

ネットワークカメラ

ユーザーマニュアル

XNV-6081RE/XNV-8081RE
XND-6081REV/XND-8081REV

ネットワークカメラ ユーザーマニュアル

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❖ デフォルトの管理者IDは“admin”です。パスワードは初めてログインするときに設定する必要があります。
個人情報や安全に保護し、情報窃盗による被害を防ぐため、パスワードは3か月ごとに変更してください。
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重要な安全ガイド

1. 本書の説明をよく読んで下さい。
2. 本書の指示を守ってください。
3. 全ての警告を留意してください。
4. 全ての指示に従って下さい。
5. 本機を水の傍で使用しないで下さい。
6. 柔らかく乾いた布が湿った布で製品表面の汚れた部分を拭き取ります。
(アルコール成分、溶剤、界面活性剤や油分を含む洗剤や化粧品を使用しないでください。製品の変形や損傷につながる恐れがあります。)
7. どの換気孔も塞がないようにして下さい。メーカーの指示に従って取り付けして下さい。
8. ラジエーター、熱レジスタ、あるいは熱を発生するその他の装置（アンプを含む）などの熱源の傍に設置しないで下さい。
9. 分極タイプあるいは接地タイプのプラグの安全目的を必ず守ってください。分極プラグには一方が他方より幅広い2本の足が付いています。接地プラグには2本の足とアース（接地）差込み先が付いています。2本の平たい足あるいは3本めの差込み先はユーザーの安全のために付いています。提供されたプラグがお使いのコンセントに合わない場合には、旧式のコンセントの交換について電気技師にご相談下さい。
10. 特にプラグ、ソケット、機器との接点でコードが踏まれたり引っ張られたりしないよう電源コードを保護してください。
11. メーカーが指定する付属品のみを使用してください。
12. カート、スタンド、三脚、ブラケットはメーカー指定のもの、あるいは製品と一緒に販売されたもののみを使用してください。カートを使用する場合、カートと製品を動かす際には転倒による損傷に注意してください。
13. 雷雨のときまたは長期間使用しない場合は、製品の電源プラグを抜いてください。
14. 全ての修理は資格のあるサービス・スタッフに任せて下さい。修理は電源コードあるいはプラグの損傷、液体をこぼした、または物体を機器内に落としてしまった、機器を雨や湿度にさらしてしまった、正常に機能しない、あるいは機能の低下など、様々な原因で機器が損傷した場合に必要となります。
15. この製品は「2等級」や「LPS」表示があります。そしてPoE(53V)、0.48 A定格で登録された電源供給デバイスで電源を供給する仕組みです。(XNV-6081RE/XND-6081REV)
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17. 本製品接続の外部電源は、絶縁電源を使用してください。
18. 製品取り付け時に力を入れ過ぎると、カメラが損傷し、誤作動を起こす場合があります。適切でないツールを使用して製品を力まかせに取り付けると、カメラが損傷する場合があります。
19. 化学物質やオイルミストが存在する、または生成される可能性のある場所には製品を取り付けしないでください。大豆油のような食用油によって製品が損傷を受けたりゆがんだりするため、キッチンやキッチンテーブル付近には製品を取り付けしないでください。製品に損傷を与える原因となります。
20. 製品を取り付ける場合、製品表面が化学物質で汚染されないように注意してください。クリーナーや接着剤のような化学溶剤は、製品表面に深刻な損傷を与える原因となります。
21. 推奨されない方法で製品を取り付け/取り外した場合、製品の機能/性能は保証できません。ユーザーマニュアルの“取付けと接続”を参照して製品を取付けます。



22. 水中での製品の取付けや使用は、製品への深刻な損傷の原因となります。
23. 急激な温度変化が発生する場合、ドーム内部に霧が発生することもあります。映像には問題ありません。

警告

火災または感電防止のため、この装置を雨または湿気にさらさないでください。本製品の換気グリルまたはその他の開口部から金属製物質を差し込まないでください。

製品に液体をこぼしたりかけたりせず、また花瓶のように液体が入った物体を製品の上に載せたりしないでください。

損傷を防止するため、本製品を設置説明に従って壁/天井にしっかりと取り付けてください。

注意

	注意 感電の危険がありますので開けないで下さい	
注意: 感電の恐れがありますので裏カバーは開けないで下さい。 如何なる場合にも本品の分解や改造を行わないで下さい。 資格のあるサービス・スタッフにお問い合わせ下さい。		

グラフィック記号の説明



正三角形内の稲妻型の矢印は、本製品の筐体に人が感電する恐れのある“高圧電流”が存在することを、ユーザーに警告するものです。



正三角形内の感嘆符は、製品の操作およびメンテナンス（修理）に関する重要な付属説明書があることをユーザーに知らせるものです。

概要

クラス I 構造

クラス I 構造を持つ装置は保護接地接続のある本線ソケットに接続してください。

バッテリー

電源(バッテリーパックまたは取り付けた状態のバッテリー)は直射日光の当る場所や、熱器具の近くには置かないでください。

バッテリーは交換できません。

デバイスの切断

問題がある場合は、装置からメインプラグを抜きます。次にお住まいの地域の修理会社に電話してください。

米国外では、認証機関が採用している取付け金具用のHARコードが使用される場合があります。

注意

これらの保守説明書は、資格のあるサービススタッフのみが使用するものです。感電の危険性を低減するために、資格がある場合を除き操作説明書に含まれていない修理は行わないでください。

入力電源は1台のカメラにのみ使用し、他のデバイスを接続しないでください。

ITEは、外部の施設ヘルレーティングなしで、PoEネットワークのみに接続することになっています。

次に示す安全のための推奨注意事項を熟読してください。

- 本製品は平らな場所に置いてください。
- 直射日光の当たる場所、暖房設備または低温区域の近くには取付けしないでください。
- 本製品を導電性の高い物体の近くに置かないでください。
- 本製品は自分で修理しないでください。
- 本製品の上に水の入ったコップを置かないでください。
- 磁気源のそばに取付けしないでください。
- 換気口は塞がないようにしてください。
- 本製品の上に重いものを置かないでください。
- カメラを取り付ける/取り外すときは、保護手袋を着用してください。製品表面は高温になるため、やけどの原因となる場合があります。

ユーザーマニュアルは、本製品の使用方法に関するガイドブックです。

このマニュアルで使用する用語の意味を次に示します。

- 参照: 製品の使用方法についてのヘルプ情報を示す場合。
- 注意: 指示に従わないことで、ものや人に損害が発生する可能性がある場合。

※ 製品を使用する前に安全のためこのマニュアルを読み、大切に保管しておいてください。

当社は別途に購入した他社の製品(レンズ、アクセサリ)に対する品質は保証いたしません。

適切に接地されたSTP(shielded twisted pair)ケーブルを用いて製品に接続してください。

特定なインストール環境で無線通信に干渉が発生する場合があります。製品と周囲の無線通信デバイスの間に電磁波干渉が発生する場合、無線通信デバイスとの間隔を拡張したり、通信用のアンテナ方向を調整することをお勧めします。

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推奨する PC 仕様

- CPU :Intel(R) Core(TM) i7 3.4 GHz以降
- RAM :8G以上
- 対応OS : MS Windows 8.1, 10, Mac OS X 10.13
- 推奨するブラウザ:Google Chrome
- サポートするブラウザ:MS Explorer11, MS Edge, Mozilla Firefox (Window 64bitのみ)、Apple Safari (Mac OSXのみ)
- VGA:PCIeをサポートする256MB以上のビデオGDDR3以上のメモリをサポートするグラフィックカード

※ 対応ブラウザで一部の機能は制限があります。

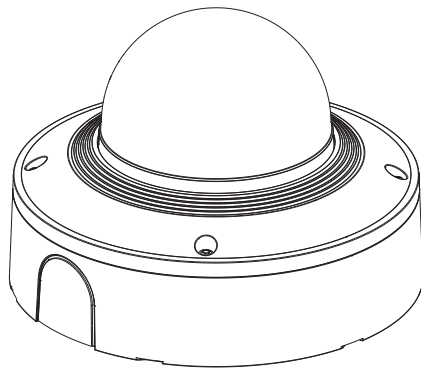
推奨マイクロSD/SDHC/SDXCメモリカード仕様

- 推奨容量 : 推奨容量:16GB～256GB(MLCタイプ必須)
- 推奨製造会社:SanDisk, Transcend
- 製品群:High endurance
- カードの製造会社別/タイプ別の互換性は異なる場合があります。

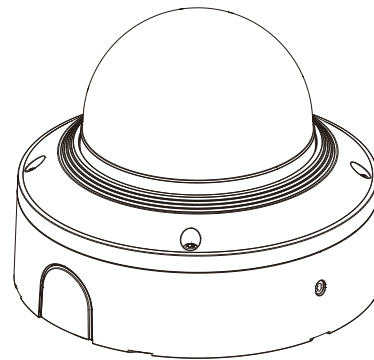
NAS推奨仕様

- 推奨容量 : 200GB又はそれ以上を推奨します。
- このカメラのために、NASを以下の製造仕様で利用することを推奨します。
推奨製品 : QNAP NAS, Synology NAS

屋外半月型のドームカメラ
XNV-6081RE/XNV-8081RE

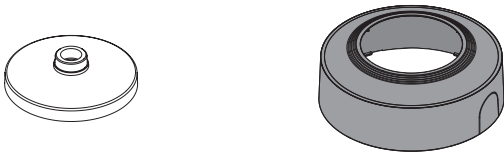


屋内型のドームカメラ
XND-6081REV/XND-8081REV



設置のためのオプション付属品

設置場所によって下記の別売り品を購入して設置すると、便利です。

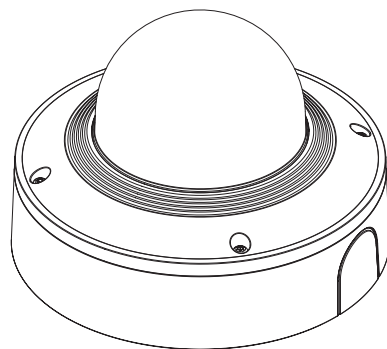


型名	ハンギングマウント	スキンカバー	共通
XNV-6081RE/XNV-8081RE	SBP-187HMW	SBC-180B (黒)	SBP-300LMW (パラペット型マウント) SBP-300CMW (シーリングマウント)
XND-6081REV/XND-8081REV	SBP-167HMW	SBC-160B (黒)	SBP-300WMW (壁マウント) SBP-300WMW1 (壁マウント) SBP-300NBW (設置用ボックス) SBP-300BW (壁マウントベース) SBP-300PMW (ポール型マウント) SBP-300KMW (コーナー型マウント)

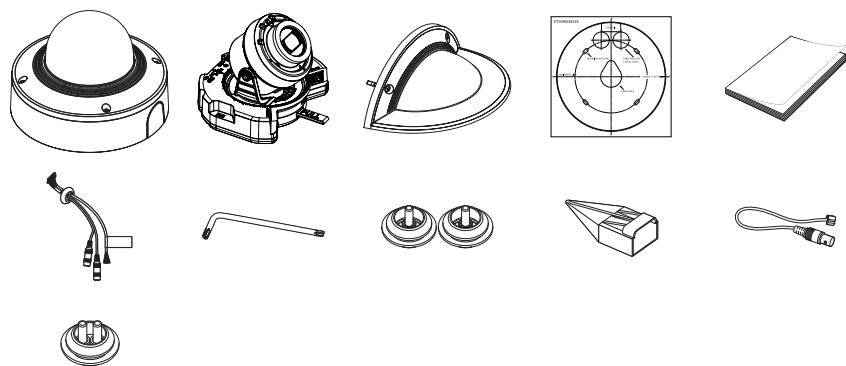
屋外半月型のドームカメラ

キット内容

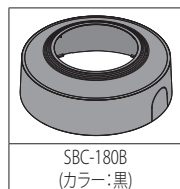
販売国ごとに付属品が異なるため。



<XNV-6081RE/XNV-8081RE>

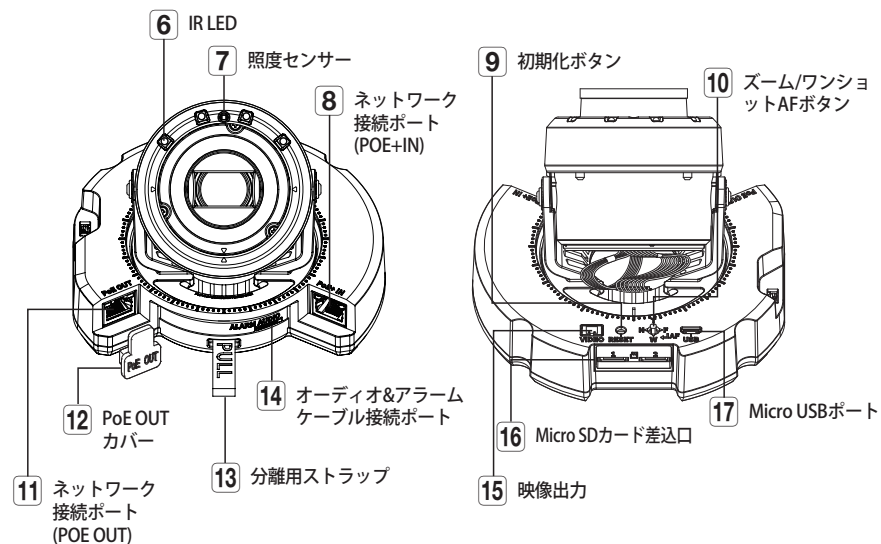
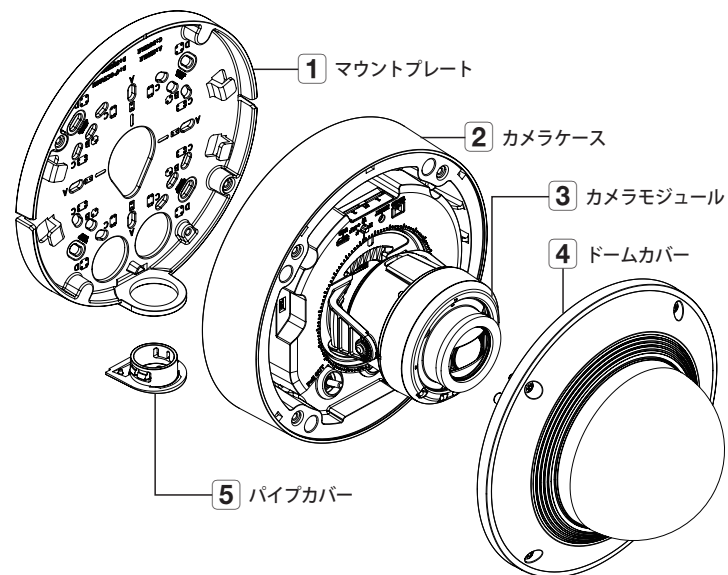


