

Q: How to add an Onvif Camera to the AirLive SmartLife Plus App V2.

A: First make sure your IoT setup is working and your Onvif camera is connected to the same local network as the IoT Gateway and your Smart Phone. Note that there are different versions of Onvif 2.0, 2.2, 2.4 ect it could be that your camera has Onvif but that the image is not displayed correctly. The Onvif connected can be viewed in the APP and be used in the AirLive Smart IoT Cloud.

IMPORTANT

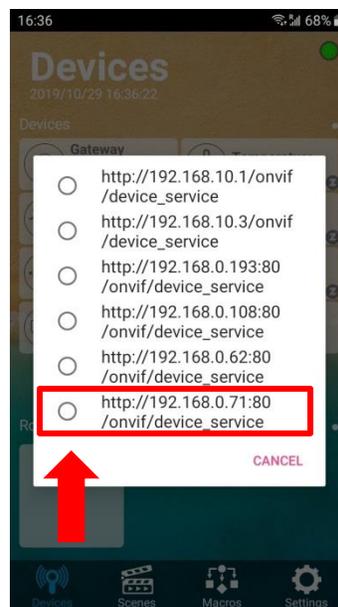
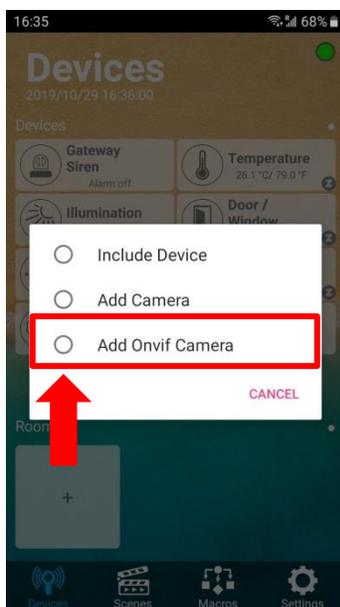
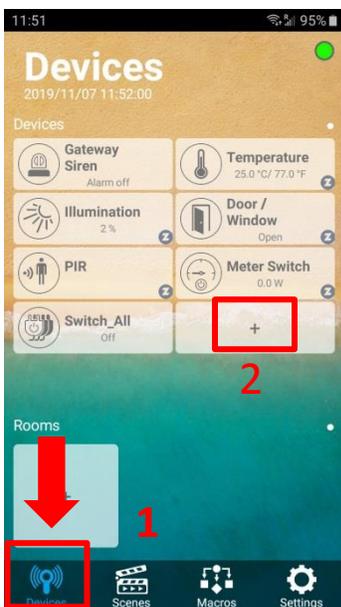
The Gateway must have firmware 1.94 or higher.

The AirLive SmartLife Plus APP must be version iOS: 2.03.04 or higher and Android: 2.00.12 or higher.

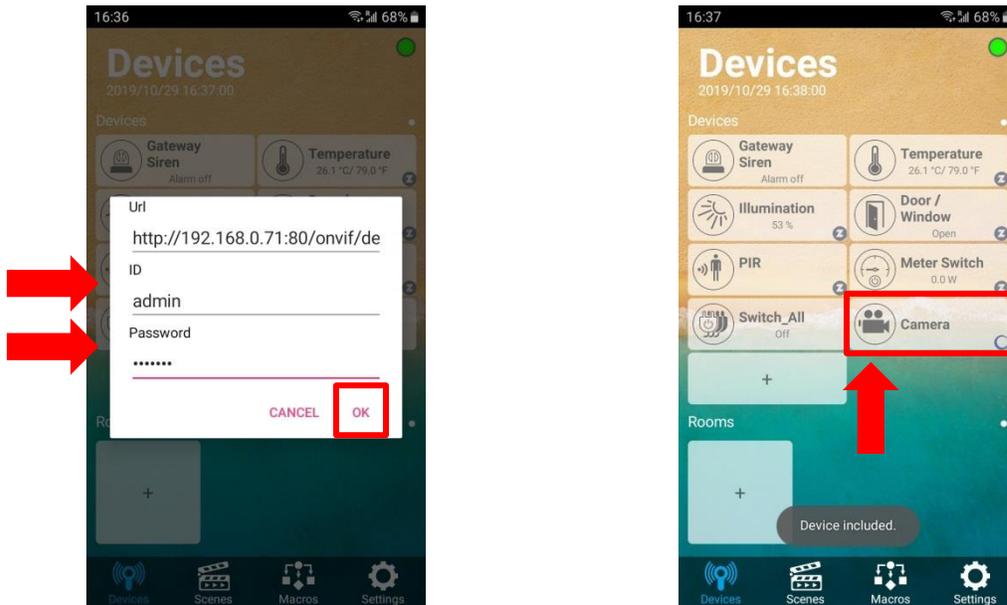
1. Adding the Onvif Camera.

Open the Airlive SmartLife Plus APP and select “Devices” from the bottom menu, In the Devices page click on the “+” icon. A new window will now open, From the menu select “ Add Onvif Camera”.

A list of all your connected Onvif cameras will now appear, select the IP address of the camera you would like to add.



After you selected your camera a new window will open, this window is for the username and password of the camera. Fill in Username at ID and Password at Password and press OK. The camera will now be Included and will appear in the Devices screen. The default name will be "Camera". Also you will be able to see the Onvif logo in the right bottom corner of the added Camera. Click on the Camera icon to open the camera live view.



How to see the Camera Live image or how to make a Snapshot. The camera image will now be shown but this is not yet as live stream. You must click on the Movie Camera icon to have Live streaming images. When you click on the Movie Camera icon again the Live streaming will stop. Click on the Photo Camera icon to make a snapshot, the snapshot will be saved but every time you make a snapshot the old one will be overwritten. The location of the snapshot is the IP address of the Gateway in your network for example <http://192.168.0.39/media> . To rename the Camera name click on the name "Camera" to edit it.

