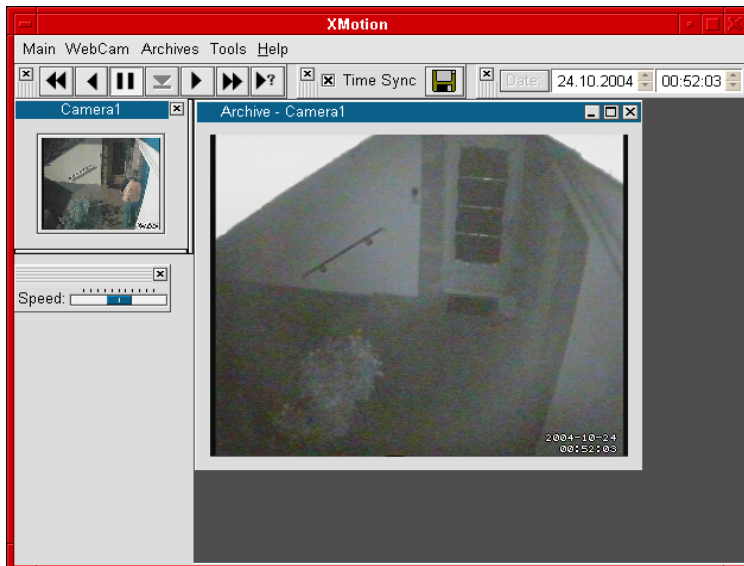


# MotionView



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## Part I

### XMotion

# Chapter 1

## Introduction

`XMotion` is a graphical interface which permits to configure `Motion`<sup>1</sup> and manage the captured pictures.

It supports:

1. Viewing in a media player form the captured pictures. The pictures are downloaded using the FTP protocol or can be access directly from the local drive. `XMotion` handle pictures saved in the old layout or the new layout. Other formats are not supported. see `motionsettingnew` file format
2. Modifying the configuration parameters, using the remote configuration feature of `Motion`.
3. Viewing the current picture.<sup>2</sup>
4. Tuning `Motion`. (Editing the mask, setting trigger values,...)<sup>3</sup>

`XMotion` require only a C++ compiler and as library Qt3<sup>4</sup>. This permits to run it under Windows and Linux.

---

<sup>1</sup>see <http://motion.sf.net/>

<sup>2</sup>not implemented now

<sup>3</sup>not implemented now

<sup>4</sup>see <http://www.trolltech.com>

## Chapter 2

# Installation

### 2.1 Linux

#### 2.1.1 Building

Requirements:

1. gcc (>2.95)
2. qmake
3. Qt3 library (>3.1)

Decompress the source code and enter into the `xMotion` source directory:

```
tar xvfz xmotion<version>.tar.gz
cd xmotion<version>
```

To build the source code, type:

```
./configure
make clean
make
make translation
make doc
```

To install `xMotion` type (as root):

```
make install
```

To UN-install `xMotion` type (as root):

```
make uninstall
```

#### 2.1.2 Precompiled Binaries

The binary packages generated are provided for:

Package	Distribution
xmotion_x_y_z_i386.deb	Debian SID distribution (unstable)
xmotion_static_x_y_z_i386.deb	All Linux-i386 distributions. ( <i>XMotion</i> compiled statically)
xmotion_static_x_y_z_i386.rpm	All Linux-i386 distributions. ( <i>XMotion</i> compiled statically)

The packages can be downloaded from <http://www.sf.net/projects/motionview>.

