



## Registry keys reference guide

Last update 11/03/2026

The reference guide contains a description of the registry keys that are used in *Axxon PSIM* and vertical solutions.

How to edit the keys is described in [Working with Windows OS registry](#).

The settings in the Tweaki utility also affect the values of the registry keys—see [The tweaki.exe utility for advanced setup of Axxon PSIM](#).

[Axxon PSIM base version](#) contains the description of the registry keys for the base *Axxon PSIM*.

[Vertical solutions](#) contains the description of the vertical solutions based on *Axxon PSIM*.

 **Attention!**

The incorrect values of the registry keys can lead to the inoperability of both *Axxon PSIM* and the operating system. We recommend that only experienced users who are aware of the risks edit the registry.

# 1 Axxon PSIM base version

## Tables

- Video
- Video archive files
- Audio
- Core
- Telemetry
- Player
- Event Viewer
- Disabling system objects
- Import module
- Special keyboard
- Video analytics
- Web Server
- Map
- Mail Message Service (e-mail)
- Short Message Service (SMS)
- Script
- Abandoned objects detection tool of the Tracker object
- RTSP-server
- AviExport utility
- Operator protocol
- Incident manager
- ECHD
- Intercom subsystem
- HTML Interface
- SIP terminal
- ONVIF Server
- Update Service

## Designations

The following designations are in the reference guide:

For *Axxon PSIM*

**(x32)**—  
HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\AxxonSoft\PSIM registry section

**(x64)**—  
HKEY\_LOCAL\_MACHINE\SOFTWARE\AxxonSoft\PSIM registry section

For the *Update Service*:

**(x32-Update Service)**—  
HKEY\_LOCAL\_MACHINE\SOFTWARE\WOW6432Node\Update Service registry section

**(x64-Update Service)**—  
HKEY\_LOCAL\_MACHINE\SOFTWARE registry section

General information on Windows OS registry and working with it is given in the [Working with Windows OS registry](#) section of the [Administrator's Guide](#).

## Video

| Registry section                                   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AccStdLimit      | 1-30             | 1       | 1.0.0 and later | Sets the upper limit of succession of frames in the stream in the MJPEG format. If the succession of frames sent to the remote workstation rises to the value specified in the registry key, then grooming is enabled       |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AccMpegLimit     | 1-30             | 25      | 1.0.0 and later | Sets the upper limit of succession of frames in the stream in the H.264/MPEG4 format. If the succession of frames sent to the remote workstation rises to the value specified in the registry key, then grooming is enabled |

## Video

| Registry section   | String parameter         | Available values | Default | Product version | Parameter in effect   |
|--|--------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | Activecam                | 0, 1             | 1       | 1.0.0 and later | Defines whether to activate the camera by the first click   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | ActivateTelemetryHotkeys | 0, 1             | 0       | 1.0.0 and later | Defines whether the Telemetry control via hotkeys is activated  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | AdaptiveClientFrameSkip  | 0, 1             | 1       | 1.0.0 and later | When the value is 0, then grooming on the Server is disabled. It is better not to disable grooming  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | AdaptivePlayer           | 0, 1             | 0       | 1.0.0 and later | The key is created on the Server. It defines whether the AdaptivePlayer is enabled.<br><br>When the playback speed is changed, the Client sends data about new speed to the Server. Every time there is the change the Server clears the succession of frames sent to the Client and starts creating a new one with grooming specified by the Client. Hence, the Client does not get every frame – this reduces the Server load |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | FastPlayStep             | 1-6              | 1       | 1.0.0 and later | The key is created on the Client. It allows setting the step of playback speeding-up. Example: for the 3 value the speeding-up step is x6 (i.e. playback speed can be x6, x12, x18, etc.), for 5 – x10.<br><br>Max playback speed is x60. High playback speed can be achieved when the AdaptivePlayer is enabled  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | allclientsbps            | >=0              | 0       | 1.0.0 and later | Sets the upper limit of total outgoing video traffic:<br><br>0 – not in use<br><br>>0 – max bandwidth of outgoing stream for all Video.run clients  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | AllowDelete              | 0, 1             | 0       | 1.0.0 and later | The key allows deleting files in the archive list when clicking the Del button  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                   | AlwaysServerConnection   | 0, 1             | 1       | 1.0.0 and later | Defines whether to connect the Monitor to the Server  |
| <b>x32:</b> (x32)\Video\ArchDays<br><b>x64:</b> (x64)\Video\ArchDays | <camera id>              | >= 0             | 0       | 1.0.0 and later | Defines whether to store the archive of the specified camera for xxx days   |

