

KSEENOS

ION

ION User Interface

User manual

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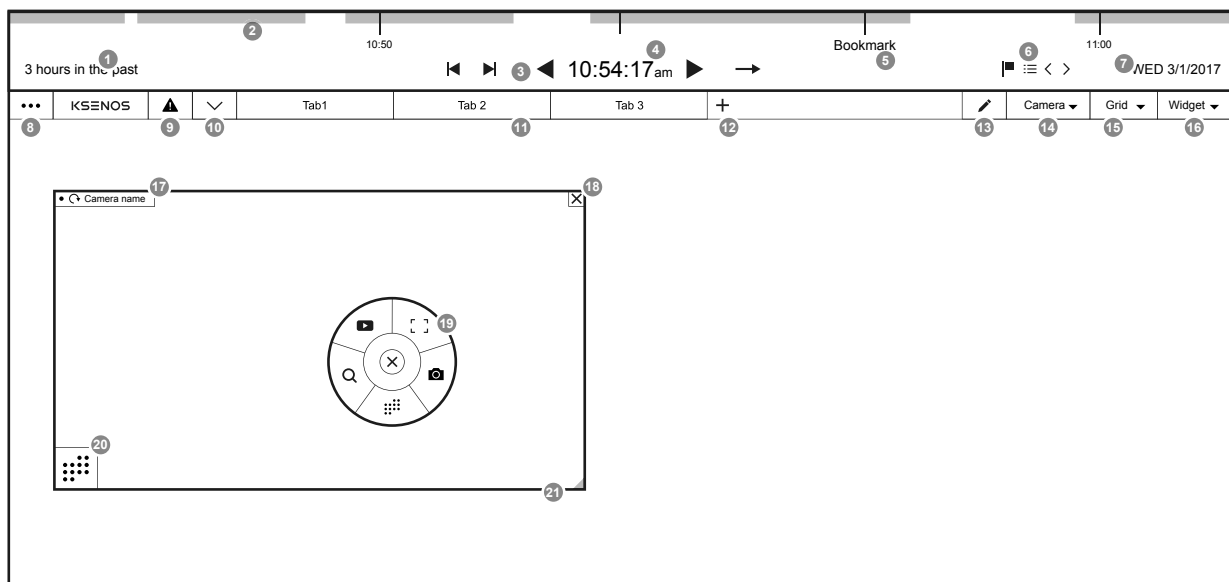
ION window

ION is the new user interface of the Ksenos video surveillance software. ION provides easy-to-use tools for real-time surveillance and viewing recordings. From version 2.9 onwards, Ksenos will open in the ION user interface by default. You can select the number of ION windows from the Ksenos settings in “Menu > Settings > ION user interface”. You can open the legacy user interface by selecting “Menu > Show legacy user interface”.



You can switch to the ION user interface by using the “ION” button on the timeline of the Ksenos legacy user interface.

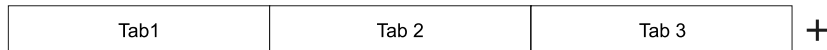
User interface elements



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Tabs

A tab is an independent part of the ION window which provides easy access to camera images and widgets. An ION window can contain multiple tabs.



Add

Add a tab by clicking on the “+” button on the right side of the tabs.

Remove

Remove a tab by right-clicking the tab and selecting “Remove tab” from the context menu.

Rename

Rename a tab by right-clicking the tab and selecting “Rename” from the context menu.

Arrange

You can arrange the tabs by dragging them while holding the left mouse button.

Using tab switcher

Start the automatic tab switcher by clicking “Menu > Tabs > Start tab switcher”. You can change the switch interval in “Menu > Settings > General settings > ION user interface > Tab switcher interval (sec)”. The default interval is 5 seconds. Stop the switcher by clicking “Menu > Tabs > Stop tab switcher”.

Export/Import

Tabs can be exported and imported between ION windows.

Export

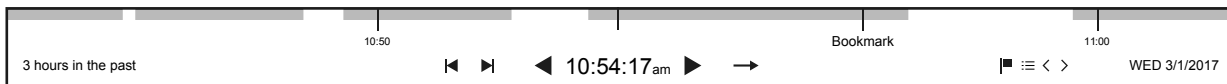
- 1 Select “Menu > Tabs > Export tabs”.
- 2 Select save location in the window that opens and click “Save”.

Import

- 1 Select “Menu > Tabs > Import tabs”.
- 2 From the window that opens, select preferred .ionview file and click “Open”.
- 3 From the window that opens, select tabs to be imported and click “OK”.