*Note:*

*We would be happy if somebody generates packages on other Linux distributions.*

## 2.2 Windows

### 2.2.1 Building

Requirements:

1. Microsoft Visual Studio .NET
2. Qt3 library ([www.trolltech.com](http://www.trolltech.com))

Decompress the source code and enter into the *XMotion* source directory:

```
tar xvfz xmotion<version>.tar.gz
cd xmotion<version>
```

To build the source code, type:

```
qmake CONFIG+=release
nmake clean
nmake
make translation
make doc
```

### 2.2.2 Precompiled Binaries

*Due to the fact that the Qt3 library and Microsoft Visual Studio are not free of charge, the Windows binaries<sup>1</sup> are reserved to the *XMotion* and *Motion* contributors.*

---

<sup>1</sup>The license agreement of the Windows version is **NOT** the same as for the Linux version. (see chap. 9.2, page 32)

## Chapter 3

# Usage

### 3.1 Profile Management

Every parameter concerning the `Motion` application or the captured pictures are stored into a profile. the profile contains the list of parameters for each camera which permits to setup the archive picture viewer (see chap. 3.1, page 9) , the WebCam (see chap. 3.1, page 10) , the timing configuration (see chap. 3.1, page 10) , the list of function available (see chap. 3.1, page 11) and the remote control of `Motion` (see chap. 3.1, page 9) . A profile should be created pro camera and needs to have an unique `Camera Name` as identifier.

#### Topologies

The features provided by `XMotion` is depending from the `Motion` configuration (activation of XML-RPC or the WebCam interface) and the Linux configuration on which `Motion` is installed.

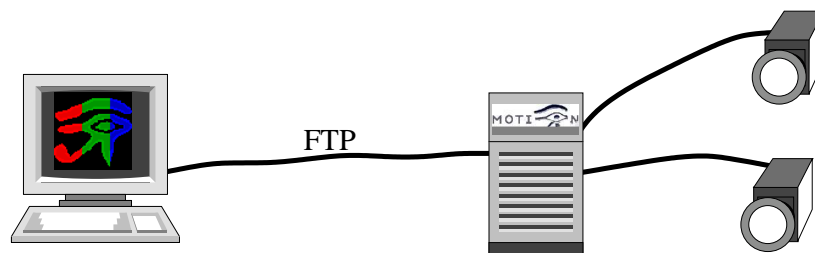


Figure 3.1: Archive of Picture Viewer configuration Example

To provide the "Archive Viewer", `XMotion` needs a possibility to read the directory on which the pictures are stored. This can be on the local file system or via FTP (see figure 3.1). `XMotion` does not handle every file name layout: only the "oldlayout" and the "newlayout"<sup>1</sup> (with directories) are supported (see chap. 7, page 27) .

<sup>1</sup>The newlayout is the preferred format.



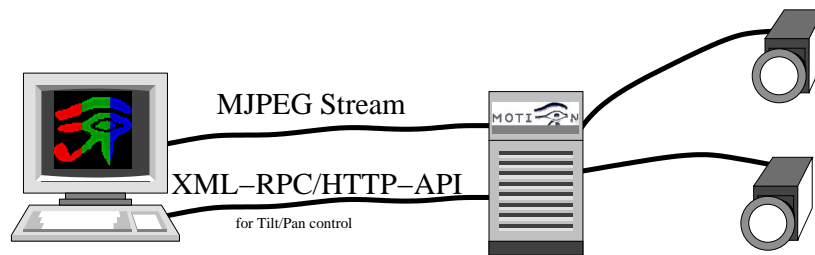


Figure 3.2: WebCam configuration Example

To provide the "WebCam", `Motion` needs to be configured with the WebCam interface activated. The control of the Tilt/Pan of the camera can only be used if the XML-RPC or HTTP-API is configured (see figure 3.2). The XML-RPC or HTTP-API is recommended for this interface for retrieving the first picture of the camera (`xMotion` modify some settings to force `Motion` to send the first picture).

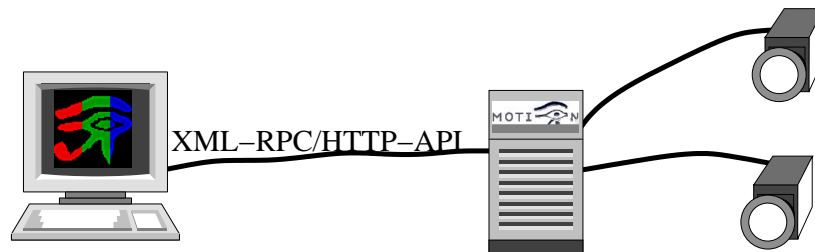


Figure 3.3: Remote Configuration configuration Example

To provide the "Motion Remote Configuration", `Motion` needs to be configured with the XML-RPC or HTTP-API support (see figure 3.3).

