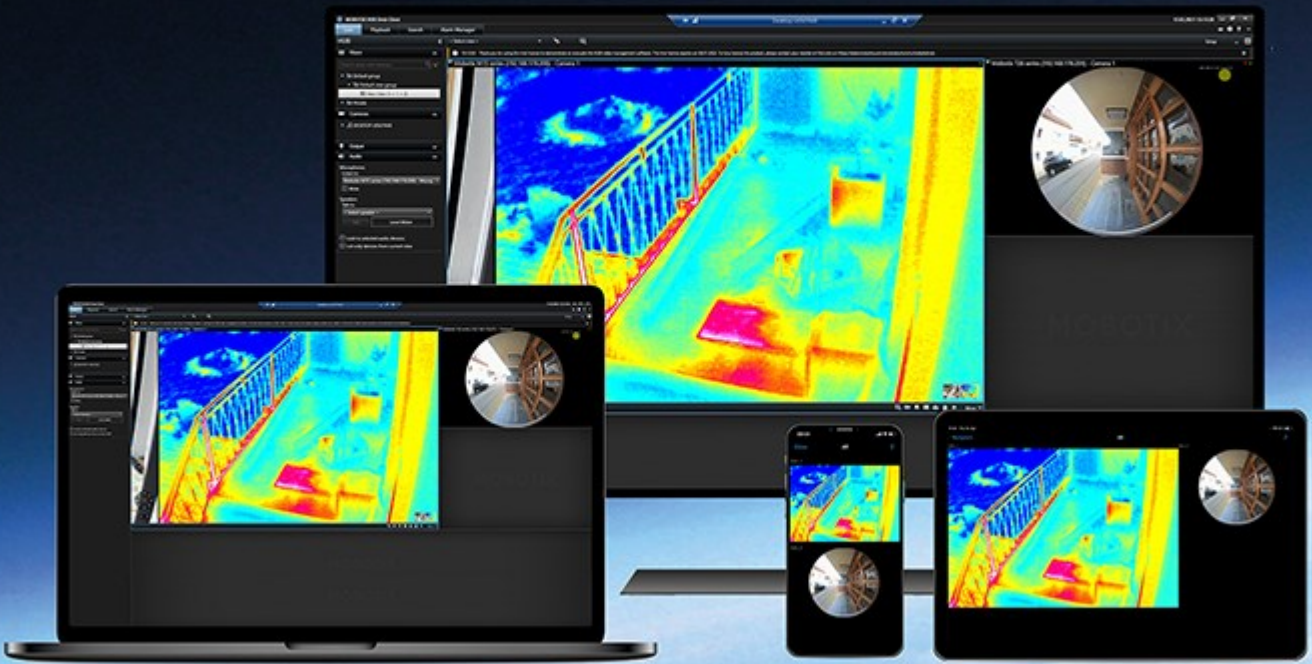


Quick guide

MOBOTIX HUB Desk Client – Player 2023 R2

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This documentation

What's new?

In MOBOTIX HUB Desk Client – Player 2023 R2

- A new type of view optimized for viewing exported video.

This documentation

This guide is for MOBOTIX HUB Desk Client operators and for users that have received an export with recordings from a MOBOTIX HUB VMS in the MOBOTIX HUB Desk Client – Player export format.

There are other manuals and guides to how to solve operator tasks in MOBOTIX HUB Desk Client.



If the manuals and guides for MOBOTIX HUB Desk Client do not provide the information you need, contact your reseller.

