

Requirements to View a DVR on the Internet

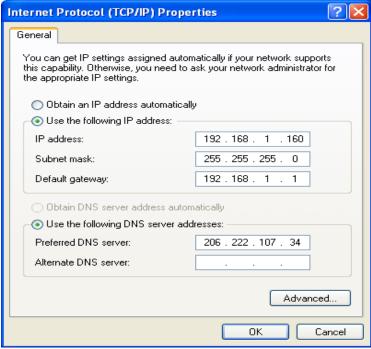
On a local network, you should be able to readily access your DVR system remotely via web browser or the remote client software by using the local IP address of the DVR system.

Note: This information is provided as a courtesy only. Optiview Inc. does not provide technical support for routers, similar network devices and/or problems in configuring your local area network. If you encounter problems, please contact your network device manufacturer, Internet Service Provider or Microsoft for technical support.

- 1. It is highly recommended to use static public IP address if you need to have the DVR available online (Internet).
- 2. Configure a static local IP address on your DVR.

Step to assign static local IP address:

- Close the DVR software program
- Click on "Start" RUN on the OPEN box, type in ncpa.cpl, then click OK.
- Right click on Local Area Connection, then select Properties
- Double-click Internet Protocol (TCP/IP)
- Enter your local IP information according to your LAN IP scheme settings



For Stand-alone / Embedded DVR:

- Please refer to your DVR manual how to go into the Network or TCP/IP Setup
- The port number used for the web interface and video transmission are usually found on the same Network or TCP/IP Setup menu. See the table below for Port numbers used.
- 3. Configure port forwarding or any similar functionality on your local router and enable/open the port numbers needed for the communication. See the List of Port Numbers below.



Internal/External Ports Used per DVR System

DVR System	Port Numbers Used*
	80 – Web 5100 – Remote client 5300 – Alarm ** 7100 – DNS **
VR Enterprise Series	
DVR: 1000 - 4000 series	80 – Web 3000 – Video 3001 – PTZ control 3003 – Setting changes 3005 – Event Notification Default Pswd: admin/admin
Mini DVR System	80 – Web and Client Software Default pswd: 1234
DVRM & DVRMR Series	80 – Web and Client Software Default pswd: 1234
DVRJ4	5000 - 5001 – Remote Client Default pswd: 0000

^{*} required for remote connection

^{**} not required for remote connection