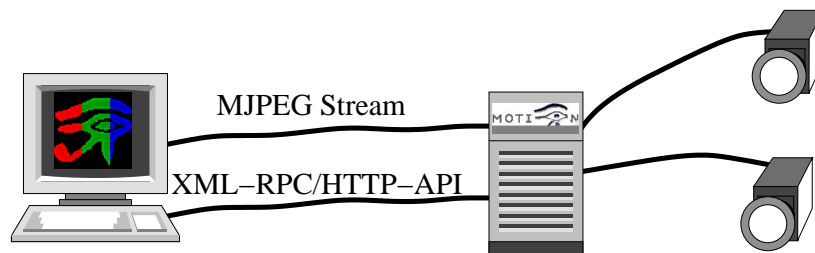


Figure 3.4: Motion Tuning configuration Example

To provide the "Tuning Interface of Motion", `Motion` needs to be configured with the WebCam interface activated and with the XML-RPC or HTTP-API support (see figure 3.4).

## Archive Configuration

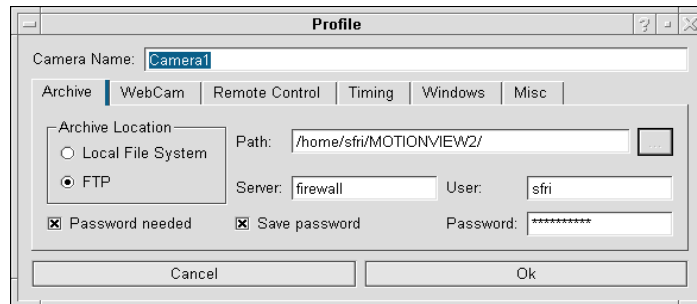


Figure 3.5: Profile - Archive Configuration

The "Archive Location" part contains the communication parameters necessary to view the archive of pictures which were captured by Motion<sup>23</sup>. For the FTP access it is possible to use an authentication mechanism (login+password). In this case, the login need to be entered into the profile. The password can also be saved into the profile or, if not saved, a prompt will ask for it on the connection.

**WARNING:** *The password is saved in clear text into the profile.*

## Remote Control of Motion

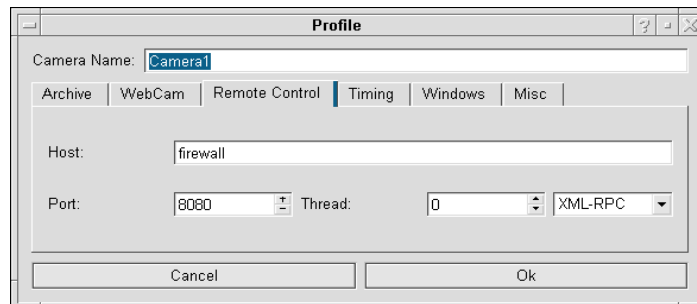


Figure 3.6: Profile - Remote Control

The "Motion XML-RPC" part, is used for the remote configuring of Motion (see chap. 3.4, page 17). The Motion-XML-RPC protocol need to be enabled.

