



# **ibaCapture v4.4.0**

## **New features**

1/3/2018  
iba Gent

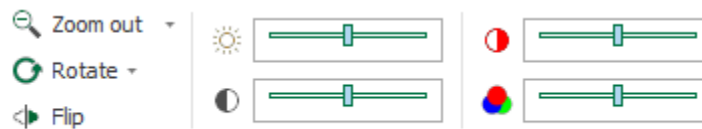
## Table of Contents

<b>1</b>	<b>ibaCapture Player image adjustments and transformations .....</b>	<b>2</b>
<b>2</b>	<b>Improvement of support file generation .....</b>	<b>3</b>
<b>3</b>	<b>Camera order in ibaPDA.....</b>	<b>4</b>
<b>4</b>	<b>Miscellaneous .....</b>	<b>5</b>

# 1 ibaCapture Player image adjustments and transformations

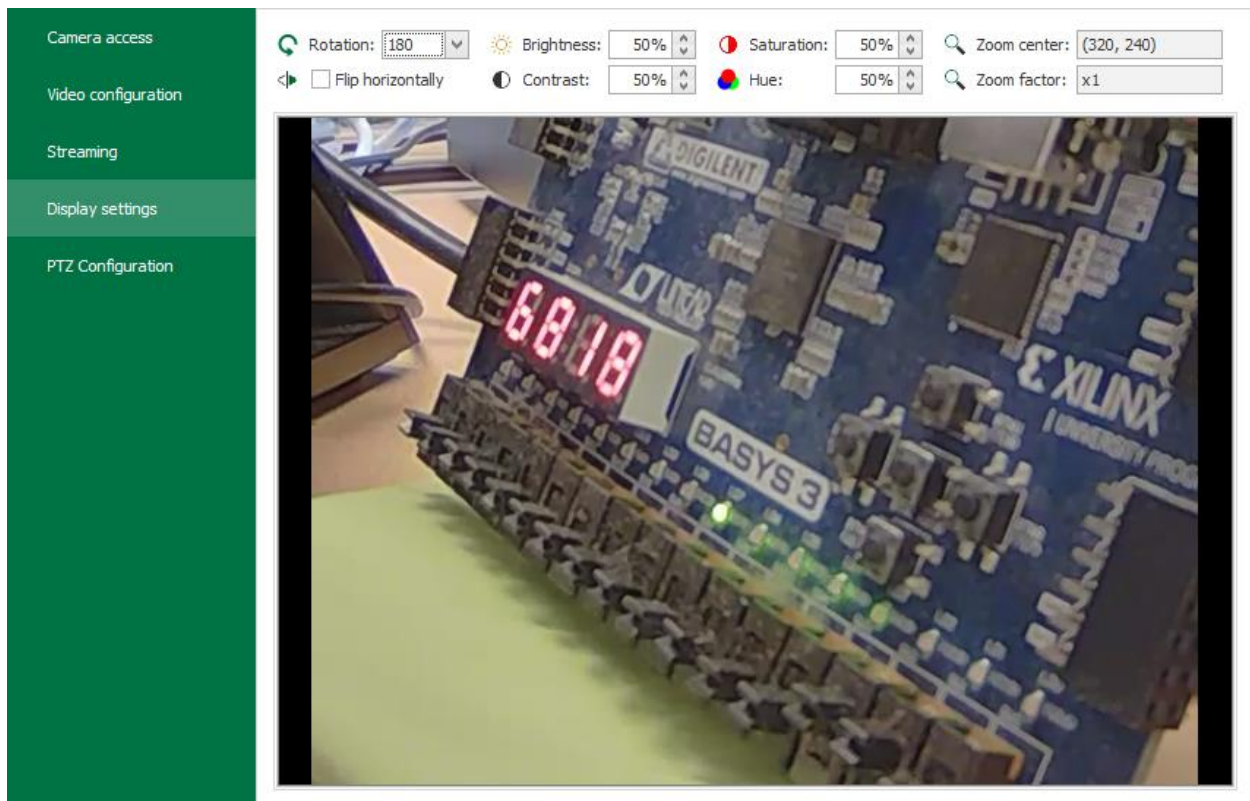
Until now, the ibaCapture Player only supported vertically and horizontally flipping. These transformations have been replaced by rotations which can be combined optionally with a horizontal flip. The displayed video can be rotated over 90, 180 and 270 degrees.