Timeline

You can use the timeline to navigate recordings and make video clips. The recordings of the shown camera images are shown as bars on the timeline. It is hidden by default, and you can show it by clicking the “V” icon in the upper left corner of the ION window. The timeline is specific to an ION window and can be used to navigate the camera images of the tab that is currently open.



View recordings

By default the timeline is in “Live mode”, which shows the image in real time. Navigate to recordings by clicking and dragging the timeline or by clicking the play buttons. The camera images will show the recordings synchronised by time. You can change the scaling of the shown timeframe using the scroll of your mouse when the mouse pointer is on the timeline.

Play buttons

The play buttons can be used to adjust the play speed and direction of the timeline. “Play forward” and “Play back” buttons change into a “Stop” button when playback is started in the direction in question. When playback is started, the “Next image” and “Previous image” buttons also change into scroll buttons. Scroll faster by clicking the scroll button multiple times.

- ▶ Play
- ◀ Play back
- ▶▶ Fast forward
- ◀◀ Rewind
- ▶ Next frame
- ◀ Previous frame
- ⏸ Stop
- Live mode

Navigate to a specific date and time

Navigate to a specific date and time by clicking the time or date. Select the preferred date and time from the window that opens and click “OK”. The dates that are marked with a circle contain recordings.

Bookmarks

By bookmarking a specific point in time you can easily come back to it at another time. Open the context menu by right-clicking on the timeline. Select “Add bookmark” from the menu. A bookmark appears on the timeline in the location indicated by the playhead. You can rename the bookmark by clicking on its name. You can view all bookmarks by clicking “Show bookmarks” in the context menu. Navigate to a bookmark by clicking on it in the window that opens. Bookmarks can also be used from the timeline buttons.

- Add bookmark
- ☰ Show bookmarks
- < Previous bookmark
- > Next bookmark

Timeline

Create a selection

Timeline selections can be used to mark areas for making video clips and backup copies. Start selection by right-clicking the timeline. Select "Start selection" from the context menu. A placeholder for the selection start point appears on the timeline. Move to the desired location on the timeline and end the selection by selecting "End selection" from the context menu. Add multiple selections by clicking "Add selection" which will deactivate your previous selection and allow you to make a new one. To remove a specific selection, activate it by clicking on it with the left mouse button, then right-click to open the context menu and select "Remove selection".

Create a video clip

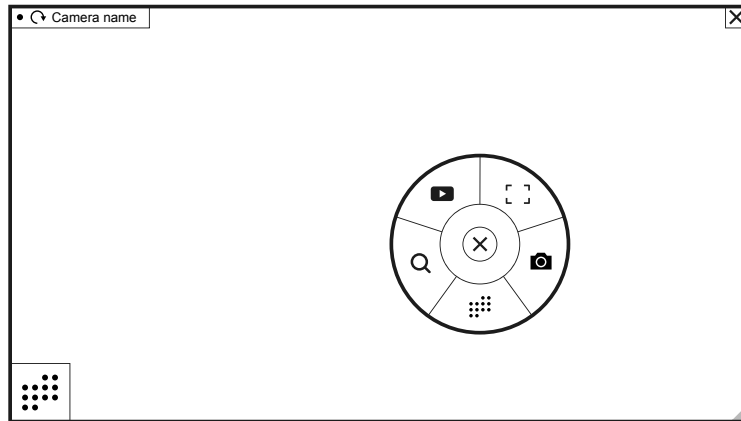
A timeline selection can be saved as a video clip with a maximum length of 120 minutes. Once you have created your selections on the timeline, right-click to open the context menu and select "Create video clip". A window opens where you can select options for resolution, save location and quality. Select "Save".

Backup file

A timeline selection can be saved as a backup file which includes recordings and camera images. Once you have created your selections on the timeline, right-click to open the context menu and select "Create backup file". Select save location in the window that opens and click "Save".

Camera image

A camera image is an element shown in a tab which contains a video feed from a camera, a radial menu with tools and information on the camera. You can open multiple camera images in a tab and they are scaled to fit the window.



Open a camera image

Open a camera image in edit mode by clicking the edit mode icon in the upper right corner of the ION window and selecting "Camera" from the context menu. Click on the name of the desired camera on the list to open a corresponding camera image in the tab.

Close camera image

Close the camera image by clicking on the camera name in the camera menu or by clicking the cross in the upper right corner of the camera image.

Resize camera image

Resize the camera image by dragging the arrow icon in the lower right corner. The camera image can be dragged to fill several boxes of the grid.

Camera image information

In the upper left corner of the camera image, information on the camera is shown in the following order: save indicator, camera type, location and camera number, and camera name. You can change which information is shown in "Menu > Settings > General settings > ION user interface".