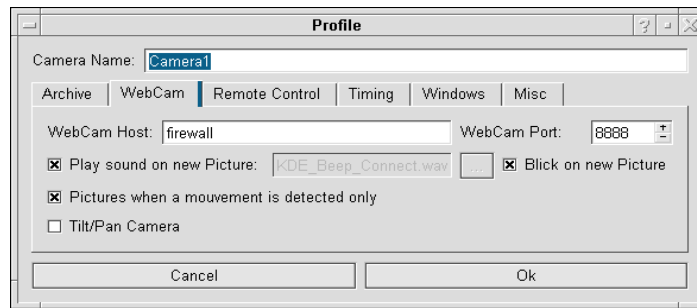


Figure 3.7: Profile - WebCam Configuration

### WebCam Configuration

The "WebCam" part, is used for the configuration of the WebCam feature of Motion (see chap. 3.3, page 16) . The Motion-XML-RPC protocol and the WebCam Http server need to be enabled. The check box `Tilt/Pan Camera` permits to enable the interactive modification of the tilt and the pan<sup>4</sup>. The check box `Pictures when a movement is detected only` permits to upload only a picture when Motion detect a movement. Additionally, `XMotion` can play a WAV audio file (check box `Play sound on new Picture`)<sup>5</sup> or let the background blinking (check box `Blink on new Picture`) when a new picture is uploaded.

### Timing Configuration

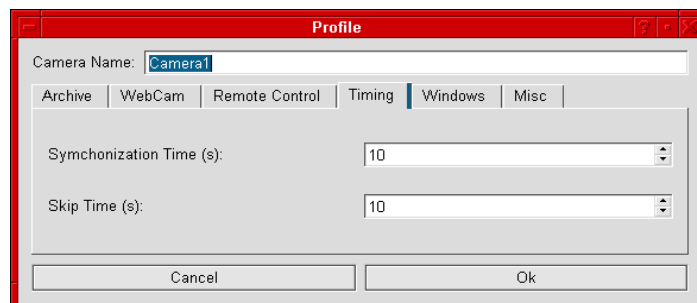


Figure 3.8: Profile - Timing Configuration

The "Timing Synchronization" part, is used for configuring the archive picture viewer.

<sup>2</sup>This archive can use the old or the new name formation

<sup>3</sup>It is generally better to use the new name format due to the directory structure used. This permits to ready only partially the list of captured pictures.

<sup>4</sup>If supported by Motion

<sup>5</sup>Only available is Qt is compiled with sound support

**Synchronization Time** this parameter is use for displaying the pictures with the same timing as their were captures. This happened only for pictures which are captures in time frame of "Synchronization Time" seconds. (see chap. 3.2.2, page 14)

**Skip Time** this parameter is use for the fast forward (▶) and rewind button (◀). Clicking on this button will force *xMotion* to find the next (resp. previous) picture which are captured in a time frame greater than "Skip Time" seconds. (see chap. 3.2.3, page 14)

### Windows Configuration

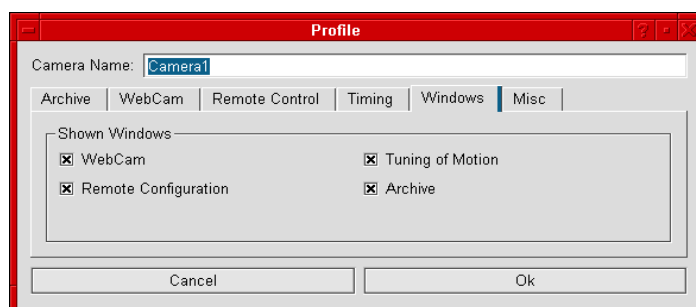


Figure 3.9: Profile - Windows Configuration

**Remote Configuration:** This option permits to hide the " Motion Remote Configuration Sheet" menu entry (see chap. 3.4, page 17) .

**Tuning of Motion:** This option permits to hide the " Motion Tuning" menu entry (see chap. 3.5, page 17) .

**Archive:** This option permits to hide the "Archive" menu entry (see chap. 3.2, page 13)

**WebCam:** This option permits to hide the "WebCam" menu entry (see chap. 3.3, page 16) .

*Note:*

*xMotion* hides menu entries only if this function is globally enabled (see chap. 3.6, page 18) .

### Miscellaneous Configuration

The "Working Directory" is a directory which is used for saving the viewed pictures (see chap. 3.2.4, page 15) . If this directory is not defined, saving pictures on the local computer is disabled.