## Video

| Registry section                                   | String parameter                | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ArchStatus                      | 0, 1             | 1       | 1.0.0 and later | <p>Determines whether to send the current Backup archive status to the server or not:</p> <p>0—information about the current Backup archive status isn't sent to the server</p> <p>1—information about the current Backup archive status is sent to the server</p> <p>By default, the key isn't created; the value is considered to be 0</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ArchSync                        | > 0              | 1       | 1.0.0 and later | <p>Defines whether data synchronization between Server and Backup archive is enabled or not.</p> <p>Synchronization is disabled when the value is 0.</p> <p>When the value is &gt; 0 the key sets maximum imbalance of Backup archive depth between channels in minutes.</p> <p>By default the key is not created and its value is 1.</p> <p>The key must be created/modified on the computer corresponding to the Server on the basis of which the <b>Long-term archive</b> object is created</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Cfg                             | -                | name    | 1.0.0 and later | Sets the name of configuration file  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | CheckLostFolders                | 0, 1             | 0       | 1.0.0 and later | <p>1—starts searching and removing empty time folders in the archive, as well as all folders that don't belong to the archive and don't have indexes</p> <p>0—doesn't start searching and removing</p> <p><i>Attention! Be careful when using the key with the 1 parameter value, because if index files are removed manually or they will be unavailable (for example, for hardware reasons), the video archive related to these index files will be removed</i></p>                              |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DebugCam.Camera_ID              | 0, 1             | 0       | 1.0.0 and later | <p>0—logging is disabled</p> <p>1—logging is enabled</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DecompressThread                | -                | -       |                 | Key is not active  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DecompressWidth<Monitor_number> |                  | -       | 1.0.0 and later | Sets the size of frame starting from which the <Monitor_number> starts partial decompression of video signal. For instance, when the value of the DecompressWidth1 parameter is 3000, the Monitor1 will not decompress all frames that are less than 3000 pixels   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Delta                           | 0, 1             | 1       | 1.0.0 and later | Allow sending only key frames from Server to Client  |

## Video

| Registry section                                   | String parameter   | Available values | Default | Product version | Parameter in effect   |
|--|--------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Demo               | 0, 1             | 0       | 1.0.0 and later | Defines whether the capture cards are in use or video comes from the file   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DetectionFps       | 0.3...30         | -       | 1.0.0 and later | <p>Sets the speed of the detector zone and the main motion detection tool in fps, i.e. the maximum number of frames processed per second by the detection tool. The lower the key value, the less frequently the frames are processed.</p> <p>If the key is not created, then the detection tool analyzes only reference frames. For example, if GOP (group of pictures) = 64, i.e. every 65th frame is reference, then without the registry key, the algorithm unpacks and analyzes every 65th frame.</p> <p>If the key value is less than or equal to the frequency of the reference frames (calculated by dividing the stream FPS by the GOP) or all frames of the video stream are reference, the detection tool will process only the reference frames with the specified frequency, which will reduce the CPU load. Otherwise, the whole stream will be decoded which will increase the CPU load.</p> <p>If the duration of the alarm in the zone is short, and the alarm does not have time to reach the analyzed frame, then it is necessary to increase the key value.</p> <p><b>Attention!</b> Due to the peculiarities of the decimation algorithm, it is advisable to choose values that are multiples of the stream FPS.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>• for a 20 FPS video stream with DetectionFps = 10, 10 frames will be processed;</li> <li>• for a 20 FPS video stream with DetectionFps = 20, 20 frames will be processed;</li> <li>• for a 25 FPS video stream with DetectionFps = 20, approximately 12-13 frames will be processed</li> </ul> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DisconnectInactive | 0, 1             | 1       | 1.0.0 and later | <p>Defines whether the Monitor disconnects the gate if the screen is minimized:</p> <p>1—disconnect inactive monitors from the Servers (gates, backup archives)<br/>0—support persistent connection</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AsyncConnection    | 0, 1             | 1       | 1.0.0 and later | <p>Enables asynchronous connection to the archive to reduce the Monitor start time and to make the video from cameras to appear quicker on it.</p> <p>0 – synchronous connection to the archive<br/>1 – asynchronous connection to the archive</p>  |

