

# *kmotion*

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# kmotion user documentation

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# 1:0 About kmotion

## 1:1 An overview ...

To provide a KDE front end for configuration and local viewing and a Web interface that can be accessed anywhere including your local Cyber Cafe on the other side of the planet.

The Web interface has been written, the KDE front end is in the works. In order for the web interface to be viewable anywhere it relies on client side javascript only. You do not have to download any special software or Java plugins just point your browser and off you go.

# 2:0 Live view

## 2:1 The text colour ...

The colour of the descriptive texts changes from blue to red when motion has been detected.

## 2:2 Changing view sequences ...

To change the view sequences first click on the required feed on the right hand side panel then click on the view you want to change.

# 3:0 Archive view

## 3:1 The time line ...

The time line at the bottom of the window represent events and snapshots during the current 24 hour period from 00:00 to 00:00 in 5 minute blocks. Holding the cursor over the time line will cause the browser to pop up the appropriate blocks time.

Blue blocks represent snapshots, red blocks represent events, the yellow block represents the playback point. Where there are both snapshots and events in the 5 minute time frame the block remains red.

## 3:2 Going to a particular time ...

Find the nearest time by holding the cursor over the time line. Click the mouse. The time line block will turn yellow, you have selected your time.

## 3:3 Play / Pause modes ...

You can alternate between variable speed playback and pause / single frame step mode by clicking the 'click to play' and 'click to pause' button.

### 3:4 Increasing playback speed ...

In play mode repeatedly clicking the '>' or '<' buttons increases the playback speed. To decrease the speed click the opposite '>' or '<' button.

### 3:5 Event skipping ...

You can skip to the next or previous event by clicking '+event' or '-event'. If the next or previous event is within a 5 minute time frame the yellow block may not move.

### 3:6 Saving a jpeg ...

Pause the frame, right click the image and select 'save image as'.

## 4:0 Preferences

### 4:1 Non interleaved ...

The view images are updated in strict sequence from the first to the last.

### 4:2 Interleaved ...

The view images are updated in sequence from the first to the last until motion is detected. Any feeds which have motion detected are given preferential treatment. If motion has been detected on feed 3 the view update sequence will change from 1,2,3,4... to 1,3,2,3,4,3 ....

### 4:3 Full ...

The view images are updated in strict sequence from the first to the last until motion is detected. When motion is detected the appropriate feeds are shown full screen.

### 4:4 Low bandwidth ...

The server is periodically polled until motion is detected using very little bandwidth. When motion is detected the appropriate feeds are shown full screen.

## 5:0 Server stats

### 5:1 Server stats ...

The server stats show the server load and memory usage. They are automatically updated every 15 seconds or when you click on the server stats button.

# 6:0 About kmotion

6:1 Give me a job ! ...

Look I really really really want a job programming, I will work for nothing, OK not nothing but minimum wage tops, I will work round the clock 24/7, I will even make tea .... JUST PLEASE PLEASE PLEASE GIVE ME A JOB DOING WHAT I LOVE :)

Dave Selby

All job opportunities email: [dave6502@gmail.com](mailto:dave6502@gmail.com)