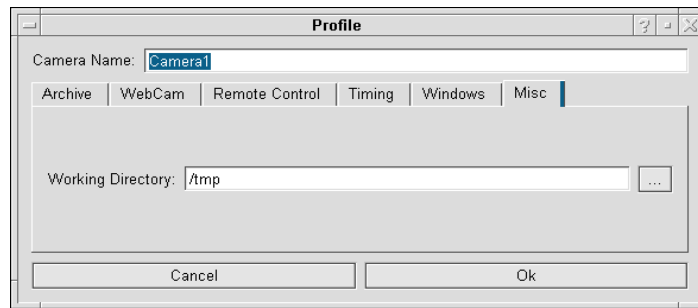


Figure 3.10: Profile - Miscellaneous Configuration

### 3.1.1 Creation

Click on "Main->New Profile" to create a new profile.

Enter first a "Camera Name". This name is used as identifier of the profile.

### 3.1.2 Removing

To remove a profile click on "Main->Remove Profile->Selected profile".

### 3.1.3 Modifying

Modifying a profile works exactly as creating a new one. As long as the "Camera Name" is not modify, the parameter of the selected profile is modify. If the "Camera Name" is modify then a new profile is created.

## 3.2 Picture Archive Viewing



`XMotion` is able to display the pictures captured in a "media player" look and feel. This function require:

- Access to the directory, which contains the list of pictures, via FTP
- or Mounting the directory, which contains the list of pictures, locally.

All buttons which permits to interact with the archive viewer are located in tool bars. Use the menu entry "Tools" to display it.

### 3.2.1 Connection

The connexion parameters are specified into the profile. Is a password is needed for the communication, a input window will be popped up on each creation of a new instance of the archive viewer.

### 3.2.2 Playing a picture sequence

If pause button (||) is off, `XMotion` starts to play a picture sequence. It is possible to play the sequence forwards or backwards.

If "Time Sync" is checked, the sequence is playing respecting the capture timing. If unchecked, `XMotion` plays the sequence pictures after pictures as fast as possible.


#### Pause mode

If pause button (||) is on, the pause mode is selected.

The current sequence is freezed and all navigation operation (fast forward, jump to a date,...) are showing only one picture.

**Time-sync mode**

The synchronization is activated if the check box "Sync-time" is checked. In this mode, `xMotion` tries to display the video sequences with the same timing as for the capture. This means: if a picture is captured every seconds, `xMotion` will display every second a picture.

It is possible to force `xMotion` to display the current picture by clicking on . In the profile (for configuring (see chap. 3.1, page 11) ) it is possible to define the maximal time between 2 picture under which the synchronization is activated.

*Example:*

Date	Pictures Captured
22-01-2000 12:00	pic1
22-01-2000 12:02	pic2
22-01-2000 12:03	pic3,pic4,pic5
22-01-2000 12:15	pic6
22-01-2000 12:18	pic7

The maximal synchronization time is set to 10s.



`xMotion` will play back the sequence as follow:

	display pic1
wait 2s	display pic2
wait 1s	display pic3
wait 0.33s	display pic4
wait 0.33s	display pic5
do not wait	display pic6
wait 3s	display pic7

**Synchronization-less mode**

In this mode, playing a sequence of pictures will simply display one picture after an other, as fast as possible.


**3.2.3 Search functions****Fast forward/rewind**

The fast forward () and the rewind button () can be used to jump to the previous/next sequence. A sequence of pictures is delimited between a blank (no pictures captured) of Skip Time seconds. (see chap. 3.1, page 11)

*Example:*

Date	Pictures Captured
22-01-2000 12:00	pic1
22-01-2000 12:02	pic2
22-01-2000 12:03	pic3,pic4,pic5
22-01-2000 12:15	pic6
22-01-2000 12:18	pic7

The skip time is set to 10s.


If the current picture displayed is pic1, `xMotion` will jump to pic6 if clicking on , because the time between pic5 and pic6 is greater than 10s.

### Selecting a date


To view the pictures from captured at a specific date process as follow:

1. Change the date in the input field.
2. Click on the button "Date".

### Checking for new pictures

The check for new pictures button<sup>6</sup> () permits to check if new pictures are captured and set the current position to the last captured picture.