## Video

| Registry section                                   | String parameter   | Available values | Default               | Product version | Parameter in effect  |
|--|--------------------|------------------|-----------------------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | EnableSnapshotMode | 0, 1             | 0                     | 1.0.0 and later | Triggers camera in the snapshot mode, for Axis and D-link 900, operates with the delay   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ExportDir          | Path to a folder | moduledir + "\export" | 1.0.0 and later | Specifies the directory for saving frames from the Monitor interface—see <a href="#">Frame export</a> , (but not via the Background export option—see <a href="#">The AviExport utility</a> ). The key is only created if the default file path is changed in the Tweaky utility (see <a href="#">The settings panel of the PSIM section</a> ) |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ExportTime         | >= 0             | 0                     | 1.0.0 and later | Specifies time (in ms) for exporting snapshot from live video into jpg   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FreeMB             | > 0              | 5000                  | 1.0.0 and later | Sets free space in the section while storing the archive; when the limit is reached the earliest recordings will be deleted on loop  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FreeMbCritical     | > 0              | 1000                  | 1.0.0 and later | Sets critical free space; when the limit is reached archive is stored on another disk (if several disks are in use)  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ArchFreeMB         | > 0              | -                     | 1.0.0 and later | Specifies free space in the section while loop recording of reserve archive which is not in use for storing reserve archive and can be in use for recording temporary files. If key is not created, the value created by the FreeMB key is in use  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | GateNoRec          | 0, 1             | 0                     | 1.0.0 and later | Defines whether the gate performs recording to the archive   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Hide               | 0, 1             | 1                     | 1.0.0 and later | Defines whether the "Hide Monitor" button is visible or hidden:<br>0 – hidden<br>1 – visible   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | HideMask           | 0, 1             | 0                     | 1.0.0 and later | Defines whether to hide the image with the mask filled with black  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Hubslovspeed       | 0, 1             | 0                     | 1.0.0 and later | For wavehub. Affects fps. Slows down the multiplexer stepping rate   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | HWCompression      | -                | 3                     |                 | The key is not in use  |