Zooming

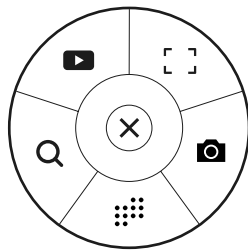
Zoom in or out digitally (the image becomes pixelated when zooming in) by using the scroll button on your mouse while on top of the camera image. If the camera of the camera image is a controllable PTZ camera, the scroll button of the mouse controls the camera's optical zoom (image stays sharp when zooming in). In recordings, zooming in and out is always digital.

PTZ control

A PTZ camera can be controlled by dragging the mouse pointer across the camera image. The direction and speed can be controlled using the camera settings in "Menu > Settings > (camera name) > PTZ".

Radial menu

The radial menu is a tool menu that opens when you right-click a camera image or a widget. Its contents are dependent on the type of camera image or widget or the ION window mode. The menu shows the tools that are currently available. The radial menu expands when required to show additional options for a selected tool.



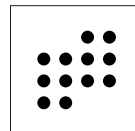
The radial menu contains tools for the camera image. Close the radial menu by clicking the cross or by clicking outside the menu.

Camera image tools

- Video clip
- Quick search (only when timeline is visible)
- Area search
- Screenshot
- Fullscreen
- PTZ (only for PTZ cameras)
- Align (only in edit mode)

Exiting a tool

Selected tools are shown as icons in the lower left corner of the camera image. Exit a tool by clicking on its icon. You can also exit a tool by clicking on the active tool's icon in the radial menu.



Active tools are shown as icons in the lower left corner of the camera image.

Radial menu tools

Quick search

Search for motion in the current camera by clicking the “Quick search” button. The timeline is updated to show only the recordings of the selected camera. Double-clicking the camera image (Peek mode) automatically activates quick search. You can activate quick search for multiple camera images simultaneously.

Area search

Search for motion in a specified area by clicking the “Area search” button. Draw the search area on the camera image by holding down the left mouse button and dragging the pointer across the camera image. The timeline is instantly updated to show the recordings for the selected areas. Remove drawn areas by clicking on them again. You can activate area search for multiple camera images simultaneously.

Screenshot

Take a screenshot of the camera image by clicking the “Screenshot” button. Select image size from the window that opens and click “Save”. Select save location from the window that opens and click “Save”.

Fullscreen

Enlarge a camera image to full screen by clicking the “Full screen” button. The camera image is enlarged as much as possible, and the timeline is updated to only show recordings for the current camera.

Video clip

Start recording a video clip from the current camera by clicking the “Video clip” button. A counter appears in the lower right corner of the camera image, indicating the number of images recorded in the video clip. When timeline play is stopped, no images are recorded in the video clip. The events of the video clip can be controlled with the timeline play buttons.

Changing the source

The source of the video image can be changed by clicking the desired camera image while video clip recording is on. This way you can combine video feed from several camera images in one video clip.

Finishing

Finish recording a video clip by clicking the tool icon in the lower left corner of the recording camera image. A window opens where you can select options for resolution, save location and quality. Select “Save”.

PTZ (only for PTZ cameras)

Select presets and patrol rounds for controllable PTZ cameras by moving the mouse pointer to the “PTZ” button. The button opens up buttons for presets and patrol rounds.

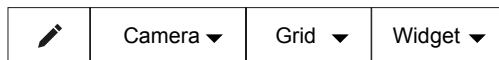
Align (in edit mode)

Align a camera image in the grid by clicking the alignment options. For example, an image with a 4:3 ratio can be aligned to the left or right in a grid with a 16:9 ratio. Alignment options are only visible in edit mode.

Edit mode

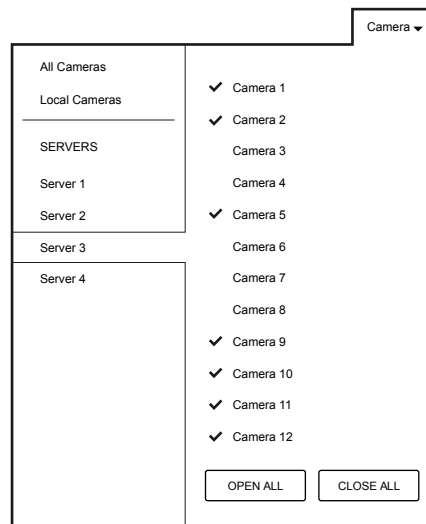
Edit mode can be used to edit the grid size of the tab, to change the location and size of camera images and widgets within the grid, and to utilise the edit mode tools. Switch to edit mode by clicking the “Edit mode” button in the upper right corner of the ION window.