### 3.2.4 Recording viewed pictures

It is possible to record the pictures viewed when a "Working Directory" is defined. (see chap. 3.1, page 11) If no "Working Directory" is defined, the save button is hide. When the save button () is "on" every pictures displayed will be recorded into the working directory. The format of the file is: <profileName>-<date>-<time>.jpg.

### 3.2.5 Preferred Picture Type

The "Miscellaneous" tool bar permits to select the preferred view of the picture sequence. This option permits to switch between the "camera view" (normal output from the camera) and the "motion view" (motion output which permits to see where the movement was detected).

*Note: If the "motion" picture is not generated, this setting does not have any impact.*

### 3.2.6 Cache handling

`xMotion` uses 2 kind of caches:

**Picture Cache:** this cache is a global cache which store a copy of the JPEG files read. This permits to reduce the necessary bandwidth when replaying a sequence. The maximum size can be configured in the global options.



**Directory Cache:** this cache is created per profile, and contains a copy of the directory structure. This cache is build "when reading some items are needed" to avoid to read the complete remote directory<sup>7</sup>.

<sup>6</sup>This manual operation is needed due to the cache management. (see chap. 3.2.6, page 15)

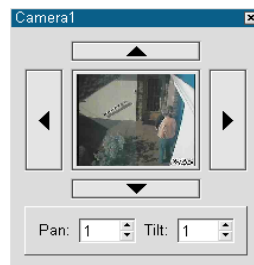
<sup>7</sup>This works only if `Motion` is configured to support the new file format. For the old format, the complete directory tree of the archive need to be read, this can cause some performance issues. see `motionsettingnewfileformat`



### 3.2.7 Shortcuts

Icon	Shortcut
	Space
	Ctrl-S
◀	Arrow-Left
⬅	Ctrl-Arrow-Left
▶	Arrow-Right
➡	Ctrl-Arrow-Right
⌘	Ctrl-Space
	Ctrl-?

## 3.3 Motion WebCam



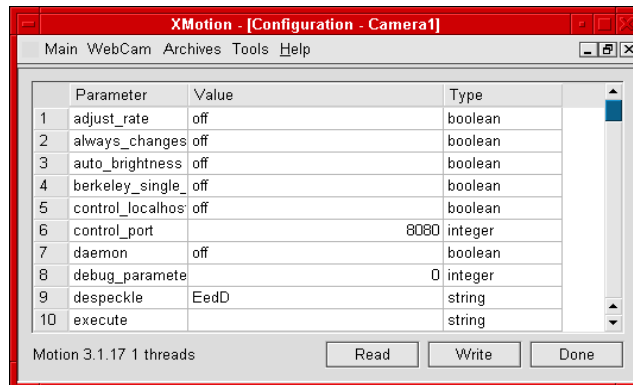
`XMotion` is able to display in the tool bar the actual picture of the camera. This function requires that `Motion` has a configured WebCam Http server activated. Clicking on the picture will open the corresponding archive viewer and show the last captured picture. `XMotion` can play a sound<sup>8</sup> or blink on incoming picture. This is useful if `Motion` is configured to upload only pictures when a movement is detected. If activated, it is possible to modify the tilt and pan of the camera.

The general configuration (see chap. 3.6, page 18) permits to define the maximal size of the picture displayed.

*Note: The Tilt/Pan support is an untested feature.*

<sup>8</sup>This requires Qt configured with sound support.

### 3.4 Motion Remote Configuration



The configuration of `Motion` can be interactively modified if `Motion` have the XML-RPC activated. The `XMotion` profile must contain the server name and the XML-RPC port number.

It is possible to modify directly the parameters from the table. Each modification is committed immediately. "Read" will re-read all parameters. "Write" will write the changes to the initialization file.