## Video

| Registry section   | String parameter | Available values  | Default   | Product version | Parameter in effect  |
|--|------------------|-------------------|---|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | Index            | -                 | 2   | 1.0.0 and later | Shows whether file indexing is in use.<br><br>The value is not to be modified as file indexing is always in use  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | IsPeriod         | 0, 1              | 0   | 1.0.0 and later | Defines the period of recording to the archive:<br>1 – value in the "Recording period" field is changed from "recording specified frames per 1 second" to "recording 1 frame per specified seconds"<br>0 – the feature is disabled   |
| <b>x32:</b> (x32)\Video\Layouts<br><b>x64:</b> (x64)\Video\Layouts | layout<number>   | -                 | -   | 1.0.0 and later | The keys store info on layouts of the Video surveillance monitor.<br><br>The keys cannot be modified   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | LH_Timeout       | 5-2147483647      | 5   | 1.0.0 and later | Time in seconds on the expiry of which it is considered that there is no connection with Linux Hub. Default value – 5 seconds.<br><br>Time interval is calculated by formula (LH_Timeout*1000/5) ms, for reconnection to Linux Hub: the more the value the more unlikely the video stream reconnects to LH |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | MaxFrames        | 500-10000         | 500   | 1.0.0 and later | Sets the number of frames in the archive file  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | Missed           | 0 – 2,147,483,647 | Depends on the "mode" parameter of the video capture card | 1.0.0 and later | Sets the video digitization rate. By default the rate is the same as for the video capture card  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | NewCompressor    | 0, 1              | 1   | 1.0.0 and later | Defines whether to use a new motionWavelet compressor:<br>0 – an old decompressor is in use<br>1 – a new multistream one is in use   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | NewMD            | 0, 1              | 0   | 1.0.0 and later | Defines whether to use a new motion detection tool   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | Noallcamsbutton  | 0, 1              | 0   | 1.0.0 and later | Defines whether to show the "All cameras" button on the screen   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | NoLayoutControl  | 0, 1              | 0   | 1.0.0 and later | Disables F1 and F2 hotkeys (monitor ratio)   |

## Video

| Registry section                                   | String parameter | Available values                               | Default      | Product version | Parameter in effect  |
|--|------------------|--|--------------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | No_main_panel    | 0, 1   | 0            | 1.0.0 and later | Defines whether to display control panel on the monitor  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Nosign           | 0, 1   | 0            | 1.0.0 and later | Disables encryption of the digital signature to the frame  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | OldDriver        | KV1999<br>KV2000<br>KV2001<br>KV2002<br>KV2003 | Empty string | 1.0.0 and later | Support for old ISS cards  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Oldxeon          | 0, 1   | 0            | 1.0.0 and later | Support for old Xeon processors  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Onevideoout      | 0, 1   | 0            | 1.0.0 and later | Defines whether video outs are combined on the FS6 video capture card  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | PostAlarmTime    | >= 0   | 2            | 1.0.0 and later | Sets time (sec) on the expiry of which the alarm by detection tool on Axis IP cameras is not recorded  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | PreCompress      | 0, 1   | 1            | 1.0.0 and later | Defines whether to compress pre-recorded video   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | PrintFontSize    | Any  | 0            | 1.0.0 and later | Sets the font size for printing  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Rbapp            | -  | -            | 1.0.0 and later | Specifies the path to the app run by right-click in the monitor  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | IndexRebuilding  | 0, 1   | 0            | 1.0.0 and later | Used when index is being rebuilt. If the system detects IndexRebuilding=1 at start, then index is immediately rebuilt without trying to read idx files   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | RestoreMode      | >=0  | 1            | 1.0.0 and later | The key enables to set the time period in seconds, after which the archive view mode will be exited if idle. For example, if you set 60, then the archive will be exited 1 minute after the last action with it. If the key is absent or value is 0, then the archive will not be exited |