The image adjustments have been extended with saturation and hue (in addition to brightness and contrast which were already available in older versions).



Video Properties Selected Cameras

Starting from v4.4.0, ibaCapture allows you to define default image adjustments and/or transformations on a per-camera basis. These settings can be configured in the new tab 'Display settings' after opening the camera settings of a certain camera in the server configuration. Every ibaCapture Player (v4.4.0 or higher) will start streaming using these default settings unless they are overwritten by custom adjustments and/or transformations.



## 2 Improvement of support file generation

ibaCapture support file generation has been improved with the following changes:

- Remote server support file generation: when creating a support file, the user will be given the option to select ibaCapture Servers to which the ibaCapture Manager is connected. For each of the selected servers (given that they have a version number equal to or higher than v4.4.0), the support file generator will try to remotely generate a support file for them.
- Log files of the ibaCapture Player created under the SYSTEM account (used by the ibaPDA service for example) will be included.
- Remote ibaCapture-ScreenCam support file generation: when generating a support file for an ibaCapture Server, the generator will try to remotely generate a support file for every iba-Capture Screencam installation (with a version number higher than v4.1.0) to which the ibaCapture Server is connected.
- Certain information will be extracted from the registry and included as an XML file.
- A generation report, which contains information about possible during the support file generation, will be included.
- Multi-volume support files: as support files in some cases turn out to be quite large, the user has the option to split them across multiple files. The user can define the maximum size for the partitions.

### 3 Camera order in ibaPDA

ibaPDA allows you to synchronize video content stored in an ibaCapture Server with data stored in an ibaPDA data storage. This synchronization is based on the position of each camera in the configuration of the ibaCapture Server. However, until now, this order could easily be changed (e.g., by removing a camera from the configuration). This is problematic if, for example, an automated process uses a certain camera channel to synchronize the video content of this camera with certain data. After the camera order has been changed, this channel will contain the synchronization points of another camera, resulting in the automated process no longer being able to properly synchronize the content with the data until its configuration has been updated as well.

To provide a solution for this problem, ibaCapture allows the users to assign cameras in the ibaCapture Server configuration (on the node 'ibaPDA communication') to 'ibaPDA slots'. These slots define the position of the cameras in ibaPDA and will not be affected by camera removals, etc. This feature does not require a new ibaPDA version.

ibaPDA signal assignment:

Signal ID	Camera name	
0	AXIS_TEST	▲
1		
2		
3	EBUS_TEST	▼
4		
5		
6		
7		

## 4 Miscellaneous

- **Restricting mainstream access:** a new camera permission has been added to the ibaCapture user management which grants users access to the mainstream when displaying a livestream. If a user does not have this permission, the ibaCapture Player will automatically try to request an alternative stream. If no alternative stream is available, the player will show an error message.
- **Disabling remote server configuration:** if one wants to disable the remote configuration of an ibaCapture Server without setting up a user management, this can now be done by configuring this setting on the 'General server settings' node in the server configuration.
- **User management import/export:** the ibaCapture user management configuration can be exported and imported (and cleared). When importing a user management on another (or the original) server, all non-applicable permissions (e.g., permissions for non-existing cameras) will be stripped from the new configuration. Importing, exporting and clearing of the user management can only be done by users which are granted the 'Security administration' permission.
- **ibaCapture camera order:** if you wish to reorder the cameras in an ibaCapture Server configuration, this can be done in the ibaCapture Manager by dragging and dropping the cameras in the tree of the server configuration.
- **Image export:** in addition to JPEG, the ibaCapture Player now also supports PNG, BMP and TIFF as export formats for images.
- **Access logging:** certain actions (e.g., PTZ operations, opening a livestream) are logged in separate access log files. This logging can either be done using the default or in the CSV format. The default retention period for these log file is 30 days. It is also possible to set an alternative (UNC) storage path for these files. If the storage path is changed, the old files will be moved to the new location. The settings for the access log files can be configured on the 'General server settings node' in the server configuration.

Access logging

File format:	Default	▼
Retention period:	30 days	▲▼
<input type="checkbox"/> Use an alternative path		
Path:	<input type="text"/>	
Username:	<input type="text"/>	
Password:	<input type="password"/>	<input type="button" value="eye"/>