オプション(含まれない)



SBC-180B
(カラー:黒)

概観



屋外半月型のドームカメラ

取付け

- 本カメラは防水であり、IP67/IP6K9K仕様に準拠していますが、外部ケーブルに接続されるジャックはそうではありません。ケーブルが外部に突出するのを防止するために軒先の下に本製品をインストールすることをお勧めします。

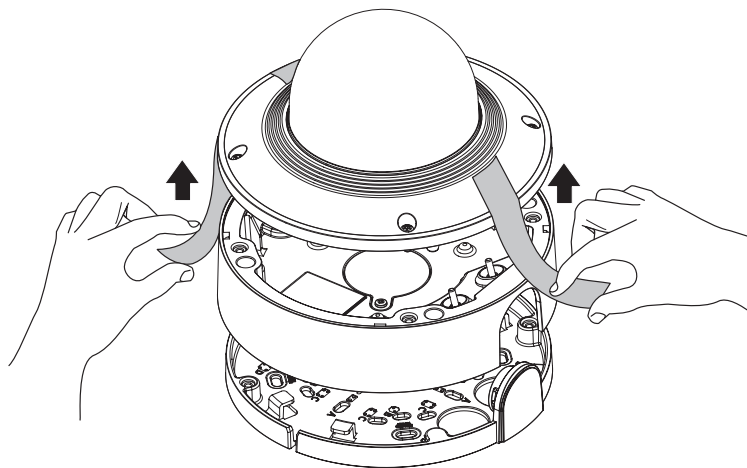
取付けに関する注意事項

カメラを取り付ける前に、以下の指示をよく読んでください。

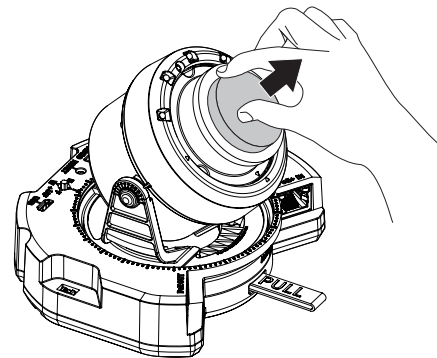
- カメラの重量の5倍以上の重さを固定できる取付け場所を選んでください。
- 引っかかっていたり、はがれたケーブルは製品の損傷または火災の原因となります。
- 安全のため、設置場所に人を近づけないでください。
また、万が一のため持ち物は取付け場所には置かないでください。
- 過剰な力で製品を取り付けると、故障によりカメラが損傷する場合があります。不適切なツールを使用し無理やり組み立てると、製品が損傷する場合があります。

分離する

1. カメラケースを固定するテープを外してください。

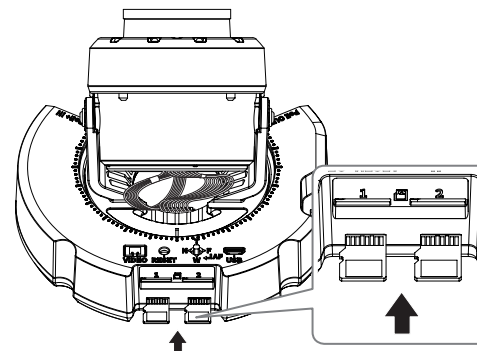


2. カメラレンズ保護用のクッションを取り外してください。



マイクロSDメモ리카ードの挿入

カメラモジュールのMicro SD差込口にMicro SDカードを矢印の方向に押し込んでください。

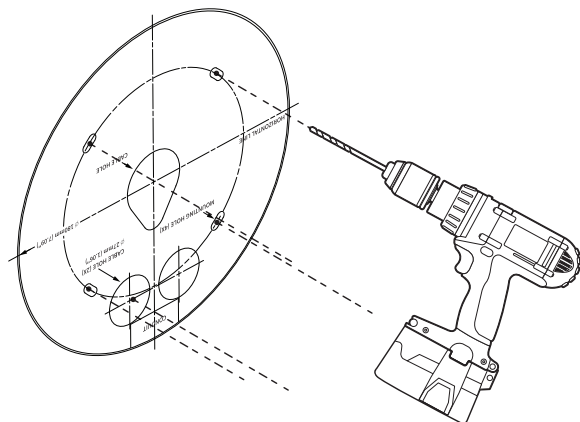


- カメラを設置する前に電源と本体を分離した状態でMicro SDメモ리카ードを入れてください。
- 逆方向で無理に挿入しないでください。Micro SDメモ리카ードと製品が破損するおそれがあります。
- 雨あるいは高湿度の状態でMicroSDカードを挿入したり取り出したりすることは推奨されません。
- Micro SDメモ리카ードを搭載/除去するときには、部品流失&落下事故を防止するために必ず製品本体を平地においてから作業してください。

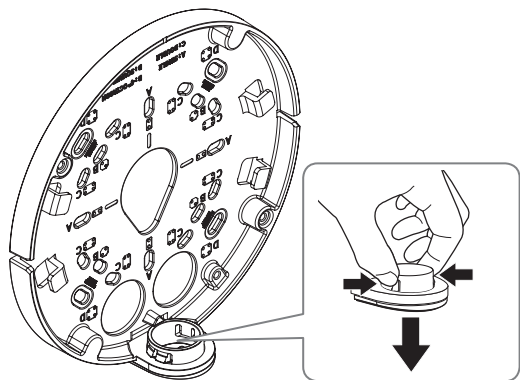
屋外半月型のドームカメラ

[パイプを接続して設置]

2-1. 好きな場所に設置用のテンプレートを付着してネジホールとケーブルホールを開けてください。



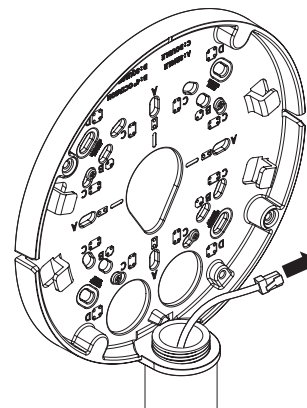
2-2. マウントプレートのパイプカバーを左右に押して分離してください。



2-3. パイプをマウントプレートに据え置きしてください。

2-4. 適切なネジを使ってマウントプレートを固定してください。

2-5. LAN/オーディオ&アラームケーブルのうち、必要なケーブルをパイプから取り出してください。



設置する(カメラケース)

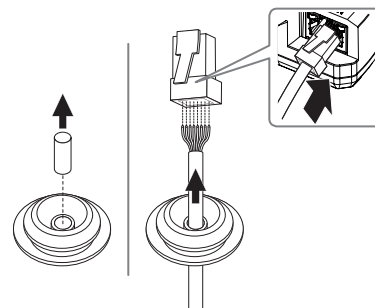
■ 接続するLANケーブルの規格に合うケーブルブッシュを使用してください。

- カメラ初期値：直径05-6.5ケーブル使用。
- IP66 1ホールブッシュ：直径05-8.5ケーブル使用。
- 2ホールブッシュ：直径04.5-5.5ケーブル使用。

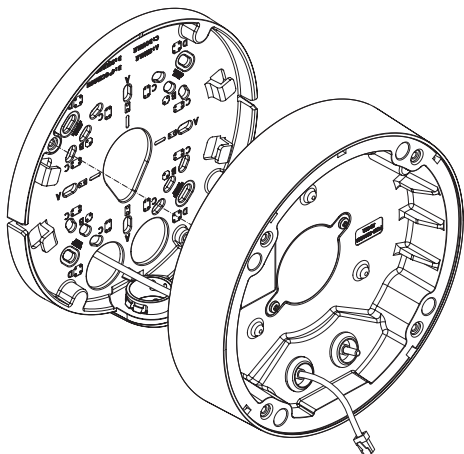
[LANケーブルインストール] (CAM 1のみ使用する場合)

1-1. 使用するブッシュの突出部をはがしてください。

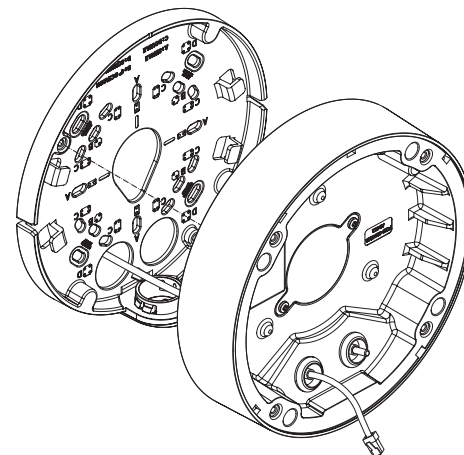
1-2. LANケーブルをブッシュに通過させた後、LANコネクタに接続してください。



1-3. プッシュをカメラケースにはめてください。



2-3. プッシュをカメラケースにはめてください。

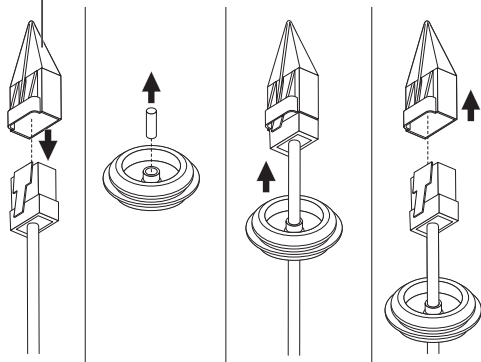


[LANケーブルインストール] (IP66) (CAM 1のみ使用する場合)

2-1. 提供された1ホールプッシュの突出部をはがしてください。

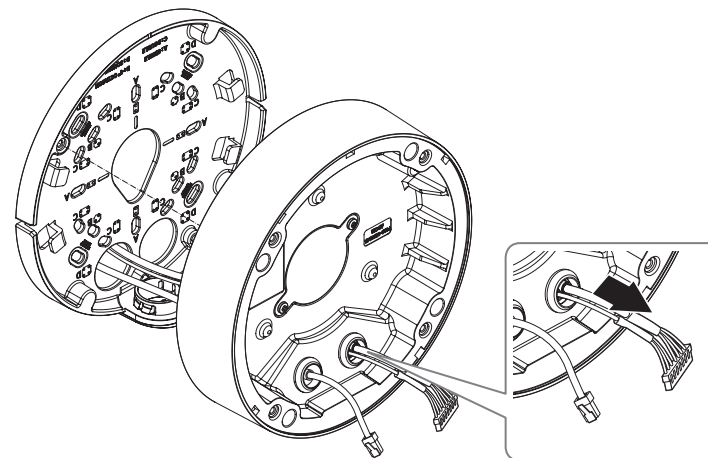
2-2. キャップインストーラーを使用してRJ45ケーブルを通過させてください。

キャップインスト
ーラー



[オーディオ&アラームケーブル設置] (CAM 1のみ使用する場合)

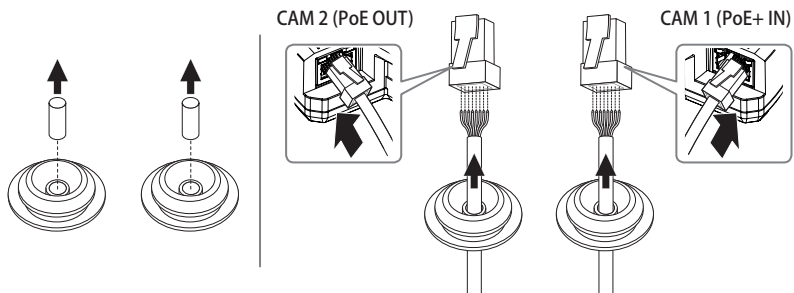
3. 提供されたオーディオ&アラームケーブルのプッシュをカメラケースにはめてください。



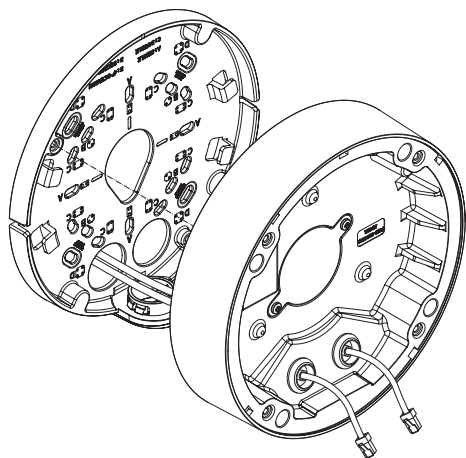
屋外半月型のドームカメラ

[LANケーブルインストール] (CAM 1&2を使用する場合)

- 4-1. 使用するブッシュの突出部をはがしてください。
- 4-2. CAM 1用のLANケーブルをブッシュに通過させた後、LANコネクタに接続してください。(PoE+ IN)
- 4-3. CAM 2用のLANケーブルをブッシュに通過させた後、LANコネクタに接続してください。(PoE OUT)



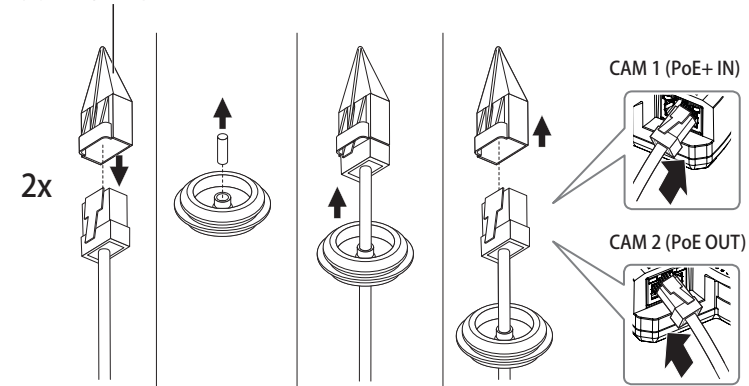
- 4-4. ブッシュをカメラケースにはめてください。



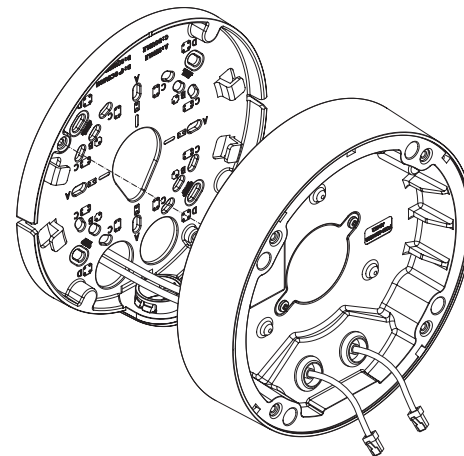
[LANケーブルインストール] (IP66) (CAM 1&2を使用する場合)