## Video

| Registry section                                   | String parameter      | Available values | Default | Product version | Parameter in effect   |
|--|-----------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | restorezoom           | >=0              | 0       | 1.0.0 and later | Specifies the amount of time, in seconds, after which the video scaling is reset if idle. If the key is absent or the value is set to 0, then the scaling will not be reset   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowDate              | 0, 1             | 0       | 1.0.0 and later | Defines whether to show the date on the video (next to the time)  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowDetachedState     | 0, 1             | 1       | 1.0.0 and later | Determines whether the icon for a missing disk for recording an archive is displayed:<br>0—the icon for a missing disk for recording an archive is not displayed<br>1—the icon for a missing disk for recording an archive is displayed |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | SnapshotTime          | > 0              | 1       | 1.0.0 and later | Sets time (sec) between snapshots   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TMDCorrellation       | 1-100 %          | 30      | 1.0.0 and later | Permissible minimum similarity between frames when they are considered to coincide. 100% for completely identical frames  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TMDNonCorrectionStop  | >= 0             | 1       | 1.0.0 and later | Number of incoming frames from PTZ camera upon STOP command; the decision to stop pointing (if there is no command to start motion) is made   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TMDSpeedCutoff        | 0..∞             | 15      | 1.0.0 and later | Sets the limiting value of speed for camera with automatic centering  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TMDTolerance          | -                | 50      | 1.0.0 and later | Sets pointing accuracy (zone of tranquility). Corresponds to the value of area around stop point of PTZ camera (px)   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseConfigureByWeb     | 0, 1             | 0       | 1.0.0 and later | Defines whether to use IP camera settings. When this key is enabled, the driver will try not to change parameters set on the camera. But behavior depends on specific camera+driver version+firmware combination                        |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseCompression.       | 0, 1             | 1       | 1.0.0 and later | Defines whether video compression is in use (UseCompression.camera ID)  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseLowRefFramesFpsFix | 0, 1             | 1       | 1.0.0 and later | Enables stream decompression with low key frame fps. Threshold fps value = 2  |

## Video

| Registry section                                   | String parameter    | Available values | Default             | Product version | Parameter in effect   |
|--|---------------------|------------------|---------------------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | VideoDumpMode       | 0, 1, 2          | 0                   | 1.0.0 and later | Sets the mode of video dump:<br>1 – provide all data<br>2 – provide data about only those frames that caused errors or decoder failure while being decoded  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | VideoDumpPath       | -                | AxxonPSIM/FrameDump | 1.0.0 and later | Path to the folder where frames are stored  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AdaptiveStream      | 0, 1             | -                   | 1.0.0 and later | <p>The key can be used with NON-multistream cameras only.</p> <p>1 – video stream is transmitted over the network if video from this camera is required. If video is not displayed on the Client, then there is no stream from the camera and the network is not loaded.</p> <p><b>Important!</b> When the value of the key is 1, video is not recorded to the archive when the Video surveillance monitor is hidden. But recording is not stopped. In the result video archive fragment the period over which the Video surveillance monitor was hidden will look like a freeze frame.</p> <p>0 – video stream is transmitted over the network regardless of whether video from this camera is required or not</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ExtractWidth        | 0, 1             | -                   | 1.0.0 and later | <p>0 – partial decompression for MotionWavalet is disabled (stream from cameras is enhanced)</p> <p>1 – partial decompression is enabled</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TelemetryMouseWheel | 0, 1             | -                   | 1.0.0 and later | <p>0 – digital image zooming and Telemetry zoom are performed using the mouse as described in 'Axxon PSIM software package. Operator guide'</p> <p>1- digital zooming is performed scrolling the mouse wheel and pressing the Ctrl key. Telemetry zoom is controlled using the mouse wheel: when the wheel is scrolled, ZOOM_IN(ZOOM_OUT) commands are performed; the last mouse click performs ZOOM_STOP command</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ExportFontAdaptive  | 0, 1             | -                   | 1.0.0 and later | <p>The key sets the relative font size for titles (including camera No. and time) when the frame or archive fragment is exported:</p> <p>0 – by default (no key). The size of titles stays the same when the frame is exported (regardless of resolution) as set in the <b>Captioner</b> object</p> <p>1 – the size of titles is scaled depending on resolution when the frame is exported</p>  |