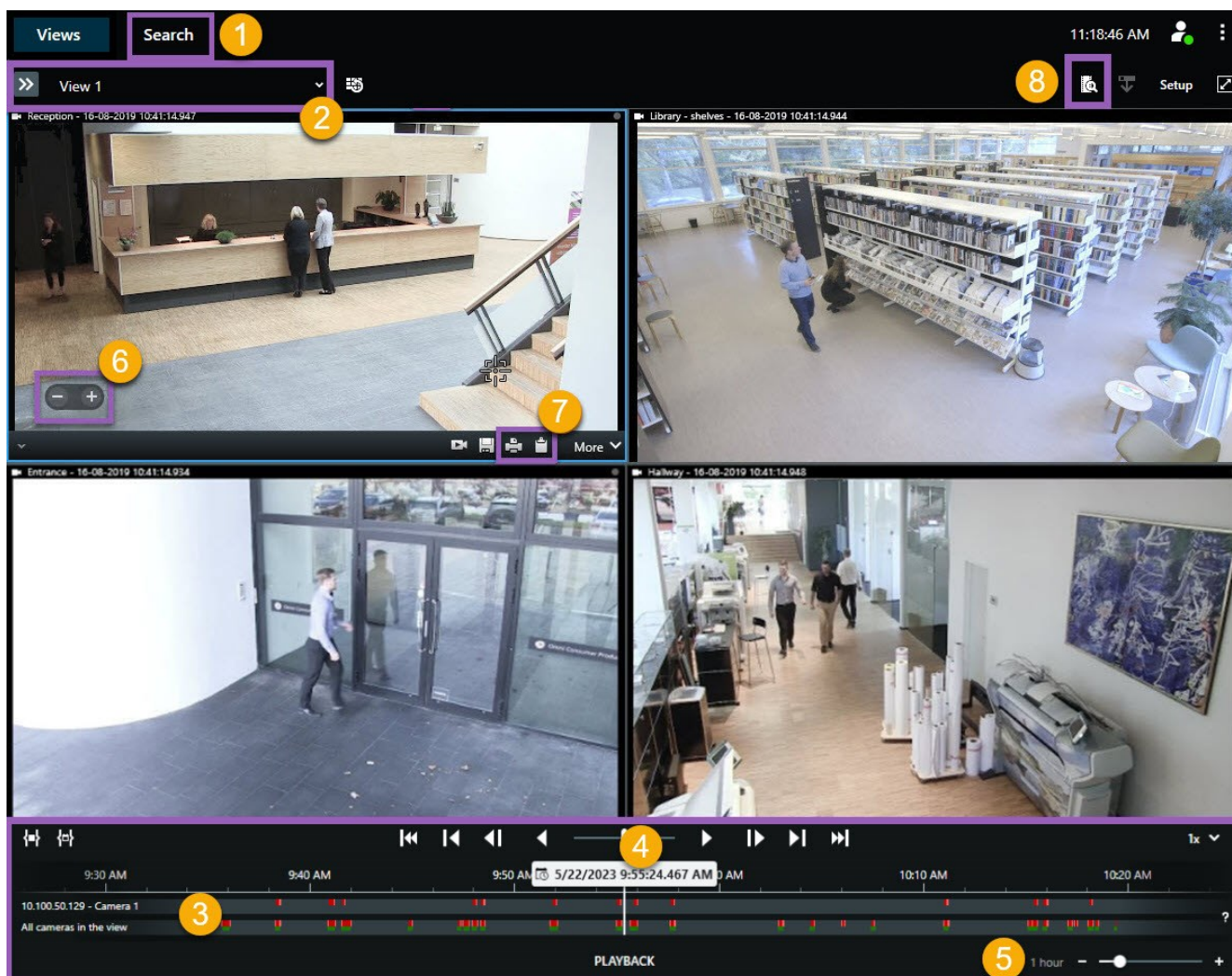
MOBOTIX HUB Desk Client – Player

MOBOTIX HUB Desk Client – Player is a light version of MOBOTIX HUB Desk Client that can be included with exported video data. MOBOTIX HUB Desk Client – Player lets the recipient view the exported files without having surveillance software installed.

MOBOTIX HUB Desk Client – Player is also automatically included in video archives and recording database folders to ensure availability of recordings if the disk with the recordings is removed.