- 5-1. 提供された1ホールブッシュの突出部をはがしてください。
- 5-2. キャップインストーラーを使用してRJ45ケーブルを通過させてください。(CAM 1&2)

キャップインストーラー



- 5-3. ブッシュをカメラケースにはめてください。

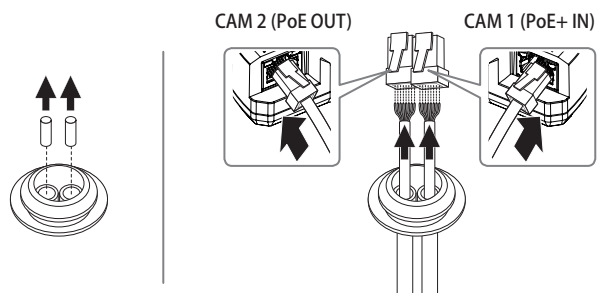


[オーディオ&アラームケーブル設置] (CAM 1&2を使用する場合)

6-1. 提供された2ホールブッシュの突出部をすべてはがしてください。

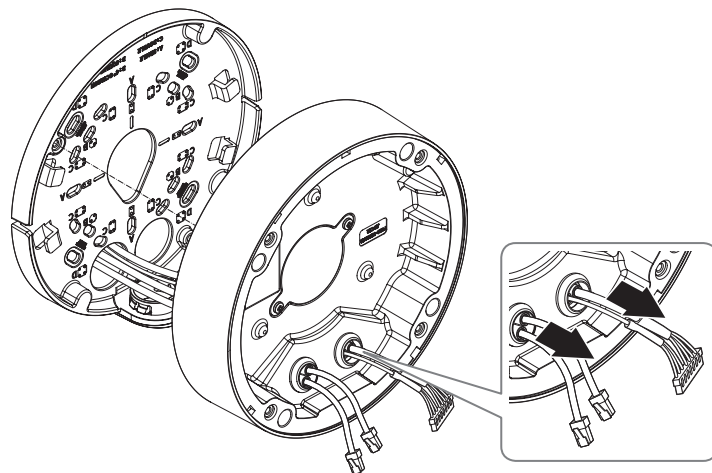
6-2. LANケーブルをブッシュの両方のホールにそれぞれ通過させた後、LANコネクタに接続してください。

■ 2ホールブッシュは、キャプインストーラーを使用できません。

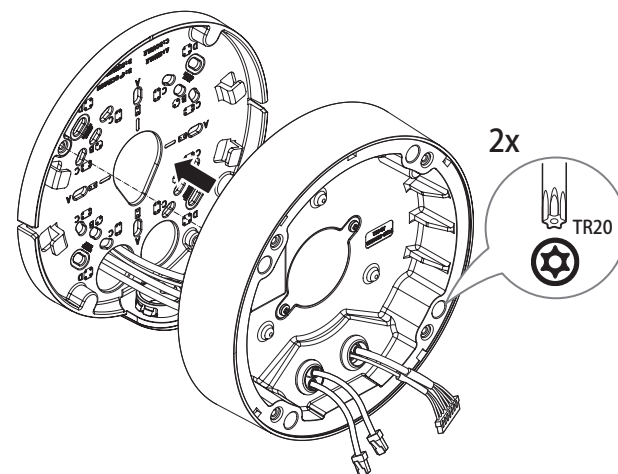


6-3. 2ホールブッシュをカメラケースにはめてください。

6-4. 提供されたオーディオ&アラームケーブルのブッシュをカメラケースにはめてください。



7. マウントプレートとカメラケースを結合させてください。



屋外半月型のドームカメラ

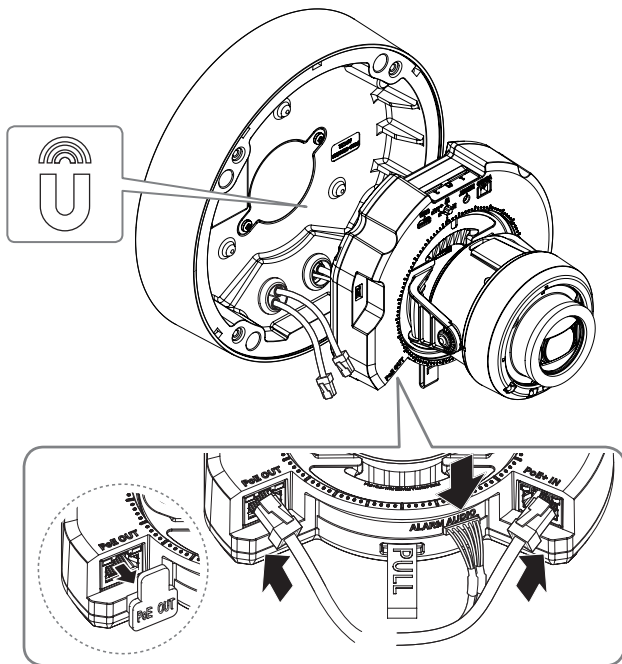
カメラモジュール装着

■ CAM1&2を使用する場合、必ずCAM 1用のLANケーブルを先に接続してください。

1. CAM2を接続する場合、PoE OUTカバーを先に外してください。
2. カメラモジュールポートにLAN/オーディオ&アラームケーブルを接続してください。
3. カメラモジュールをケースに付着してください。

■ 装着する時、カメラモジュールとケースの間に指などが挟まらないようにご注意ください。

- モジュール底面にマグネットが内蔵されています。
- 付着面の間に汚れが付かないようにご注意ください。



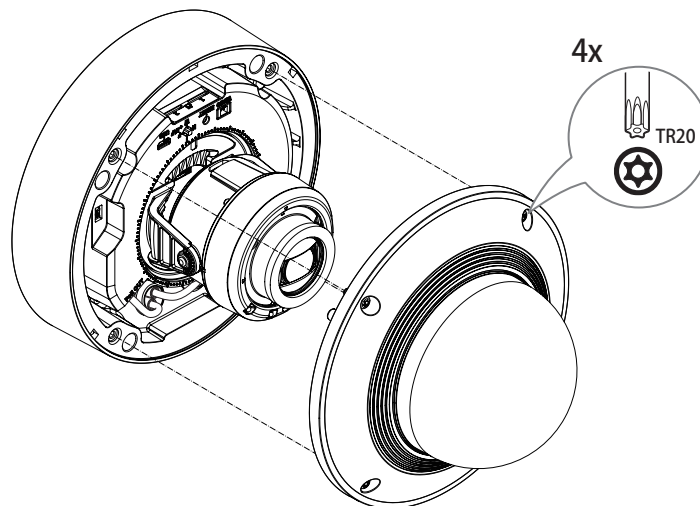
4. 「カメラの監視方向の調整」を参考してレンズを好きな方向に調整してください。(26ページ)

ドームカバーの組み立て

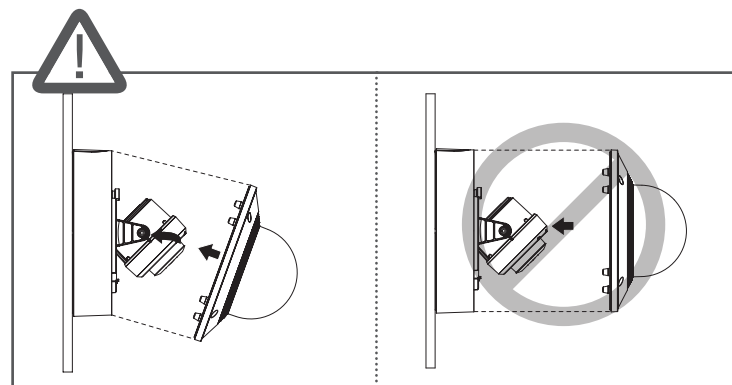
[壁/天井に直接設置]

1. ドームカバーを組み立ててください。

■ 締結用のネジは、防水に問題がないようにしっかり締結させてください。

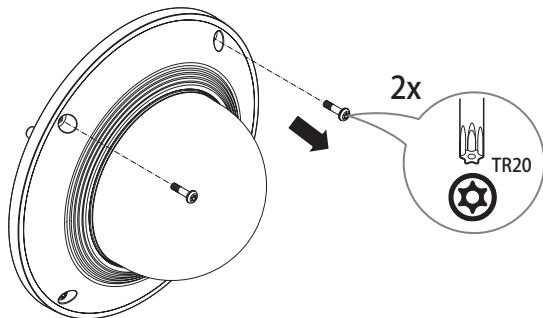


■ カメラの監視方向が動かないようにご注意ください。



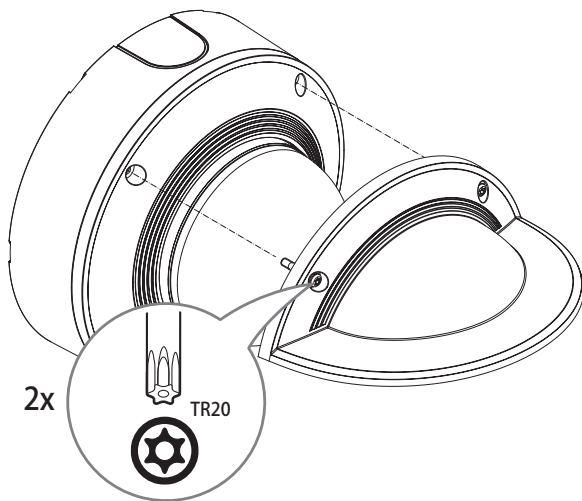
[ウエザーキャップを使用する場合]

1. ドームカバーのネジを外してください。



2. ドームカバーを組み立ててください。
3. ウエザーキャップをドームカバーに装着した後、ネジを締結させてください。

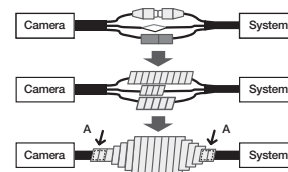
- 締結用のネジは、防水に問題がないようにしっかり締結させてください。



屋外設置

建物外部に設置時、外部にて接続するケーブルの隙間に水漏れの心配がありますので、次のように市販されている防水プチルゴムテープにて防水処理をしてください。

1. I/O、LANなどのケーブルに接続してください。
2. 黒いケーブルジャケット（A部）を含むケーブル接続部までプチルゴムテープの半分以上が重なるように防水テープを巻いてください。

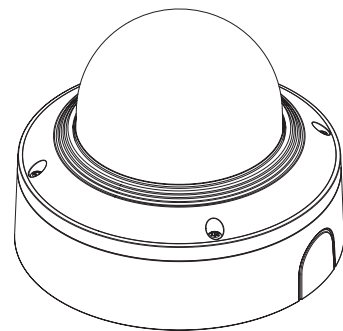


- 接続したケーブルジャケット部分の防水処理が不十分な場合、直接的な水漏れ原因になるため特にしっかりとテーピングをしてください。
- 防水用プチルゴムテープは本来の長さの2倍以上伸びるプチルゴム素材です。

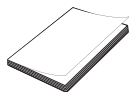
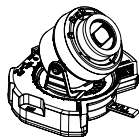
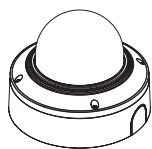
屋内型のドームカメラ

キット内容

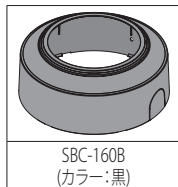
販売国ごとに付属品が異なるため。



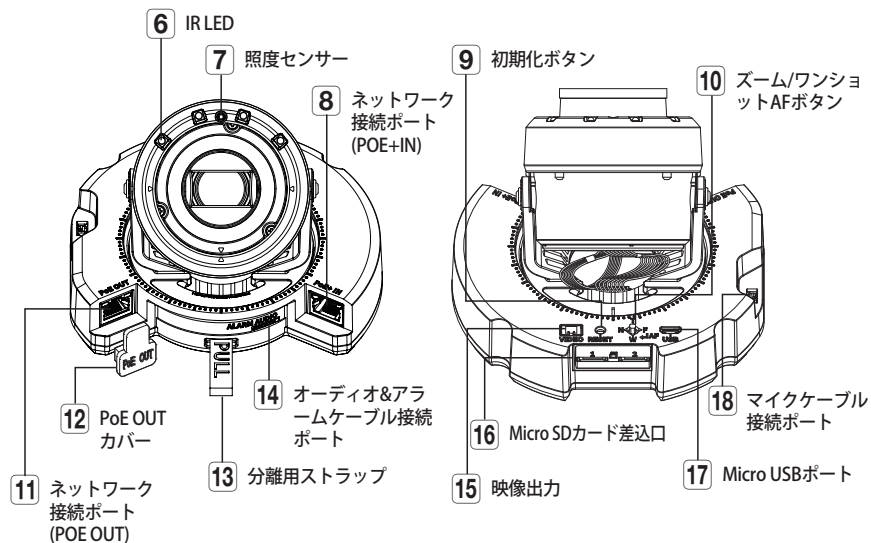
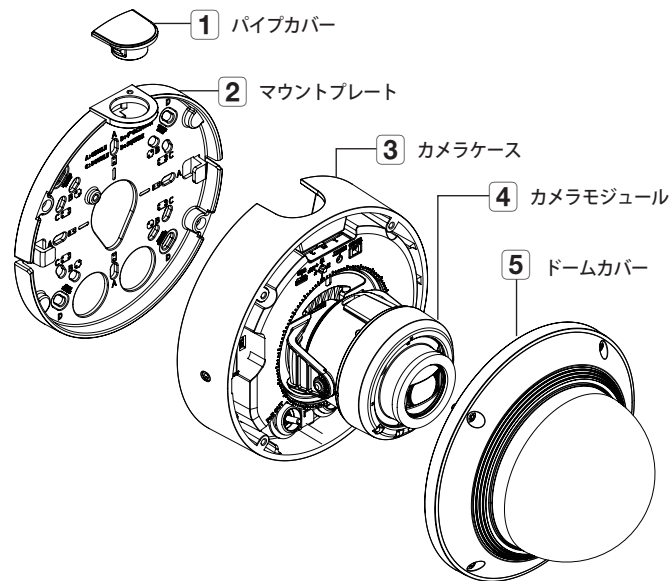
<XND-6081REV/XND-8081REV>