Switch to edit mode by clicking the edit mode “pen” button.



Open cameras

Click the “Camera” dropdown menu to open the camera menu. Click in the cameras shown in the camera menu to open them in the tab. If you have established a remote connection to other recorders, other servers are shown in the filter menu on the left side of the camera menu under “Servers”. The filter menu can be used to filter cameras shown in the camera menu. At the bottom of the camera menu are buttons “Open all” and “Close all”, which can be used to open and close all cameras shown in the list. To close all cameras in the tab, click “All cameras > Close all”.



The camera menu’s filter menu can be used to filter cameras shown in the list. The example shows cameras for Server 3.

Set a grid

Click the “Grid” dropdown menu to open the grid menu. Click the menu options to change the size of the grid. The grid is used to determine how many camera images and widgets can be placed in a certain tab. A 2 x 2 grid can contain 4 camera images or widgets. A denser grid enables more complex layouts. If the grid size is 8 x 8, it can contain 64 camera images or widgets or just 4 very differently sized camera images or widgets. The default grid size is 3 x 3, or “Nine”. If more than 9 camera images are opened from the “Camera” menu, the grid is automatically switched to a larger one. If there is space in the grid, click “Arrange automatically” to optimise use of space and remove empty spaces so that the open camera images are shown as large as possible.

Widgets

Buttons

The Button widget allows you to add buttons to tabs. The buttons are used to control rules created in Ksenos. These rules can be used for various purposes. Add a Button widget by clicking "Buttons" in the "Widget" menu. A Button widget appears in the tab which can then be modified by clicking the gear icon in the lower left corner of the widget. The menu that opens can be used to create more buttons or to open existing buttons in the widget. Resize the widget by dragging the arrow icon in the lower right corner. The buttons are scaled according to widget size. Multiple Button widgets can be added to different tabs and ION windows. The same button can be placed in several Button widgets.

Modify a button

Modify a button by right-clicking it. The menu that opens can be used to rename the button, set connections, and change colour and icon.

Add a button function

- 1 Open settings at "Menu > Settings"
- 2 Click "Rules > Add rule"
- 3 Open the rule tree and select an existing rule
- 4 Select "Condition type > Button clicked"
- 5 Select "Button source > Ksenos"
- 6 Select "Button > (the button you have named, default "Button")"
- 7 Add a desired function by clicking "Add function"
- 8 You can add multiple functions and conditions
- 9 Test the button function by clicking the button in the widget and monitoring the light bulb in the rule window.

Virtual window

A virtual window operates in the same way as a normal camera image but its contents can be changed. Different cameras can be selected for the virtual window from its own menu or using a joystick. Add a virtual window by clicking "Widget > Virtual window". In the window that opens, you are asked to select from existing virtual windows. If the widget is not shown, add virtual windows in the settings at "Menu > Settings > General settings > Number of virtual windows". Click on the preferred number of virtual windows in the dropdown menu.

Using virtual windows

The buttons in the lower right corner of the virtual window can be used to select the camera image to be shown and to browse the history of shown camera images. Select a camera by clicking "..." in the menu and then clicking the name of the desired camera.

Switching and controlling camera images with a joystick

In order to be able to switch between virtual windows with a joystick, the cameras must first be numbered. The cameras can be numbered in the settings under: "General > Camera number". If you wish to see the number next to the camera, select "Menu > Settings > General settings > ION user interface > Show camera number". The camera number is shown in the upper left corner of the camera image in format 0:0, in which the first number is the location number set for the remote server and the second is the number of the camera.

Now you can use a joystick to switch between camera images by selecting the number of the desired virtual window and camera. If the desired virtual window is already active, it is not necessary to give the number of the virtual window. PTZ cameras can be controlled by turning the joystick.

Widgets

Notifications

The Notification widget gives required information on system operations and events in the environment. Add a Notification widget by switching to edit mode and selecting "Widget > Notifications". Drag the widget to a desired grid location and size. Notifications are created within rules in settings.

Add a notification to a rule

- 1 Open settings at "Menu > Settings"
- 2 Click "Rules > Add rule"
- 3 Open the rule tree and select an existing rule
- 4 Select the desired rule
- 5 Set rule function "Notification/alarm"
- 6 Set notification colour and additional information
- 7 The notification is shown in the Notification widget when the rule conditions are met

Using the Notification widget

Notifications can be clicked on in the notification's camera image, which opens the camera image in peek mode for the time in question. You can view previous notifications by scrolling down with your mouse on top of the Notification widget. Notifications can be removed one by one by clicking the cross in the upper right corner. If you wish to remove all notifications at once, click the "Clear all notifications" button in the lower right corner.