You can use MOBOTIX HUB Desk Client – Player to view video data and archives and to repair corrupted databases. The application has many of the features of the MOBOTIX HUB Desk Client and looks similar.

The user interface of MOBOTIX HUB Desk Client – Player



Number	Description
1	Investigate the exported recordings in playback mode, and run searches on the Search tab.
2	Select the view that contains the cameras that you are interested in.
3	Drag the timeline tracks back and forth to browse the recorded video.
4	Use the timeline controls in the main timeline to play back video or jump to a specific moment in time.
5	Change the time span of the timeline track. The range is five minutes to four weeks.
6	Change the speed of the playback.
7	Copy a still image ¹ to the clipboard, so you can paste it into, for example, a document, or print a surveillance report with a still image and related information.
8	Start search in a new search window with the cameras in the current view preselected.

¹A single static image.

Viewing exported video in MOBOTIX HUB Desk Client – Player

Standard views and adaptive views

Viewing exported video in standard views

When you open exported video, the video is, per default, opened in a standard view with maximum 25 view items. Exported video from 1-25 cameras is in a standard view shown in at least as many view items as the number of cameras. However, if you have received exported video from more than 25 cameras, the exported video is displayed in several views. For example, exported video from 100 cameras is shown in 4 standard views.

When you play back the exported video in standard views, most view items are likely empty at different times. Seeing all details in the video can be difficult because each view item has limited space. Also, if the video is shown in several views, it isn't easy to gain an overview.

Viewing exported video in adaptive views

An adaptive view adapts its number of view items to the number of cameras with concurrent video feeds and can display exported video from up to 100 cameras. The exported video is played back in chronological order. This behavior makes it easier to see all details in the exported video and have an overview of all that is happening in the exported video.



Exported video from more than 100 cameras can only be shown in standard views.

Example 1: Only one video feed at a time

Suppose you have received 10 minutes of video from 10 cameras, and each camera only has 1 minute of video with no overlap. In that case, the adaptive view has one view item that shows the video from one of the 10 cameras at a time and in chronological order.


Example 2: Concurrent video from more cameras

If there are concurrent video feeds from more cameras in the export, the adaptive view adapts the number of view items to the number of cameras that has video at any given time.

View exported video

When you receive exported video in the MOBOTIX HUB Desk Client – Player format, you also receive a version of MOBOTIX HUB Desk Client – Player.

Viewing exported video in MOBOTIX HUB Desk Client – Player

1. Open the folder that contains the exported video and run the DeskClient-Player.exe file.
2. If the exported video is password protected, enter the password.
3. Select **Connect**.
4. From the timeline, select how you want to playback the video. For example, select play forward .

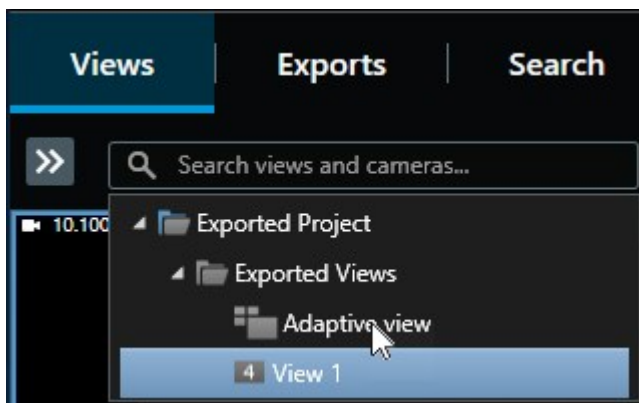
View exported video in an adaptive view


When you have opened exported video in MOBOTIX HUB Desk Client – Player, you can select to see the video in an adaptive view. See also [Standard views and adaptive views on page 7](#).

1. Open the folder that contains the exported video and run the DeskClient-Player.exe file.
2. If the exported video is password protected, enter the password.
3. Select **Connect**.
4. Next to the name of the current view, expand a list of available views.