オプション(含まれない)



概観



取付け

- 本カメラは防水であり、IP52仕様に準拠していますが、外部ケーブルに接続されるジャックはそうではありません。ケーブルが外部に突出するのを防止するために軒先の下に本製品をインストールすることをお勧めします。

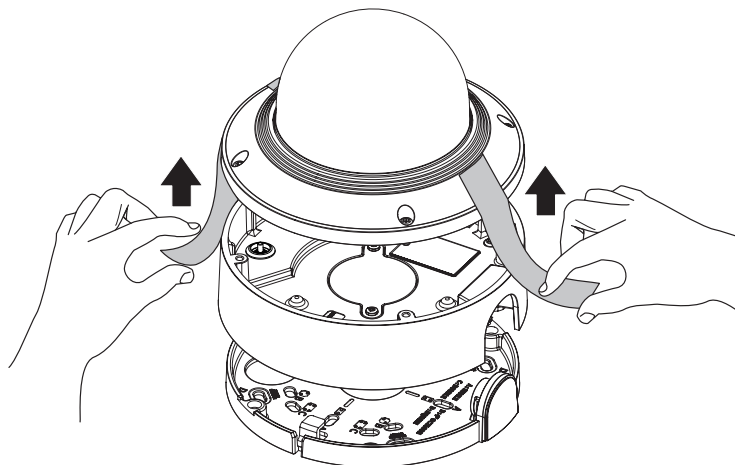
取付けに関する注意事項

カメラを取り付ける前に、以下の指示をよく読んでください。

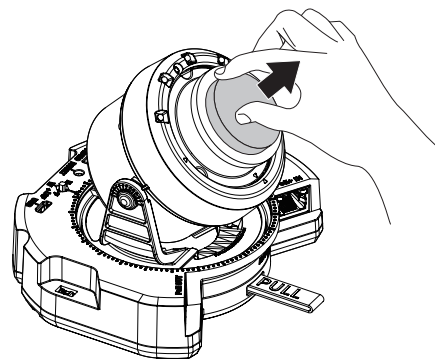
- カメラの重量の5倍以上の重さを固定できる取付け場所を選んでください。
- 引っかかっていたり、はがれたケーブルは製品の損傷または火災の原因となります。
- 安全のため、設置場所に人を近づけないでください。
また、万が一のため持ち物は取付け場所には置かないでください。
- 過剰な力で製品を取り付けると、故障によりカメラが損傷する場合があります。不適切なツールを使用し無理やり組み立てると、製品が損傷する場合があります。

分離する

1. カメラケースを固定するテープを外してください。

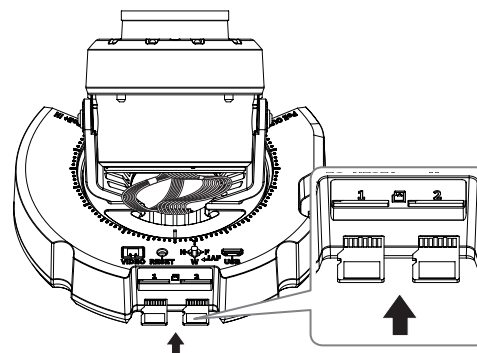


2. カメラレンズ保護用のクッションを取り外してください。



マイクロSDメモ리카ードの挿入

カメラモジュールのMicro SD差込口にMicro SDカードを矢印の方向に押し込んでください。

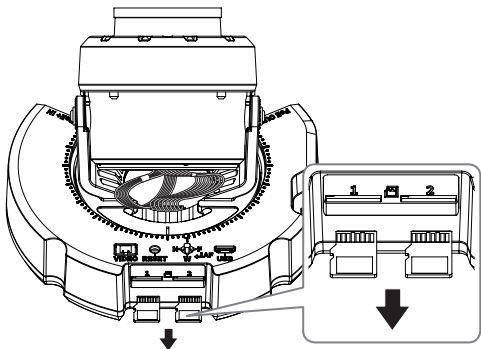


- カメラを設置する前に電源と本体を分離した状態でMicro SDメモ리카ードを入れてください。
- 逆方向で無理に挿入しないでください。Micro SDメモ리카ードと製品が破損するおそれがあります。
- 雨あるいは高湿度の状態でMicroSDカードを挿入したり取り出したりすることは推奨されません。
- Micro SDメモ리카ードを搭載/除去するときには、部品流失&落下事故を防止するために必ず製品本体を平地においてから作業してください。

屋内型のドームカメラ

マイクロSDメモリーカードの取出し

図に示されているように、メモリーカードの露出部分を慎重に押して、スロットからメモリーカードを取り出します。

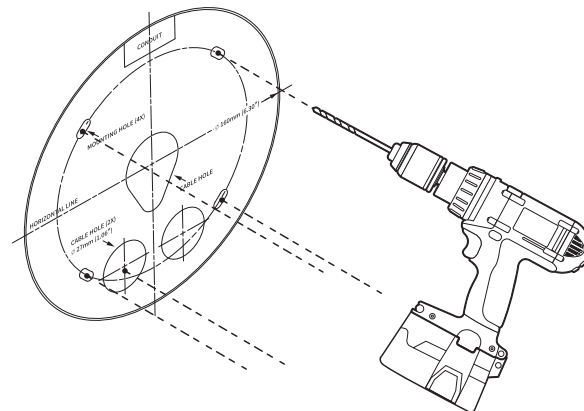


- MicroSDメモリーカードを取り外す前に、<ストレージ>でデバイスを<Off>に設定し、[適用] ボタンを押してカメラをオフにします。
- カメラのスイッチを切るか、データの入っているマイクロSDメモリーカードを製品から抜くと、データが失われるか、または損傷を受ける場合があります。

設置する(マウントプレート)

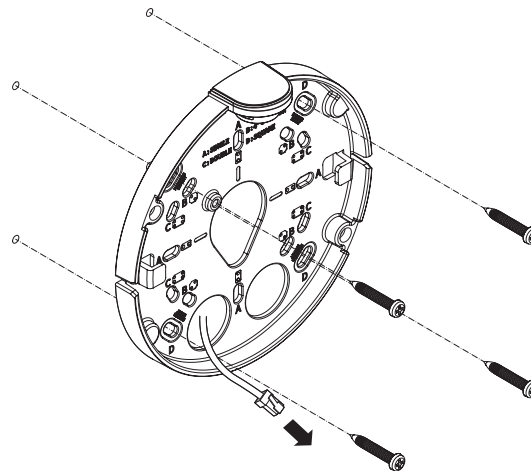
[壁/天井に直接設置]

1-1. 好きな場所に設置用のテンプレートを付着してネジホールとケーブルホールを開けてください。



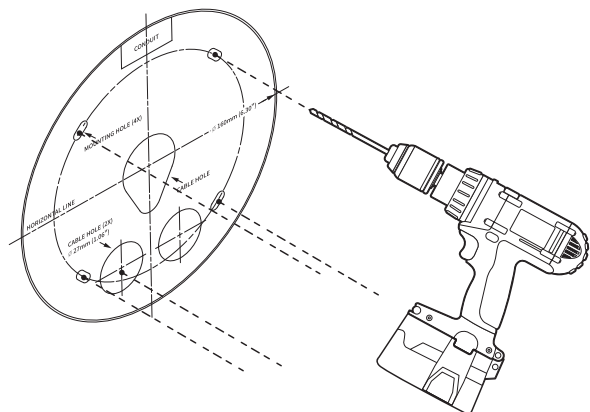
1-2. 適切なネジを使ってマウントプレートを固定してください。

1-3. LAN/オーディオ&アラームケーブルのうち、必要なケーブルをマウントプレートの穴に取り出してください。

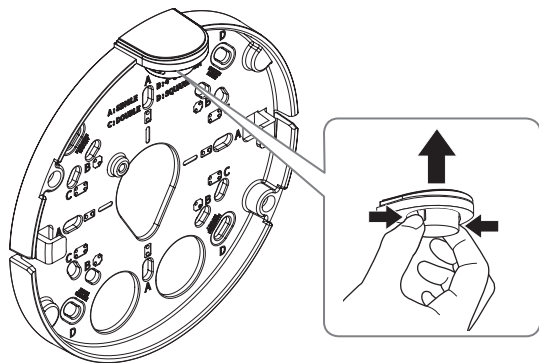


[パイプを接続して設置]

2-1. 好きな場所に設置用のテンプレートを付着してネジホールとケーブルホールを開けてください。



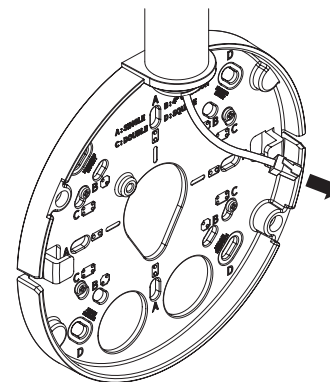
2-2. マウントプレートのパイプカバーを左右に押して分離してください。



2-3. パイプをマウントプレートに据え置きしてください。

2-4. 適切なネジを使ってマウントプレートを固定してください。

2-5. LAN/オーディオ&アラームケーブルのうち、必要なケーブルをパイプから取り出してください。



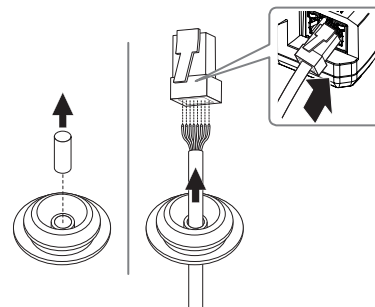
設置する(カメラケース)

- ! ■ 接続するLANケーブルの規格に合うケーブルブッシュを使用してください。
- カメラ初期値：直径Ø5-6.5ケーブル使用。
 - IP66 1ホールブッシュ：直径Ø5-8.5ケーブル使用。
 - 2ホールブッシュ：直径Ø4.5-5.5ケーブル使用。

[LANケーブルインストール] (CAM 1のみ使用する場合)

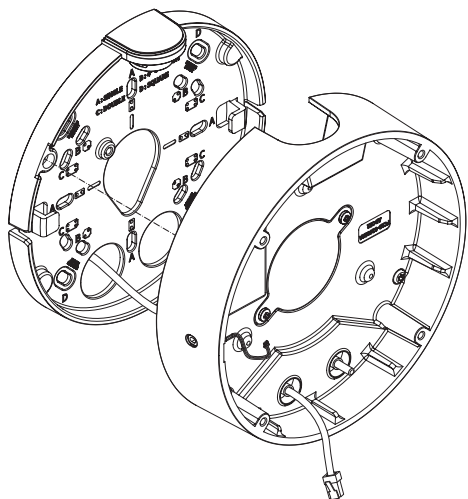
1-1. 使用するブッシュの突出部をはがしてください。

1-2. LANケーブルをブッシュに通過させた後、LANコネクタに接続してください。

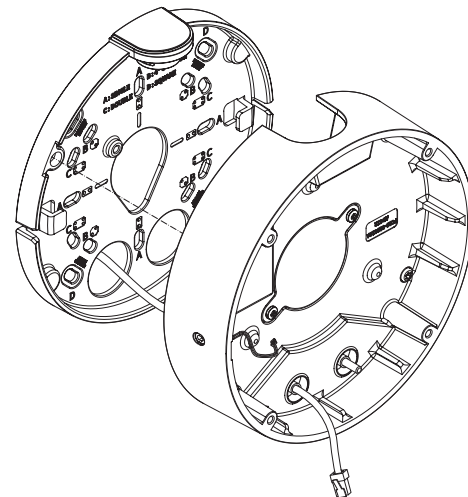


屋内型のドームカメラ

1-3. プッシュをカメラケースにはめてください。



2-3. プッシュをカメラケースにはめてください。

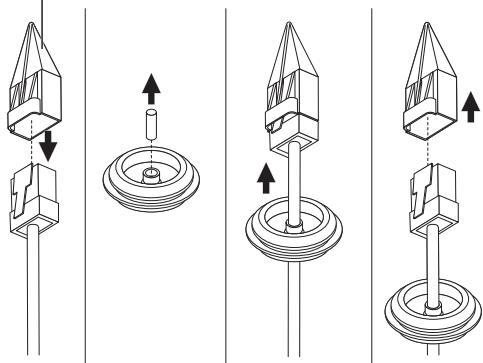


[LANケーブルインストール] (CAM 1のみ使用する場合)

2-1. 提供された1ホールプッシュの突出部をはがしてください。

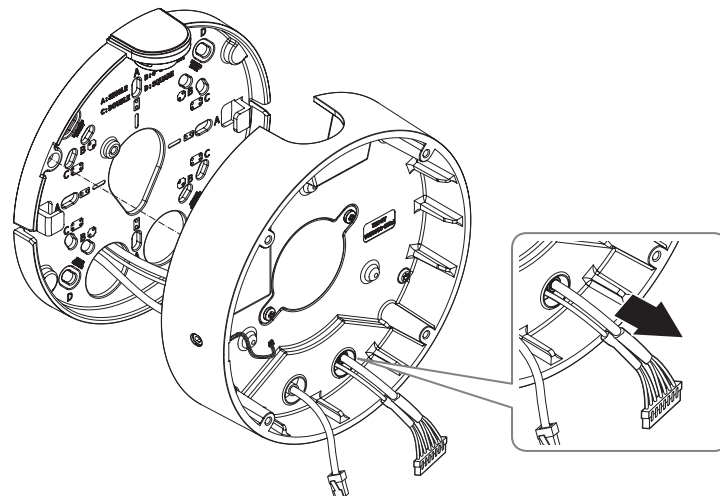
2-2. キャップインストーラーを使用してRJ45ケーブルを通過させてください。

キャップイン
ストーラー



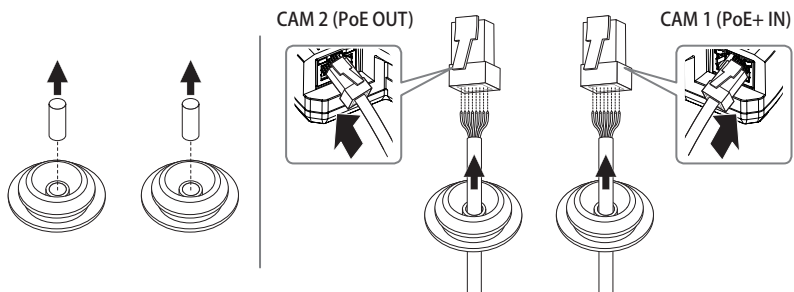
[オーディオ&アラームケーブル設置] (CAM 1のみ使用する場合)