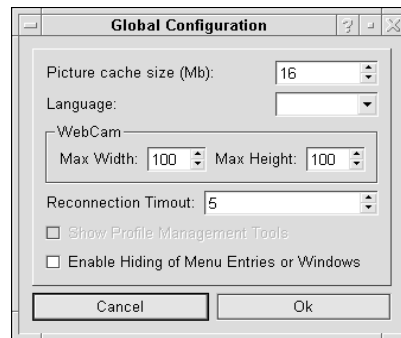
### 3.5 Tuning Motion



The "Tuning Window" permits to modify some tuning parameters of `Motion` interactively. Each modification of the parameters are committed immediately to `Motion`. The "Write" button permits to write the configuration into the configuration file of

Motion . The "Restore" button restore the settings made until the "Write" button was clicked or until the "Tuning Window" was opened.

## 3.6 Options



The option dialog contains options which are related to the whole application.

**Language:** Application language. This option need a restart of the application.

**Picture Cache Size:** Size in megabytes of the picture cache.

**Reconnect Timeout:** When a connection is closed, *XMotion* perform a reconnection after "Reconnect Timeout" seconds.

**WebCam Width/Height:** Maximal size of the WebCam pictures.

**Show Profile Management Tools:** This option permits to hide all menu entries which permits to create, modify or delete a profile.

**Enable Hiding of Menu Entries or Windows:** Global enable for all hiding function.

## Chapter 4

# Bugs/Support/Feature list

### 4.1 Support

Use the tracker database of `MotionView` : [http://sourceforge.net/tracker/?group\\_id=123802](http://sourceforge.net/tracker/?group_id=123802)

**WARNING:** *Do not send any email to the author.*

### 4.2 Releases - Changes

Version	New Features	Bug fixed	Known Issues
0.1.0	This includes only the possibility to view the archive of pictures recorded by motion. The archive can be accessed via FTP or can be on the localhost.		
0.2.0	Remote configuration using the XML-RPC protocol. Documentation browser.		
0.2.1		On slow network, XMotion some sequences of pictures are not displayed.	
0.3.0	WebCam window is implemented. The handling of Tilt/Pan camera is untested.		
0.3.1		Possibility to build <code>XMotion</code> with Qt3.1 and above. Correction of a bug in the fast-forward function: in play mode this function was not really working.	Crash on the connection to the WebCam if the Tilt/Pan parameter is deactivated.
0.4.0	Docking windows and Tool bars. Save and restore windows settings.	Crash on the connection to the WebCam if the Tilt/Pan parameter is deactivated.	
0.5.0	Tuning interface for <code>Motion</code>	The tool bars are now in the correct state if watching more than one archive.	Reconnection when the connection was lost is partially implemented. If a picture can not be readed, <code>XMotion</code> stop to play the sequence.

### 4.3 Development Plan

Version	New Features
0.6.x	HTTP-API for <code>Motion</code> .

0.7.x	Mask editor for Motion .
0.8.x	Preload of pictures when XMotion is in idle state.

## Part II

### **MotionView - Utilities**

## Chapter 5

# MotionCleanup

### 5.1 Usage

`MotionCleanup` is a program which permits to erase the old pictures captured by motion. The program need the "new file" format (with directories) *see* `motionsettingnew` file format, and `motioncleanup` use the directory structure to avoid the scanning of the whole pictures to find the oldest. The cleanup starts when less than a specified memory is available on the file system. It can be started in background to make a regularly cleanup.

```
Usage: motioncleanup "time" "size" "dir" ... "dir"
      "time"  Sleep time between 2 check (0 to deactivate)
      "size"  in MB which should be left on the disk
      "dir"   directory which contains the pictures captures
              by motion (new format only supported)
```

```
ex: 'motioncleanup 60 2700 /tmp/CAMERA1 /tmp/CAMERA2 /tmp/CAMERA3'
     removes every 60s the oldest pictures from /tmp/CAMERA1 /tmp/CAMERA2
     /tmp/CAMERA3 if less than 2700 MB are available.
```

### 5.2 Building

Requirements:

1. gcc (>2.95)
2. qmake

Decompress the source code and enter into the `MotionCleanup` source directory:

```
tar xvfz motioncleanup.tar.gz
cd motioncleanup
```