5. Select **Adaptive view**.




6. From the timeline, select how you want to playback the video. For example, select play forward .



Adaptive view is a new feature in MOBOTIX HUB Desk Client – Player 2023 R2. If you have an older export project and want to see the exported video in an adaptive view, you can often open the older project with MOBOTIX HUB Desk Client – Player 2023 R2 or later. See also [View another database with previously exported video on page 9](#).

View another database with previously exported video

If you have MOBOTIX HUB Desk Client – Player open already, you can open another database with exported video and add it to your project. The **Open database** wizard also repairs corrupted databases automatically.

1. Click the **Setup** button in the upper-right corner. The panes on the left-hand side turn orange.
2. Expand the **Overview** pane.
3. Click . The **Open database** wizard appears.



Do not attempt to open a live database or live archive because it can damage your system.

4. Select the folder containing the relevant database. The default folder for databases with exported video is C:\Users\[username]\Documents\MOBOTIX\Video Export\[NameOfExport]\Client Files\Data\Mediadata\[NameOfDevice]. When you select a database, the device name appears next to the **Camera**, **Microphone**, or **Speaker** field.



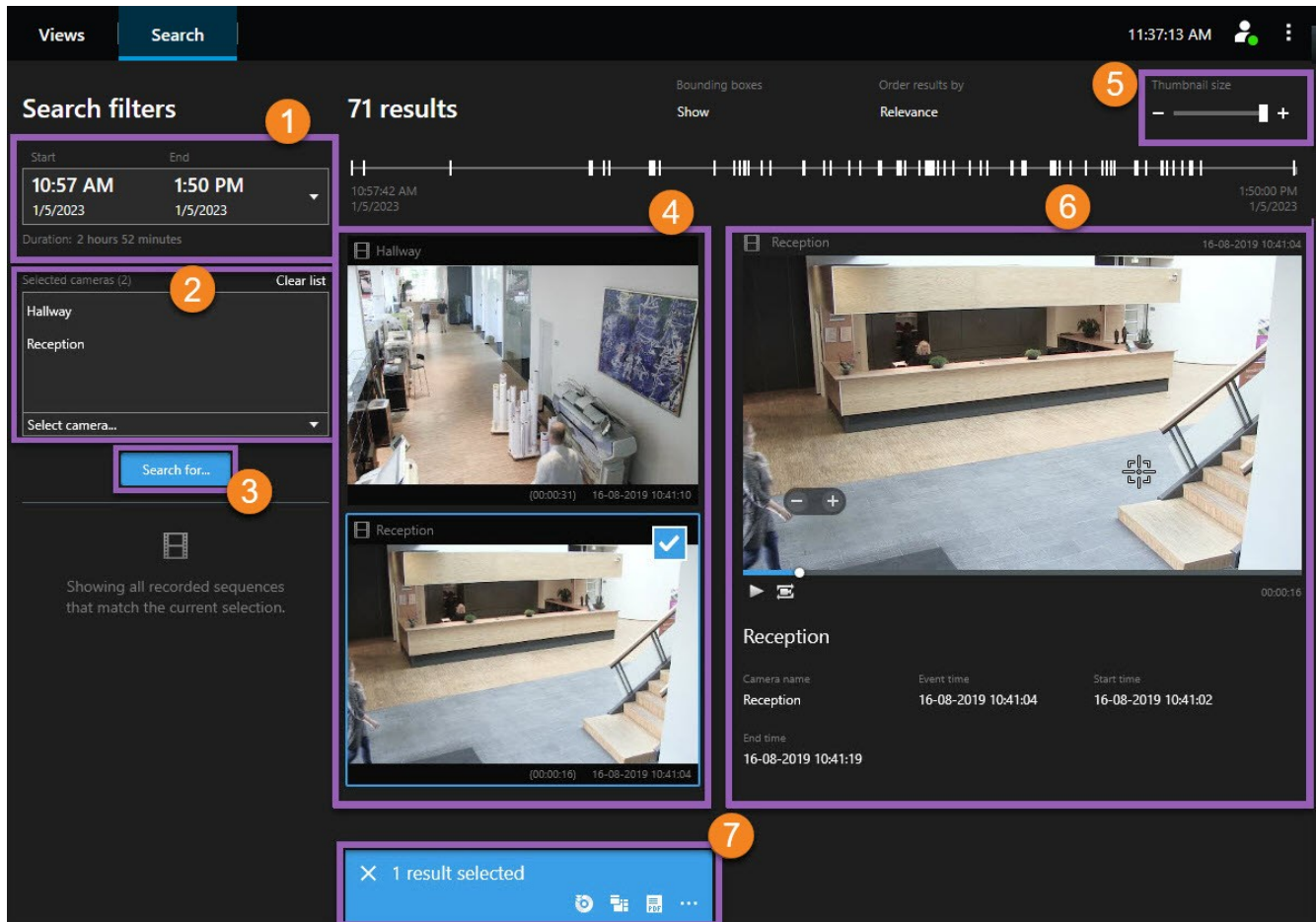
If the system cannot identify a camera, for example, when you open archived recordings, the device name will be **Unknown** and all three types of devices will be added as **Unknown** devices (even if they don't exist) with the database file name assigned. If there is no device, the field contains **N/A**.