3. 提供されたオーディオ&アラームケーブルのプッシュをカメラケースにはめてください。

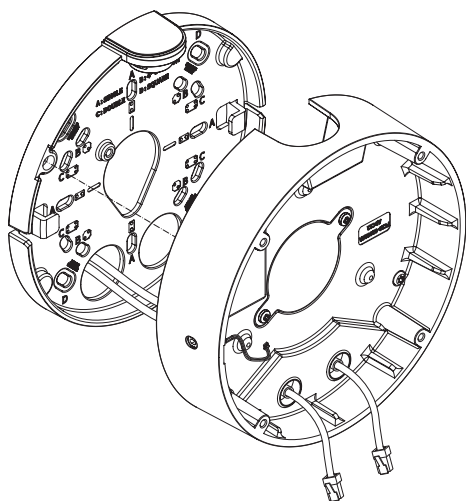


[LANケーブルインストール] (CAM 1&2を使用する場合)

- 4-1. 使用するブッシュの突出部をはがしてください。
- 4-2. CAM 1用のLANケーブルをブッシュに通過させた後、LANコネクタに接続してください。(PoE+ IN)
- 4-3. CAM 2用のLANケーブルをブッシュに通過させた後、LANコネクタに接続してください。(PoE OUT)



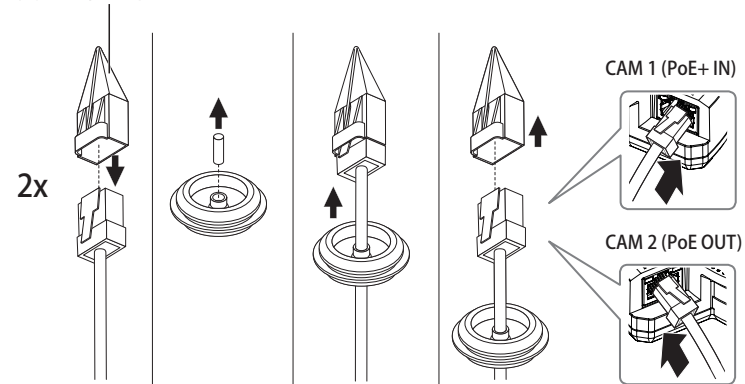
- 4-4. ブッシュをカメラケースにはめてください。



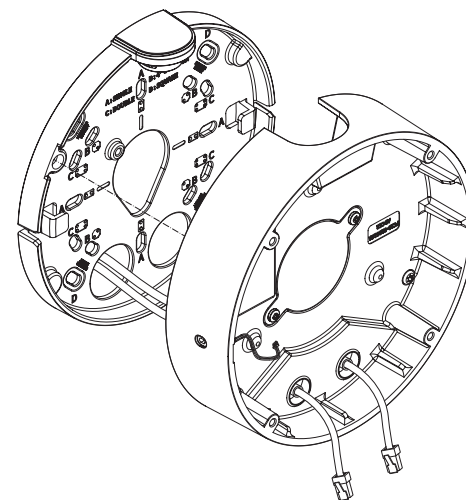
[LANケーブルインストール] (CAM 1&2を使用する場合)

- 5-1. 提供された1ホールブッシュの突出部をはがしてください。
- 5-2. キャップインストーラーを使用してRJ45ケーブルを通過させてください。(CAM 1&2)

キャップインストーラー



- 5-3. ブッシュをカメラケースにはめてください。



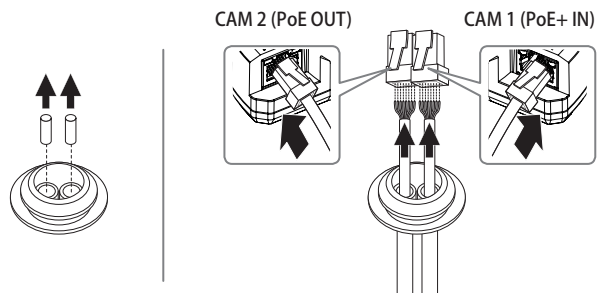
屋内型のドームカメラ

[オーディオ&アラームケーブル設置] (CAM 1&2を使用する場合)

6-1. 提供された2ホールブッシュの突出部をすべてはがしてください。

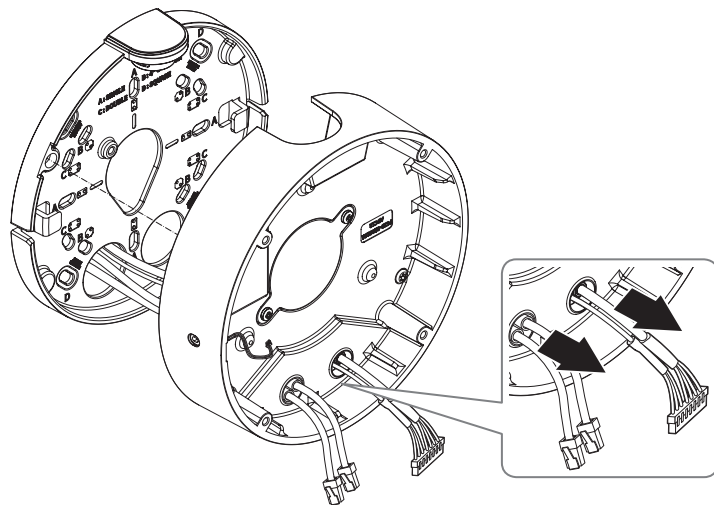
6-2. LANケーブルをブッシュの両方のホールにそれぞれ通過させた後、LANコネクタに接続してください。

■ 2ホールブッシュは、キャプインストーラーを使用できません。

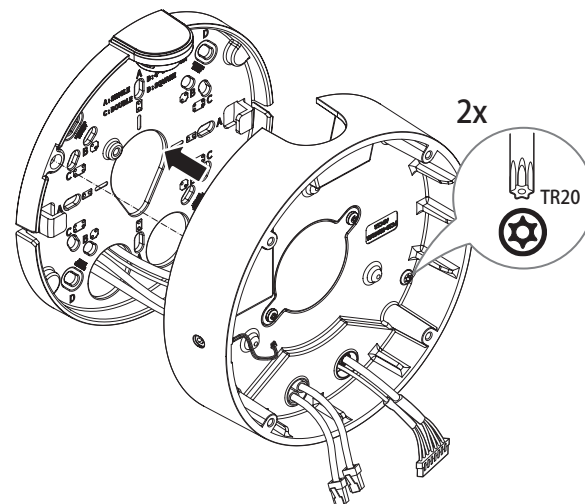


6-3. 2ホールブッシュをカメラケースにはめてください。

6-4. 提供されたオーディオ&アラームケーブルのブッシュをカメラケースにはめてください。



7. マウントプレートとカメラケースを結合させてください。



カメラモジュール装着

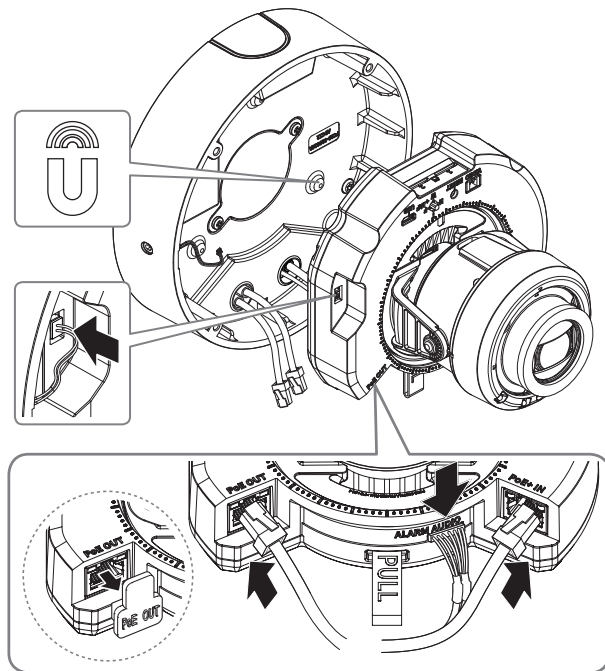
■ CAM1&2を使用する場合、必ずCAM 1用のLANケーブルを先に接続してください。

1. CAM2を接続する場合、PoE OUTカバーを先に外してください。
2. カメラモジュールポートにLAN/オーディオ&アラームケーブルを接続してください。
3. カメラモジュールをケースに付着してください。

■ 装着する時、カメラモジュールとケースの間に指などが挟まらないようにご注意ください。

- モジュール底面にマグネットが内蔵されています。
- 付着面の間に汚れが付かないようにご注意ください。

4. マイクケーブルをカメラモジュールに接続させてください。



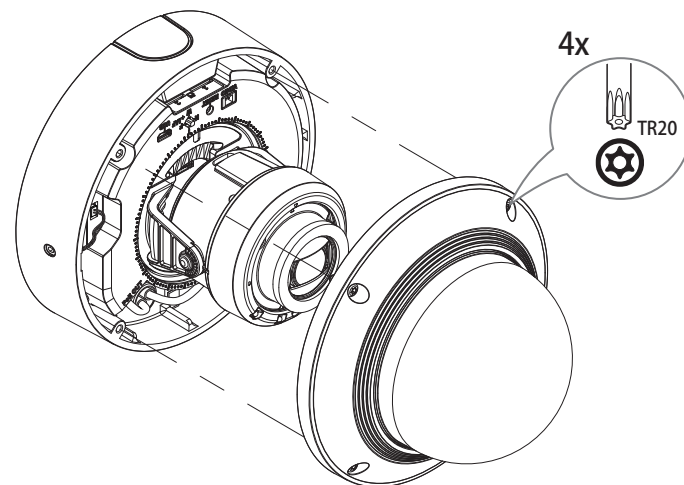
5. 「カメラの監視方向の調整」を参考してレンズを好きな方向に調整してください。(26ページ)

ドームカバーの組み立て

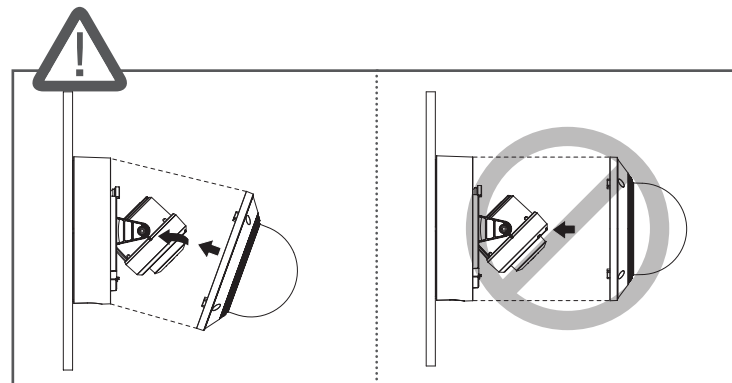
[壁/天井に直接設置]

1. ドームカバーを組み立ててください。

■ 締結用のネジは、防水に問題がないようにしっかり締結させてください。

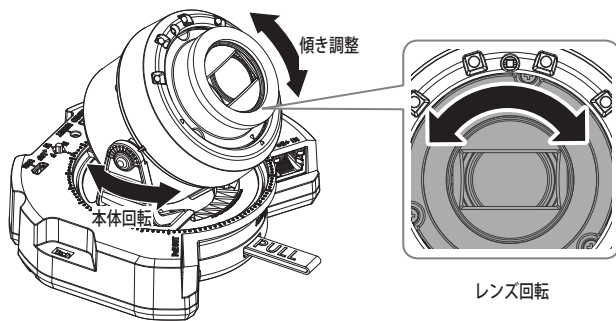


■ カメラの監視方向が動かないようにご注意ください。



取付けおよび接続

カメラの監視方向の調整



■ 監視方向の調整

カメラが天井へ固定され地エル状態でカメラの方向を調節することが可能です。
この時、カメラの本体を左右に回転させることはPan, 傾きを調整することはTiltとします。

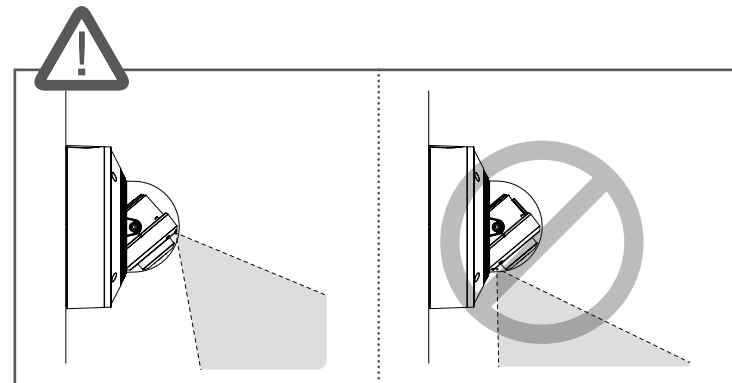
- パン角度は0°～360°です。
- チルト角度は-45°～85°です。
- ローテーション角度は0°～355°です。

- !
- チルト角度75°以上では、ズーム倍率によって画面の一部で角が隠される現象が発生したり、画像がぼやけることがあります。
 - フォーカス/ズームレンズを強制的に回転させたり、押さないでください。モーター故障でフォーカス不良が発生することがあります。

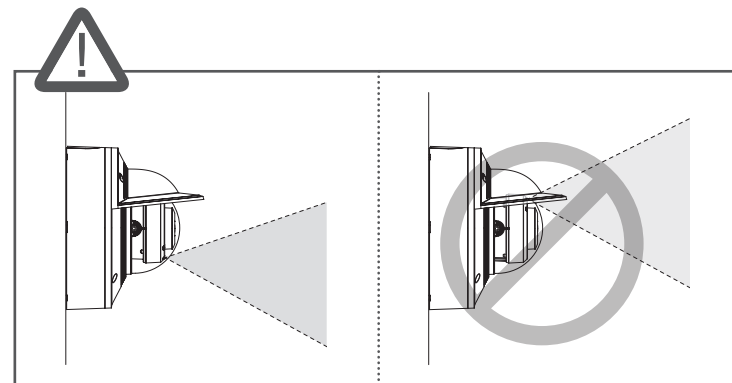
■ 調整方法

1. モニタリングする方向を考えてパン角度を調整してください。
2. ローテーションする時に映像が反転して表示されないように水平角度を合わせてください。
3. チルト角度を調整してモニタリングする方向に向けてください。

