot create a rule for a VEW Standard, VEW Leader/Follower, or VEW HiRes sensor until a view has been defined for the sensor. VEW FlowControl sensors do not support multiple views. A default view is automatically assigned to each ObjectVideo OnBoard sensor. To define a view:</p> <ol style="list-style-type: none"> In the Rule Manager area on the left side of the Rule Management Tool window, select the sensor to which you want to add a view. Click the View tab on the right side of the Rule Management Tool window. The snapshot on the left shows the feed from the surveillance camera. The snapshot on the right contains the text Unknown View. Click the Add button between the two snapshots. The Add View dialog appears. Type a Name and a Description for the new view, and then click OK. The sensor status becomes green. <p>Note: To create additional views, pan the camera or switch to another camera on the multiplexer. If the camera is a PTZ camera, move or zoom the camera to a position or zoom level you want the sensor to monitor. If the sensor icon corresponds to several cameras on a multiplexer, switch to the camera you want the sensor to monitor.</p> | | | | | | | | | | | |