5. If the database you are trying to open is corrupt, the wizard can repair it.
6. After adding the database, you can see whether or not the database contains digital signatures. Then you can verify the authenticity of the recordings. See [Digital signatures on page 11](#).

Search in exported video

On the **Search** tab, you can search the recordings included in the export, for example if you want to search a subset of the cameras.

You can search for recordings, motion, and bookmarks.



Number	Description
1	The time span is set automatically based on the export time span. You can define your own time span, for example Custom interval .
2	Add the cameras that you want to search.
3	Specify what to search for, for example Motion . You can combine search categories.

Number	Description
4	Review the list of search results. Scroll to view the next or previous search results.
5	Use the Thumbnail size slider to make the thumbnail images smaller or bigger.
6	Play back video from the search results.
7	Take further action based on your search results, for example create PDF reports to share or print evidence. The action bar appears when you select the blue check box inside the search results.

Digital signatures



This feature is only available in certain MOBOTIX HUB VMS systems. For more information, see the product comparison chart: <https://www.mobotix.com/en/products/vms/mobotixhub>

You can use digital signatures to verify the authenticity of your recorded video. This is useful, for example if you want to demonstrate that the video has not been tampered with.

There are two stages of verification. You can verify:

- whether the video has been modified after it was recorded. The recording server creates a digital signature for the recording. Later when you view exported video in MOBOTIX HUB Desk Client – Player, you can compare the recording signature with the one that was originally created by the recording server.
- whether video that you export in MOBOTIX HUB Desk Client has been modified after it was exported. During the export process, MOBOTIX HUB Desk Client creates a signature for the export file. Later when you review the exported evidence in MOBOTIX HUB Desk Client – Player, you can compare the export signature with the one that was created during the export.

If you find that there is a discrepancy, there is reason to question the reliability of the video evidence.

The original digital signatures are contained in the **PublicKey.xml** and **Public Key Certificate.xml** files in these locations:

- MOBOTIX HUB Desk Client - <export destination folder>\<export name>\Client Files\Data\Mediadata\<camera name>\<camera name>\Export signatures
- MOBOTIX HUB Management Client - C:\Program Files\MOBOTIX\Management Server\Tools\CertificateIssuer

There are two scenarios where digital signatures are excluded during the export process:

Verify digital signatures

- If there are areas with [privacy masks](#)¹, digital signatures for the recording server will be removed in the export.
- If the data you are exporting is very close to the current date and time, the digital signature for the recording server might not be included for the whole sequence. In this case, only part of the export will have digital signatures added.

The export process will complete, but when you verify the signatures, you will see that the digital signatures for the recording server were removed or partially OK.