To build the source code, type:

```
qmake
make clean
make
```

To install `MotionCleanup` type (as root):

```
make install
```

To uninstall `MotionCleanup` type (as root):

```
make uninstall
```



## Chapter 6

# MotionWatchdog

### 6.1 Usage

`MotionWatchdog` is an application which (re)start motion and other application automatically after a crash. Optionally it is possible to use a watchdog device.

```
Usage: motionwatchdog "watchdog" "command" .. "command"
      "watchdog"      Watchdog device (/dev/watchdog)
                       Use the null device is the watchdog
                       is not used (/dev/null)
                       WARNING: Using a watchdog will reboot
                       the computer if this program is killed!!!
      "command"       Commands executed in background
                       The command must be a command which
                       does not return!!!
                       NOTE: motion need to be configure
                       in non-daemon mode.
```

```
ex:   motionwatchdog /dev/null 'motion' 'motioncleanup 60 /home/CAMERA'
      Execute 'motion'
           AND restart it if motion terminates
      Execute 'motioncleanup 60 /home/CAMERA'
           AND restart it if motion terminates
      No watchdog devices are used
```

### 6.2 Building

Requirements:

1. gcc (>2.95)
2. qmake

Decompress the source code and enter into the `MotionWatchdog` source directory:

```
tar xvfz motionwatchdog.tar.gz
cd motionwatchdog
```

To build the source code, type:

```
qmake  
make clean  
make
```

To install `MotionWatchdog` type (as root):

```
make install
```

To uninstall `MotionWatchdog` type (as root):

```
make uninstall
```

**Part III**

**Appendix**

## Chapter 7

# Motion Configuration

`MotionCleanup` support only the new format of JPEG file names. For the version 3.0 set the variable `oldlayout` to `no`. For the version 3.1 and above set the variable `jpeg_filename` to `%Y/%m/%d/%H/%M/%S-%q`.

`XMotion` support only the new and the old format of JPEG file names. So for the version 3.1 and above set the variable `jpeg_filename` to `%Y/%m/%d/%H/%M/%S-%q` or to `%v-%Y%m%d%H%M%S-%q`.

## Chapter 8

# How to contribute

`XMotion` is a free project and require a lot of effort for the development. Everybody, - not only developers - , which wants to participate to the project are welcome.

### 8.1 Translation of `XMotion`

To translate `XMotion` process as follow:

1. Install Qt-Linguist.
2. Download the source code of `XMotion` and build it in debug mode.

```
tar xvfz xmotion<version>.tar.gz
cd xmotion<version>
qmake CONFIG+=debug
make
```

3. Edit `xmotion.pro` and append the line:  
`TRANSLATIONS+=mylang.ts`
4. Execute the command:  
`lupdate xmotion.pro`  
The file `mylang.ts` should be created.
5. Use Linguist (command: `linguist mylang.ts`) it is possible to edit the translation file.
6. To test the translation: use the command "File->Release..." to generate the translation file (here `mylang.qm`). Start `XMotion` and select in the option dialog the new language "mylang"<sup>1</sup>.
7. When finished, send `mylang.ts` per email to `friseb123@users.sourceforge.net`. The translation will be integrated into the next release.

---

<sup>1</sup>A restart of `XMotion` is needed

## 8.2 Technical writer

Due to the fact that English is not my mother-language, I would be happy if somebody wants to correct and maintain this documentation. A minimal knowledge in LaTeX is necessary.

## 8.3 Translation of the documentation

`xMotion` is able to handle the translation of the documentation. If somebody want to translate the English documentation to its own language, just send me an email. A minimal knowledge in LaTeX is necessary.

## 8.4 Packaging and Installation

The actual distribution is generated under Debian, for other distributions I need volunteers which creates and generate the installation packages.

## 8.5 Donation

I would like to thank everybody which make a donation to the project. This helps to finance the licenses of the software needed (QT for Windows, Visual Studio) and the hardware infrastructure.

# Chapter 9

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## **Chapter 10**

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