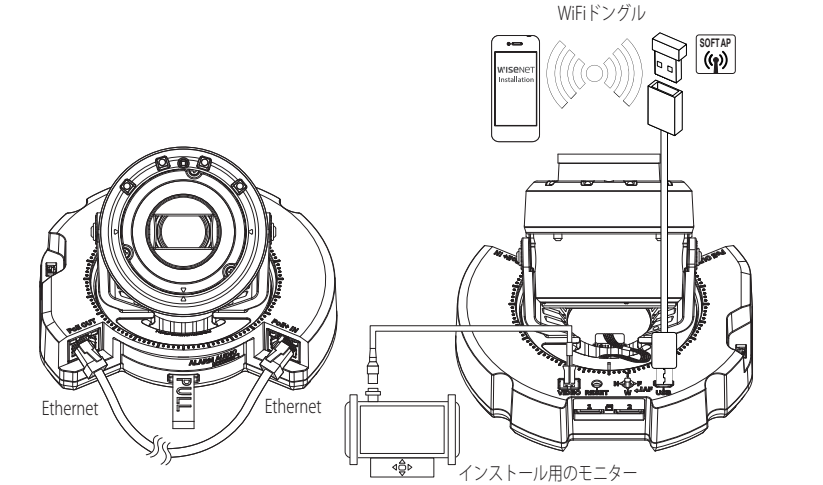
- !
- IR LEDは、器具物に隠されないように方向を調整してください。



- !
- ウェザーキャップを使用する場合、IR-LEDが隠されないように方向を調整してください。



他のデバイスとの接続

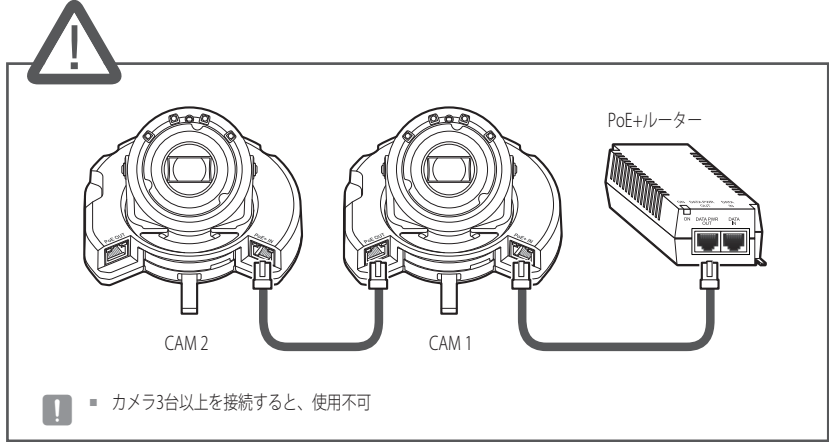


- 製品のVIDEO出力ポートは、カメラのインストール利便性のためのポートであり、監視用には不適合です。
- 本製品のMicro USBアウト端子は、簡単なインストールのために提供されており、監視目的にはお勧めできません。

電源とネットワーク

PoE+ルーターとカメラのPoE+ INポートを接続してください。
製品のPoE OUTポートを用いてPoEカメラを追加インストールできます。

- PoE(Power over Ethernet)機能が可能なルーターのPoEポートに接続して使用してください。
- PoE+はIEEE 802.3at規格に対応した装備を使用します。
- PoE OUTポートは、対応規格に適するPoEカメラ接続を推奨します。1台のカメラだけ追加インストールできます。



ネットワークケーブルの仕様

アイテム	PoE+IN (CAM 1)	PoE OUT (CAM 2)
コネクタ	RJ-45(10/100BASE-T)	RJ-45(10/100BASE-T)
イーサネット	10/100BASE-T	10/100BASE-T
ケーブル	カテゴリ 5e	カテゴリ 5e
最大距離	100m	80m
PoE サポート	IEEE 802.3at	最大12.95W

取付けおよび接続

WiFi接続

カメラ設定

1. OTGアダプタ (5ピン) とWiFiドングルをMicro USB端子に接続します。

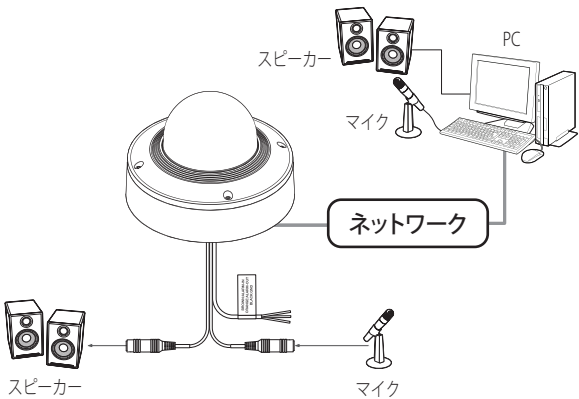
スマートフォン設定

- 1. Wisenetインストールアプリケーションをインストールします。
- 2. WiFiをオンにしてからカメラのSSIDを選択します。
- 3. Wisenetインストールアプリケーションを起動します。
- 4. カメラにログインすると、ビデオに接続されます。
 - 初期接続中は、ログインしていなくてもビデオが再生されます。
- 5. スマートフォンでビデオを視聴しながら、画角を調整することができます。

推奨するドングル製造業者

製造業者	モデル
NETIS	WF2123 n300
EDIMAX	EW-7811Un
IP Time	N100mini
TP-LINK	TL-WN823N V1
ASUS	USB-N13
NETGEAR	WNA3100M

音声入力/出力への接続



- 1. カメラのAUDIO INポートをマイクに接続するか、マイクが接続されているアンプのLINE OUTポートに接続します。
- 2. カメラのAUDIO OUTポートをスピーカーに接続するか、スピーカーが接続されているアンプのLINE INポートに接続します。
- 3. 音声入力の仕様を確認します。

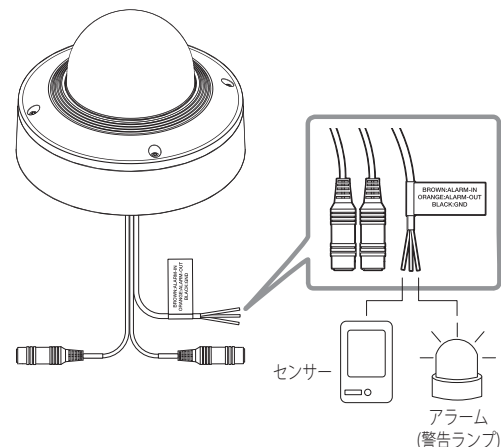
■ 別途の外部マイクを接続しなくてもカメラに内蔵されたマイクを使用することができます。
(XND-6081REV/XND-8081REVのみ).

- 音声コーデック
 - 音声入力: G.711PCM (ビットレート: 64kbps / サンプリング周波数: 8kHz)、G.726ADPCM (ビットレート: 16Kbps、24Kbps、32Kbps、40Kbps / サンプリング周波数: 8kHz)、AAC (Bit Rate: 48Kbps / Sampling Frequency: 16kHz)
 - 音声出力: G.711PCM (ビットレート: 64kbps / サンプリング周波数: 8kHz)
- 全二重音声
- 音声入力 (XND-6081REV/XND-8081REV): 選択可能 (マイク/ライン入力/内蔵マイク)、サポートされる電圧: 2.5VDC (4mA)、入力インピーダンス: 2K オーム
- 音声入力 (XNV-6081RE/XNV-8081RE): 選択可能 (マイク/ライン入力)、サポートされる電圧: 2.5VDC (4mA)、入力インピーダンス: 2K オーム
- 音声出力: Line-out (3.5mmモノジャック)、最大出力: 1Vms
- インピーダンスライン出力: 600Ω

- !** ■ ウェブビューアクセス - <映像&音声> - <音声設定> で音声入力ソースを外部マイクに設定した場合、マイクの推奨仕様は下記のとおりです。
- 周波数範囲: 40~16,000Hz
 - インピーダンス: 1,500 Ω
 - 感度: -40±3dB(7.1~14.1mV)
- 下記の場合には、サウンド分類性能が低下されるか誤動作が発生することがある。
- 銃声が単発性の銃声ではなくマシンガンのように連続で音がする場合
 - ノイズと対象サウンドが区別されないぐらいに大きい場合
 - 2つ以上の違うサウンドが同時に入力で入る場合
 - 静かな環境でノイズ除去機能を使用してサウンド分類を適用する場合
 - カメラ近くに(1メートル以内)拍手、叫び声などの音がする場合
 - 飛行機の音、サイレンの音など、サウンド分類のカテゴリーではないサウンドが急に大きく発生する場合
 - 外部マイクが推奨仕様に該当しない場合

I/Oポートボックスへの接続

アラーム入・出ケーブルを、ポートボックスの対応する部分と接続してください。



- ALARM #1: アラーム入力センサーや外部デイ/ナイトセンサーを接続するために使用します。
- ALARM #2: アラーム出力信号の接続に使用します。
- GND: アラーム入出力信号用の共通ポートです。

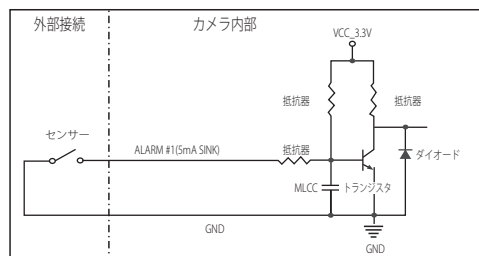
- !** ■ 電圧と電流が規格外のデバイス (例: 閃光灯やサイレン) をオープンコレクタ方式で接続すると、故障の原因となる場合があります。
電圧と現在の仕様内容を上回っているデバイスを接続するときは、「アラーム出力配線図」を参照してください。(30ページ)

外部センサーの接続

センサーの各信号ライン (2つより) の一方を[ALARM #1]ポートに接続し、もう一方を[GND]ポートに接続します。

取付けおよび接続

アラーム入力配線図



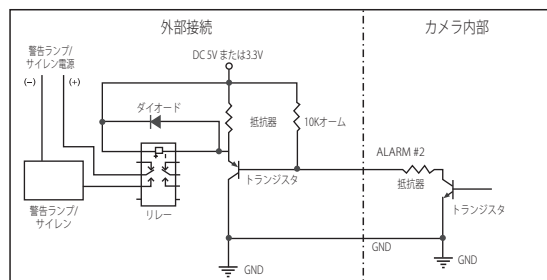
アラーム出力を接続するには

電圧と電流が規格外のデバイス (例: 閃光灯やサイレン) をオープンコレクタ方式で接続すると、故障の原因となる場合があります。

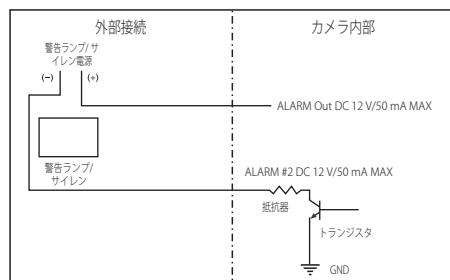
電圧と電流が使用設定値を超えるデバイスを接続する場合は、以下のアラーム出力接続図を参照してください。

アラーム出力配線図

景光灯/サイレンがDC12V/50mAを超過する場合



景光灯/サイレンがDC12V/50mAを超過しない場合



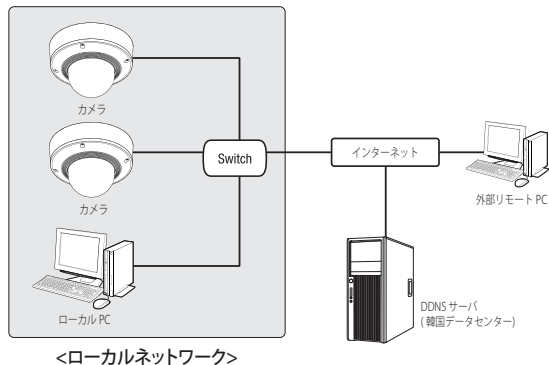
ネットワーク接続と設定

使用中のネットワーク環境に合わせてネットワークを設定することができます。

カメラを直接ローカルネットワークに接続する

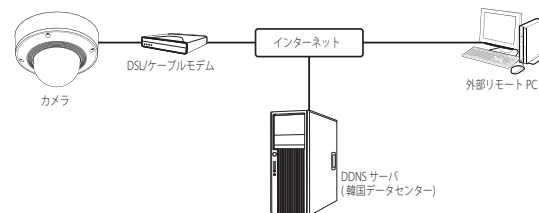
LAN のローカル PC からカメラに接続する

1. ローカル PC でインターネットブラウザを起動します。
2. ブラウザのアドレスバーにカメラの IP アドレスを入力します。



- LAN ネットワーク範囲外の外部インターネットのリモート PC は、ポート転送がきちんと設定されていない場合やファイアウォールが有効の場合には、設置済みカメラとインターネット接続ができない場合があります。この場合、ネットワーク管理者にお問い合わせください。
- 工場出荷時の設定で、IPアドレスがDHCPサーバーから自動的に割り当てられます。使用可能なDHCPサーバーがない場合、IPアドレスは192.168.1.100に設定されます。IPアドレスを変更するためには、Device Managerを使用してください。Device Managerの使い方は、「**Device Managerを使用する**」をご参照ください。(32ページ)

カメラを直接DHCPベースのDSL/ケーブルモデムに接続する



1. ユーザーのPCをネットワークカメラに直接接続します。
2. Device Managerを使用してカメラのIPアドレスをユーザーのパソコンからインターネットブラウザで接続できるIPアドレスに変更してください。
3. インターネットブラウザを使用してWeb Viewerと接続します。
4. [設定]ページに移動します。
5. [ネットワーク] - [DDNS]に移動し、DDNSの設定を行います。
6. [Basic] - [IP & ポート]へ移動し、IP方式を [DHCP] に設定します。
7. PCから取り外したカメラを直接モデムに接続します。
8. カメラを再起動します。

- DDNSの設定方法についての情報は、ウェブビューアのオンラインヘルプを参照してください。
- IPフォーマットの設定方法についての情報は、ウェブビューアのオンラインヘルプを参照してください。