Verify digital signatures

If you are reviewing video evidence in MOBOTIX HUB Desk Client – Player, and the exported material has digital signatures, you can verify that the recording has not been tampered with since it was recorded, or since the export was made, or both.



Digital signing does not work for MOBOTIX HUB Desk Client 2017 R1 or earlier that connects to MOBOTIX HUB VMS 2017 R2 or newer. The video export will not succeed.

Requirements

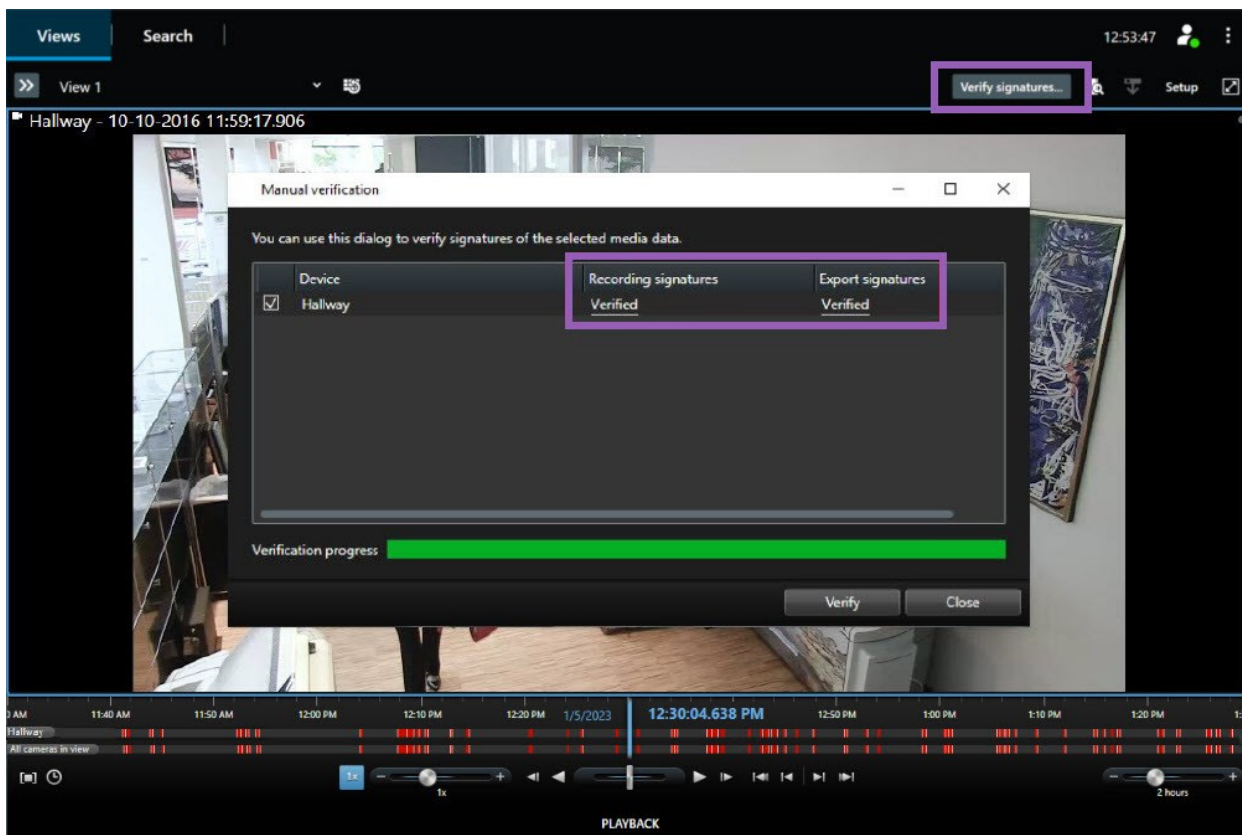
- In MOBOTIX HUB Management Client, signing has been turned on for the recording server
- In MOBOTIX HUB Desk Client, during the export process, the **Export as MOBOTIX HUB format** and the **Include digital signature** check boxes were selected

Steps:

¹A blurred or solid color that covers an area of the video in the camera view. The defined areas are blurred or covered in live, playback, hotspot, carousel, smart map, smart search, and export modes in the clients.

Verify digital signatures

1. On the toolbar, click the **Verify signatures** button. The **Manual verification** window appears. Here you can see the devices selected for the export.
2. Click **Verify** to start the verification process. The system checks the authenticity of the recording signature and the export signature.



3. To verify that you can rely on the verification of the recording signature:
 1. In the **Recording signatures** column, click the **Verified** link. The **Certificates** dialog appears.
 2. Compare the value of the **public_key** and **signature** with the corresponding values in the `PublicKey.xml` file (`C:\Program Files\MOBOTIX\Management Server\Tools\CertificateIssuer`). If the values differ, the recording has been modified.
4. To verify that you can rely on the verification of the export signature:
 1. In the **Export signatures** column, click the **Verified** link. The **Certificates** dialog appears.
 2. Compare the value of the **public_key** and **signature** with the corresponding values in the `Public Key Certificate.xml` file (`<export destination folder>\<export name>\Client Files\Data\Mediadata\<camera name>\<camera name>\Export signatures`). If the values differ, the export material has been modified.



A database can be verified, partially verified (if some of the files have not had signatures attached), or not signed.

Managing views in MOBOTIX HUB Desk Client – Player

You create and manage views by clicking **Setup** on the MOBOTIX HUB Desk Client – Player toolbar. The panes on the left-hand side turn yellow.

Project pane (explained)

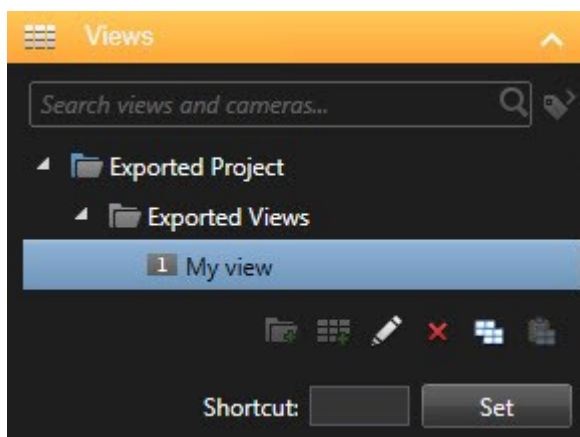
A project in MOBOTIX HUB Desk Client – Player is a collection of files that are created when video is exported in database format from MOBOTIX HUB Desk Client. Your user settings, including information about your views, are stored as part of a project.

The **Project** pane appears when you click **Setup**. In setup mode, you can:

- Change the name of the project.
- Create or open a project
- Assign passwords to projects - only people with permission can view a video. You can also assign passwords to devices when you export them. To avoid having to keep track of several database passwords, you can assign a single password to the overall project. If you do not assign an overall password and you have databases with passwords added to your project, you will be asked to enter a password for each database when you open the project. If you assign a password to a project, you cannot delete it. However, you can change the password or create a new identical project in the **Project** pane.


Views pane (explained)

In the **Views** pane in MOBOTIX HUB Desk Client – Player, you can add, edit, and delete views. You can also search for views and cameras.



Overview pane (explained)

The **Overview** pane in MOBOTIX HUB Desk Client – Player displays the cameras, microphones, speakers, webpages, images, and plug-ins assigned to the project. When you have selected a device, you can delete it and rename it. You can link speakers and microphones to cameras. Then associated audio is automatically selected when you view recorded video for a particular camera.

To open a database from an archive or previously exported material, click the  button. The **Open database** wizard appears.



When you delete a device, this does not delete the actual database files associated with the device, it just removes them from the project.

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