ネットワーク接続と設定

DEVICE MANAGERを使用する

- Device Manager プログラムは、Hanwha Visionのウェブサイト(<https://www.HanwhaVision.com>)に接続して<顧客支援>-<オンラインツール>でダウンロードすることができます。
- Device Managerの詳しい使い方は、トップの<ヘルプ>メニューで確認することができます。

自動にカメラを検索する

Device ManagerがインストールされたPCと同じネットワークにカメラが接続された場合、検索機能でネットワークカメラを探すことができます。

1. Device Managerのトップで<検索>をクリックしてください。
2. 検索リストで検索したいカメラが表示されているか確認してください。
 - カメラに付着されたステッカーでMACアドレスを確認してください。

IPアドレスを設定する

カメラのネットワーク設定を変更するためには、<状態>項目に<Login OK>と表示される必要があります。Device Managerのトップで<認証>をクリックすると、ログインできます。

Static IPを設定する

IPアドレス&ポート情報を手動で入力して設定します。

1. 検索リストでIP設定を変更するカメラをクリックしてください。
2. Device Managerのトップで<IP割り当てる>をクリックしてください。
3. <IPアドレス手動割り当て>を選択してください。
 - カメラのIP情報が既存に設定されている値で表示されます。
4. IP関連項目&ポート関連項目を入力してください。

ブロードバンドルーターを使用しない場合

- ネットワークマネージャーに<IPアドレス>、<Subnet Mask>、<Gateway>の設定値をお問い合わせください。
- HTTP ポート：インターネットブラウザを使用してカメラにアクセスする際に使用します。初期設定は80です。
 - RTSPポート：リアルタイム・ストリーミングを制御するポートであり、初期値は554です。

ブロードバンドルーター使用の場合

- IP Address：ブロードバンドルーターによって指定されたIP範囲でアドレスを入力します。
例) 192.168.1.2~254、192.168.0.2~254、192.168.XXX.2~254
- Subnet Mask：ブロードバンドルーターの<Subnet Mask>が、カメラの<Subnet Mask>となります。
- Gateway：ブロードバンドルーターの<Local IP Address>が、カメラの<Gateway>となります。

- 設定は、接続しているブロードバンドルーターのモデルによって異なる場合があります。詳細は、該当するルーターのユーザーマニュアルを参照してください。
- ブロードバンドルーターのポートフォワーディングの詳細については、「ポートフォワード（ポートマッピング）の設定」を参照してください。（34ページ）

ブロードバンドルーターに複数のカメラが接続されている場合

IPに関する設定と、ポートに関する設定は別々に設定します。

例)

カテゴリ		カメラ #1	カメラ #2
IP設定	IPアドレス	192.168.1.100	192.168.1.101
	Subnet Mask	255.255.255.0	255.255.255.0
	Gateway	192.168.1.1	192.168.1.1
ポート設定	HTTP ポート	8080	8081
	RTSP ポート	554	555

- <HTTP Port>が80以外に設定されている場合、カメラにアクセスするには、インターネットブラウザのアドレスバーで<Port>番号を設定する必要があります。
例) <http://192.168.1.100:8080>

5. [適用]ボタンをクリックしてください。
6. 成功確認メッセージが表示されたら、[OK]ボタンをクリックしてください。

ダイナミックIPを設定する

IPアドレスをDHCPで自動に割り当てられます。

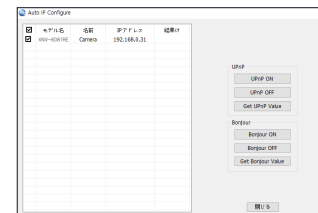
- 動的IP環境の例
 - カメラに接続しているブロードバンドルーターが、DHCPサーバーでIPアドレスを割り当てられている場合
 - DHCPプロトコルを使用して直接カメラをモデムに接続する場合
 - IPがLAN経由で内部DHCPサーバーに割り当てられている場合

1. 検索リストでIP設定を変更するカメラをクリックしてください。
2. Device Managerのトップで<IP割り当て>をクリックしてください。
3. <IPアドレス自動割当(DHCP)>を選択してください。
4. [適用]ボタンをクリックしてください。
5. 成功確認メッセージが表示されたら、[OK]ボタンをクリックしてください。



自動にIPを設定する

1. 検索リストでIPを自動に設定するカメラをクリックしてください。
2. Device Managerのトップで<+>をクリックしてください。
 - デバイス設定メニューが表示されます。
3. デバイス設定メニューで<Auto IP Configure (IP自動設定)>をクリックしてください。
4. [閉じる]ボタンをクリックしてください。



手動でカメラを登録する

検索機能でカメラを探せなかったり、外部ネットワークにカメラを接続した場合、IP情報を手動で入力してリモートでカメラを探して登録することができます。

1. Device Managerのトップで<デバイス追加>-<装備の手動登録>をクリックしてください。
2. 検索するIPアドレス範囲を入力してください。
3. 登録するカメラの<モデル名>を選択してHTTPポート、ID、パスワードを入力してください。
4. [登録]ボタンをクリックしてください。
5. リストでカメラが登録されているか確認してください。
 - カメラに付着されたステッカーでMACアドレスを確認してください。



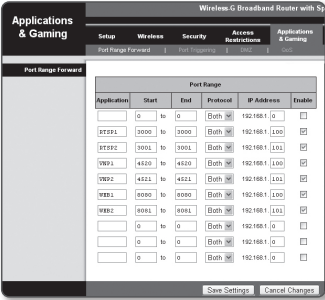
ネットワーク接続と設定

ポートフォワード (ポートマッピング) の設定

カメラを接続したままブロードバンドルーターをインストールした場合は、ブロードバンドルーター上でポート範囲フォワードを設定し、ルーター内のカメラにリモートPCからアクセスできるようにする必要があります。

手動ポートフォワード

- 1. ブロードバンドルーターの設定メニューから**Applications & Gaming** - **<Port Range Forward>**を選択します。サードパーティのブロードバンドルーター用にポートフォワードを設定するには、ブロードバンドルーターのユーザーマニュアルを参照してください。
- 2. ブロードバンドルーターに接続されている各カメラ用の、**<TCP>**と**<UDP Port>**を選択します。IPルーターに設定する各ポートの数字は、カメラWeb Viewerの**<設定>** - **<Basic>** - **<IP & ポート>**に指定されるポート番号に合わせて設定しなければなりません。
- 3. 完了後、**[Save Settings]**をクリックします。設定が保存されます。

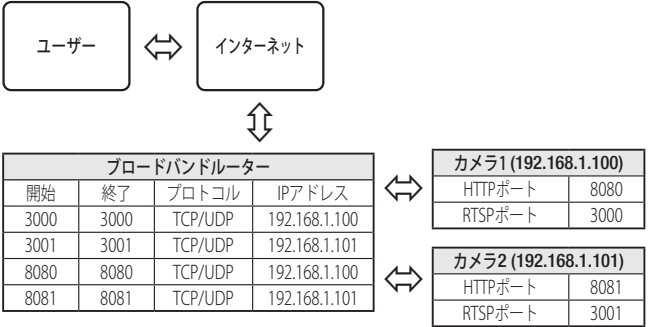


- ポートフォワーディング設定の説明は、CISCO IPのルーターで設定した例示です。
- 設定は、接続しているブロードバンドルーターのモデルによって異なる場合があります。詳細は、該当するルーターのユーザーマニュアルを参照してください。

複数のネットワークカメラに関するポートフォワード範囲設定

- ブロードバンドルーターデバイスの設定Webページで、ポートフォワーディングのルールを設定することができます。
- ユーザーは、カメラ設定画面を使って各ポートを変更できます。

カメラ1とカメラ2がルーターに接続されている場合:



- ルータがUPnP (ユニバーサルプラグアンドプレイ) 機能をサポートしている場合、ポートフォワーディングを追加ルータの設定なしで行うことができます。ネットワークカメラ接続後、メニューから、**設定 -> ネットワーク -> DDNS**の**<DDNS>**の**<クイック接続>**のチェックボックスを選択します。

共有ローカルPCからカメラへの接続

1. Device Managerを起動してください。
接続されているカメラをスキャンし、そのリストを表示します。
2. アクセスするカメラをダブルクリックします。
インターネットブラウザが起動し、カメラに接続されます。



- インターネットブラウザのアドレスバーに検出されたカメラのIPアドレスを入力し、カメラにアクセスすることもできます。

リモートPCからインターネット経由でのカメラへの接続

IPルーターのネットワーククラスター外部のリモートパソコンでは、ユーザーがカメラのDDNS URLを用いてIPルーターのネットワーク内部にあるカメラにアクセスすることができます。

1. ブロードバンドルーターのネットワーク内のカメラへアクセスする前に、ブロードバンドルーターにポートフォワードを設定しておく必要があります。
2. リモートPCから、インターネットブラウザを起動しカメラのDDNS URLアドレスを入力するか、アドレスバーでブロードバンドルーターのIPアドレスを入力します。
例) <http://ddns.hanwha-security.com/ID>

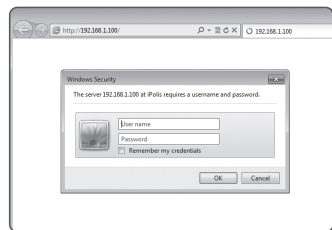


- DDNSを有効にするためには、DDNSのウェブサイト(<http://ddns.hanwha-security.com>)で会員登録をした後、**[My DDNS]>[製品登録]**で先に製品を登録する必要があります。

カメラへの接続

通常の方法

1. インターネットブラウザを起動します。
2. アドレスバーにカメラのIPアドレスを入力します。
例) • IPアドレス(IPv4) : 192.168.1.100 → http://192.168.1.100
- ログインダイアログが表示されます。
• IPアドレス(IPv6) : 2001:230:abcd:ffff:0000:0000:ffff:1111
→ http://[2001:230:abcd:ffff:0000:0000:ffff:1111] - ログインダイアログが表示されます。



HTTPポートが80以外の場合

1. インターネットブラウザを起動します。
2. アドレスバーにカメラのIPアドレスとHTTPのポート番号を入力します。
例) IPアドレス : 192.168.1.100:HTTPのポート番号(8080)
→ http://192.168.1.100:8080 - ログインダイアログが表示されます。

URLを使用する場合

1. インターネットブラウザを起動します。
2. アドレスバーにカメラのDDNS URLを入力します。
例) URLアドレス : http://ddns.hanwha-security.com/ID
- ログインダイアログが表示されます。

■ ネットワーク接続はLANのみの環境では無効になります。

UPnPを介した接続

1. UPnPプロトコルをサポートするために、クライアントまたはオペレーティングシステムを実行します。
2. 検索するカメラ名をクリックします。
Windowsオペレーティングシステムでは、ネットワークメニューから検索したカメラ名をクリックします。
- ログインウィンドウが表示されます。

Bonjourを介した接続

1. Bonjourプロトコルをサポートするためにクライアントまたはオペレーティングシステムを実行します。
2. 検索するカメラ名をクリックします。
Macのオペレーティングシステムでは、SafariのBonjourタブから検索したカメラ名をクリックします。
- ログインウィンドウが表示されます。

DDNSアドレスを確認するには

カメラを直接DHCPベースのケーブルモデムまたはDSLモデムに接続すると、ISP(ユーザーが契約する会社)に接続を試行する度にIPアドレスが変更されます。
その場合、DDNSによるIPアドレスの変更は通知されません。

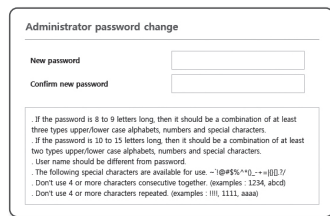
動的なIPベースのデバイスをDDNSサーバーに登録すると、そのデバイスにアクセスするときに、変更されたIPを簡単に確認することができます。

使用するデバイスを<DDNS>サーバーに登録するには、http://ddns.hanwha-security.comにアクセスして最初にデバイスを登録し、Web Viewerの<ネットワーク> - <DDNS>を<DDNS>に設定し、DDNS登録に使用した<製品ID>を指定します。

パスワード設定

本製品を初めて使用する場合、ログインパスワードを登録する必要があります。

- 新しいパスワードが8～9桁の場合、以下のうち3種類以上を使用する必要があります：大文字/小文字、数字、特殊文字。パスワードが10～15桁の場合、2種類以上を使用する必要があります。
 - 認められている特別文字：～!@#\$%^&*()_+=|[]?/
- 安全性を高めるため、同じ文字を繰り返したり、キーボード上の連続した文字を入力したりするのはお勧めしません。
- パスワードをなくした場合、[RESET]を押して製品を初期化します。そのため、メモ帳を利用したり、記憶したりして、パスワードをなくさないようにしてください。



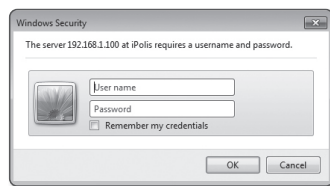
ログイン

カメラにアクセスするたびに、ログインウィンドウが表示されます。ユーザーIDとパスワードを入力してカメラにアクセスします。

1. <User name>入力ボックスに“admin”と入力します。
管理者ID“admin”は、確定されており変更できません。
2. <Password>入力欄に入力します。
3. [OK]をクリックします。
正常にログインすると、Live Viewerの画面が表示されます。

- カメラのWebビューアーにアクセスする場合は、画像データが暗号化されているを確認し、セキュリティに特にご注意ください。

- 入力完了時に、“Remember my credentials”オプションをチェックしておくと、次回からはログイン情報の入力を求められることなく自動的にログインします。
- 画面サイズが100%である場合、映像画質が最高の状態になります。倍率を小さくすると、境界線上の画像がカットされます。



カメラ・ウェブビューアーの設定

1. [設定 (⚙️)]アイコンをクリックします。
2. 設定画面が現れます。
3. カメラの基本情報、ビデオ、オーディオ、ネットワーク、イベント、分析、ネットワーク全体のシステムの設定を構成することができます。
4. <ヘルプ (📖)>をクリックして、それぞれの機能の詳細説明を表示します。

トラブルシューティング

問題	解決策
Windows 10ユーザーがChromeまたはFirefoxからウェブビューアにアクセスする場合、マイクロフォンの音声ボリュームは周期的に変わります。	これは、マイクロフォンのドライバをRealtekドライバに設定している場合に生じます。High Definition Audioデバイス (Windowsの標準ドライバ) またはサードパーティ製のドライバをマイクロフォン用のドライバとしてインストールします。
イベントの時にオーディオ再生に必要なWAVEファイル仕様は何ですか？	- サンプリングレート(sampling rate)は、48000KHz以下に使用することをお勧めします。 - サンプリング当たりビット(bits per sample, bps)は、8/16bitまでお勧めします。 - PCMでエンコーディングされたタイプのみ対応します。
Safariを使用してHTTPS経由でプラグインフリーのWeb Viewerにアクセスすると、映像は表示されません。	- https初回接続時に表示されるウェブサイトの認証ポップアップで<証明書の表示>をクリックした後、<Webビューアの設定IPに接続する際、常に信頼する>の項目のチェックボックスを選択してください。 - 以下のメッセージウィンドウで「次へ」を選択した後にWeb Viewerでの表示に失敗する場合、commandキー + Qを押してSafariブラウザを終了し、再度アクセスして上述の手順に従います。
ウェブブラウザからカメラにアクセスできない。	- カメラのネットワーク設定が適切を確認します。 - ネットワークケーブルがすべてきちんと接続されているか確認します。 - DHCP を使用して接続した場合、カメラが問題なく動的 IP アドレスを取得できたか確認します。 - カメラがブロードバンドルーターに接続している場合、ポート転送がきちんと 設定されているか確認します。
閲覧中にビューアが遮断された。	- カメラまたはネットワーク設定に変更が生じた場合、接続済みビューアは遮断されます。 - ネットワーク接続をすべて確認します。
Device Managerプログラムでネットワークに接続されたカメラが検索できません。	使用中の PC のファイアウォールを無効にし、カメラを再検索してください。
画像がオーバーラップする。	複数のカメラが個々のアドレスではなく、単一のマルチキャスト アドレスに設定されているか確認します。複数のカメラが単一アドレスを使用すると、画像がオーバーラップする原因になります。
画像が表示されない。	送信方法がマルチキャストに設定されている場合、カメラが接続しているLAN にマルチキャストに対応しているルータがあるか確認します。

問題	解決策
音声入力を設定している場合でも、音声は録音されません。	<基本> - <ビデオプロファイル> の <音声入力> チェックボックスを有効にしなければなりません。
<アナリティクス>の<モーション検知>は<イベント>に設定されていますが、分析イベントが発生したときであっても、通知用のEメールは到着しません。	- 設定を次の順序で確認します。 A. <日付 & 時間>設定をチェックします。 B. <モーション検知>が<使用>に設定されていることを確認します。 C. <イベント設定>メニューの<E-mail>オプションが選択されて使用可能になっているかどうか確認してください。
インテリジェント映像分析イベントが生成されていても、アラーム出力ポートに信号が検出されません。	アラーム出力ポートの設定をチェックしてください。
Micro SDメモ리카ードに録画できません。	メモ리카ードに問題がないか確認してください。
Micro SDメモ리카ードを挿入しても、カメラが正しく動作しません。	- メモ리카ードが正しい方向で挿入されているかを確認してください。他のデバイスで初期化されたメモ리카ードの場合は、このカメラ装置で正常に動作しない可能性があります。 - メモ리카ードを<設定> → <イベント> → <ストレージ>メニューで再度初期化してください。
NASに記録できません。	NASに登録した情報が正しいことを確認します。
NAS設定が失敗したと報告が出ています。	- NASのIPアドレスが有効であること。 - NASのID/パスワードが有効であること。 - NASのIDを使う基本フォルダに指定したフォルダにアクセスできること。 - NAS SMB/CIFSの項目をチェックしていないこと。 - NAS IPアドレスとカメラIPアドレスが同じフォーマットであることを確認します。 例) NASとカメラのサブネットマスク値は255.255.255.0です。 IPアドレスが192.168.20.32である場合、NAS IPアドレスは192.168.20.1～192.168.20.255の範囲にある必要があります。 - 保存または使用する基本フォルダを初期化せずに、別のユーザーとして利用しようとしていたかを確認します。 - 推奨されているNAS装置を使用したかどうかを確認します。
NVRにカメラを登録時にCAM1-CAM2がインストールされている場合、2台が正常にインストールされていない場合があります。どうすればいいでしょうか。	- 本カメラは、NVR登録時に手動入力をお勧めします。 - もしNVR PnPモードでカメラを登録する場合、CAM1(PoE Extenderカメラ)をまずNVRに接続した後、CAM2(一般の当社ネットワークカメラ)をCAM1のPoE OUTポートに接続します。その後にCAM2を自動検索または手動入力を使用して登録してください。

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GPL SW

Component Name	License	URL
Base Kernel	GPL 2.0	
Busybox	GPL 2.0	http://www.busybox.net/downloads/snapshots
iproute2-4.3.0	GPL 2.0	
iptables-1.4.21	GPL 2.0	http://ftp.netfilter.org/pub/iptables
ethtool-4.2	GPL 2.0	
mtdd-1.5.2	GPL 2.0	ftp://ftp.infradead.org/pub/mtdd-utils
mi-diag-2.11	GPL 2.0	
rp-pppoe-3.11	GPL 2.0	http://www.roaringpenguin.com/pppoe/
wpa_supplicant-2.5	GPL 2.0	
bash-4.3.30	GPL 3.0	
zerocoinf	GPL 2.0	

LGPL SW

Component Name	License	URL
glibc	LGPL 2.0	
inetutils	LGPL 3.0	
neon-0.29.6	LGPL 2.0	http://www.webdav.org/neon/

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revised on December 21, 2006
revised on March 24, 2009

Article 1. Scope of License Agreement

1. This License Agreement sets forth copyrights and the terms and conditions of use applicable to the source code of T-Kernel distributed by T-Engine Forum and any derivative work created therefrom.

Article 2. Definition

1. "T-Kernel" means a real-time operating system controlled and distributed by T-Engine Forum on behalf of the copyright holder thereof.
2. "Source Code" means a source program, including related comments and documentations, for the T-Kernel and the Ported Source Code defined in Article 2.8 which is registered with T-Engine Forum.
3. "Hardware-dependent Part" means the part of the Source Code which depends on hardware and needs to be changed when the Source Code is ported and operated on the target hardware, and is designated and separated as such part.
4. "Compiler-dependent Part" means the part of the Source Code which depends on compiler and needs to be changed when the Source Code is ported and operated on the target hardware, and is designated and separated as such part.
5. "Header File" means the part of the Source Code which contains definitions necessary to develop application programs.
6. "T-Engine Hardware" means the hardware which is manufactured in accordance with the T-Engine Hardware specifications or the μ T-Engine Hardware specifications issued by T-Engine Forum, and registered with T-Engine Forum.
7. "Similar Hardware to T-Engine Hardware" means any hardware (including software which emulates hardware) other than that defined in Article 2.6 above, on which the T-Kernel can be operated.
8. "Ported Source Code" means a source program produced from the Source Code by modifying only its Hardwaredependent Part and/or Compiler-dependent Part to enable it to be operated on the T-Engine Hardware or the Similar Hardware to T-Engine Hardware. The Ported Source Code which is registered with T-Engine Forum shall be included in the Source Code.
9. "Modified Source Code" means a source program modified from the Source Code for the purpose of improving its performance, increasing or decreasing its function, and the like. The Ported Source Code shall not be included in the Modified Source Code.
10. "Binary Code" means an executable code form which is created by compiling programs, which include all or part of the Source Code or the Modified Source Code.
11. "Derivative Work" means the Modified Source Code or the Binary Code.
12. "Embedded Product" means any product which operates with executable code form of the Source Code, the Modified Source Code or the Binary Code loaded on its hardware.
13. "End User" means a consumer who uses the Embedded Product.
14. "System Developer" means any person who develops the Embedded Product by itself or has a third party develop the same, and provides, whether with or without payment, the End User with the Embedded Product.
15. "Distributor of Modification" means any person who produces the Modified Source Code and, whether with or without payment, distributes the same to any third party.

16. "Patch for Modification" means a difference, program, system, or the like in order to create the Modified Source Code from the Source Code or the Binary Code thereof.

17. "Vicarious Execution of Patch Processing" means vicarious execution service to create the Modified Source Code applying the Patch for Modification to the Source Code or the Binary Code thereof.

18. "Source Code User" means a person who uses the Source Code.

19. "Distribution" means any of the following acts:

1. to transmit a work to a large number of specific persons through the Internet communication, broadcasting, and the like;
2. to transmit a work to the general public through the Internet communication, broadcasting, and the like automatically in response to a request from the public; and
3. to distribute a copy of a work to the general public or a large number of specific persons.

Article 3. Copyright

1. The copyrights of the Source Code shall be owned by Ken Sakamura.

Article 4. License of Source Code

1. As provided for in this Article, T-Engine Forum shall provide, and grant a license to use, the Source Code free of charge to any person who has taken the necessary procedure for registration as prescribed by T-Engine Forum and agreed to the T-License.
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 4. to distribute the Binary Code created from the Source Code provided by T-Engine Forum hereunder or from the Source Code modified in accordance with the provision of Article 4.3 (1) above.
4. In accordance with the license granted under Article 4.1 above, the System Developer may perform the following acts:
 1. to perform any and all acts set forth in the Article 4.3 above.
 2. to develop and manufacture the Embedded Product containing the Binary Code, and, whether with or without payment, provide the End User with the same and make the Binary Code available to the End User on the Embedded Product.
5. The Source Code User and the System Developer shall be obligated to give a notice that the Source Code is used, in such a way as separately specified by T-Engine Forum, when they use the Source Code or the Binary Code, or make the Binary Code available for the End User on the Embedded Product.

Article 5. Distribution of Modified Source Code

1. Any of A- members of T-Engine Forum may become the Distributor of Modification by obtaining the approval of T-Engine Forum through the registration procedure as prescribed by the Forum provided that only the department of the A- member which has taken the registration procedure may distribute the Modified Source Code in such a way as provided for in this Article as long as it holds the Amembership.
2. The Distributor of Modification may create the Modified Source Code based on the Source Code provided by T-Engine Forum and the Patch for Modification to be applied to create such Modified Source Code from the Source Code.
3. The Distributor of Modification shall, prior to the distribution, inform T-Engine Forum of and register a name and description of the Modified Source Code in such a way as specified by T-Engine Forum.
4. The Distributor of Modification shall determine the name of the Modified Source Code subject to the rules separately established by T-Engine Forum and publish an appropriate notice as required by the rules on the Patch for Modification and the Modified Source Code.
5. The Distributor of Modification may distribute the Modified Source Code to a third party, whether with or without payment, provided that the Distributor of Modification shall take the necessary measures to prohibit the third party from making the re-Distribution of the Modified Source Code.
6. Developer with the Patch for Modification. Provided, however, that the Distributor of Modification shall be obligated to confirm that the System Developer is the Source Code User duly licensed under Article 4.1.
7. The Distributor of Modification may perform the Vicarious Execution of Patch Processing for the System Developer.
8. The System Developer shall not distribute the Modified Source Code in further modified form to any third party as a stand-alone software product.
9. The System Developer may, under the same obligation as imposed in Article 4.5, make the Embedded Product available for the End User through use of the Patch for Modification distributed by the Distributor of Modification or the Derivative Works obtained through the Vicarious Execution of Patch Processing.

Article 6. Distribution and Registration of the Ported Source Code

1. The Source Code User and the System Developer may, whether with or without charge, distribute to any third party only the following parts of the Ported

Source Code on the T-Engine Hardware or the Similar Hardware to T-Engine Hardware:

1. The Hardware-dependent Part and/or Compiler-dependent Part; provided that the Source Code User and the System Developer shall inform T-Engine Forum of, and T-Engine Forum may publish, a method for distributing said Part(s) to third parties.
2. The Header File; provided that the Header File shall be distributed together with the Binary Code of the Ported Source Code.
2. Any member of T-Engine Forum may request T-Engine Forum to register and distribute, as an original source code for T-Kernel, the Ported Source Code on the T-Engine Hardware or the Similar Hardware to T-Engine Hardware.
3. Any member of T-Engine Forum who requests the distribution mentioned in the preceding paragraph shall accede to the following conditions:
 1. The member shall confirm that the object hardware is the T-Engine Hardware or the Similar Hardware to T-Engine Hardware.
 2. The member shall provide T-Engine Forum with a complete set of operational environment for the object hardware and T-Kernel free of charge when requesting the distribution.
 3. The member shall submit test results of the Ported Source Code to T-Engine Forum when requesting the distribution.
4. In the event that T-Engine Forum accepts the request mentioned in Article 6.2, T-Engine Forum shall register and distribute the Ported Source Code as the Source Code for T-Kernel. Provided, however, that the Ported Source Code may be treated in the same way as the Modified Source Code until the time of registration hereunder.
5. The provision set forth in Article 3 shall apply to the Ported Source Code registered in accordance with this Article.

Article 7. Use for Other Purpose

1. Any use of the Source Code, the Modified Source Code or the Ported Source Code other than those stipulated in Articles 4, 5 and 6 shall be subject to the prior approval of T-Engine Forum.

Article 8. Limited Warranty

1. T-Engine Forum and the copyright holder of the Source Code warrant that the Source Code does not infringe third party's copyrights. Provided, however, that T-Engine Forum and the copyright holder of the Source Code make no warranty as to the Hardware-dependent Part and/or Compiler- dependent Part set forth in Article 6.2 in the Ported Source Code by any third party.
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Article 10. Breach of Agreement

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2. In case of breach of this License Agreement by a member of T-Engine Forum, T-Engine Forum may take appropriate measures against the member; for example, the member is disqualified from membership, depending on what kind of breach has been committed by it.
3. Any legal dispute which may arise in relation to any breach of this License Agreement shall be subject to the exclusive jurisdiction of the Tokyo District Court.

Article 11. Governing Law and Language

1. This License Agreement shall be governed by and interpreted under the laws of Japan.
2. This License Agreement is executed in both Japanese text and English text provided that the Japanese text shall govern the interpretation and performance of this License Agreement.

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Julian Seward, jseward@bzip.org

bzip2/libbzip2 version 1.0.5 of 10 December 2007

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iperf performance test

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Jean-loup Gailly Mark Adler

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://www.ietf.org/rfc/rfc1950.txt> (zlib format), [rfc1951.txt](http://www.ietf.org/rfc/rfc1951.txt) (deflate format) and [rfc1952.txt](http://www.ietf.org/rfc/rfc1952.txt) (gzip format).

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