## Video

| Registry section                                   | String parameter         | Available values | Default | Product version | Parameter in effect   |
|--|--------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ClientArchMessage        | 0, 1             | -       | 1.0.0 and later | The key is in to enable the following events for MONITOR object:<br>ARCH_ENTER – enter the archive<br>ARCH_EXIT – exit the archive<br>ARCH_FRAME_TIME – time of the frame (second is changed)   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DrawDetectorNumbers      | 0, 1             | -       | 1.0.0 and later | 0 – identifiers of tracking objects are not displayed in the viewing tile (by default)<br>1 – identifiers of tracking objects are displayed in the viewing tile   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DrawDetectorColors       | 0, 1             | -       | 1.0.0 and later | The key sets the color of the frame that marks out the tracking object in the viewing tile:<br>0 – the color according to the <b>Monitor</b> object settings<br>1 – the color is calculated as the mean value in the area marked out with a frame |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FaceCamOffset            | 0-2147483648     | 50000   | 1.0.0 and later | The key sets the maximum camera identifier in the system. The camera will not work if its ID is greater than the value specified in the key. Values greater than maximum key value are used for the face detection tool                           |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FontCamNameHeight        | >=10             | 10      | 1.0.0 and later | The key specifies the font size of the camera name when displaying it on the Video surveillance Monitor   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FontCamTimeHeight        | >=10             | 10      | 1.0.0 and later | The key specifies the font size of the camera time when displaying it on the Video surveillance Monitor   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowFileNameInTitles     | 0, 1             | 0       | 1.0.0 and later | The key is used to add the name of the file to the titles using the virtual video device:<br>0 – the name of the file is not shown in the titles<br>1 – the name of the file is shown in the titles (the Captioner object is to be created)       |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | CorrectFrameNumber       | 0, 1             | 1       | 1.0.0 and later | 1 – key redefines frame numbers when archive is played back by Axxon_player.exe if frames are recorded to the archive with incorrect number<br>0 – key in not active, frames are played in the order corresponding to their numbers in archive    |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DisappearedAlarmDuration | >0               | 15      | 1.0.0 and later | Key specifies time-out in seconds after which “Disappearance in zone” detection alarm is discarded  |

## Video

| Registry section   | String parameter            | Available values | Default | Product version | Parameter in effect  |
|--|-----------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | LongInZoneTimeout           | >0               | 10      | 1.0.0 and later | The key sets the time in seconds which defines the time the object stays in the zone, after which the NeuroTracker VMDA detection tools with the <b>Staying in the area for more than 10 sec</b> detector type, created under the <b>Tracker</b> object, are triggered   |
| <b>x32:</b> (x32)\Converter<br><b>x64:</b> (x64)\Converter | CheckCompressedSize         | 0, 1             | 1       | 1.0.0 and later | The key allows decreasing time of exporting video in the avi format using the Converter.exe. utility. If the key value is 0, then resolution check is disabled when exporting video in the avi format. If resolution check is disabled, then frames are not decompressed when being exported, but when resolution is changed, video artifacts can appear   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | MonitorFrameBuffer          | >=0              | -       | 1.0.0 and later | The key specifies the number of frames to buffer when displaying live video from IP cameras. The value of 5 is recommended.<br><br>The key is applied to decompressed video. The key is mutually exclusive with MonitorSynchronizedFrameBuffer, i.e. only one of them can be in use at a time  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | BoardFX4MaxChannels         | 0, 1             | 0       | 1.0.0 and later | The key enables channel limitation for FX4 card.<br><br>1 – the limitation is enabled. It is not possible to set the channel number that is bigger than it is provided by the card.<br><br>0 or no key – the limitation is disabled  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | BoardFS6MaxChannels         | 0, 1             | 0       | 1.0.0 and later | The key enables channel limitation for FX6 card.<br><br>1 – the limitation is enabled. It is not possible to set the channel number that is bigger than it is provided by the card.<br><br>0 or no key – the limitation is disabled  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | TelemetryZoomStopTime       | >0               | 1000    | 1.0.0 and later | The key specifies the value of optical zoom duration (delay) in milliseconds   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | OnvifCompatibilityMode      | 0, 1             | 0       | 1.0.0 and later | The key activates the ONVIF compatibility mode for IP devices that don't fully support it:<br><br>1—compatibility mode is enabled for all IP devices in the system. The settings of video and audio streams are ignored, relays don't work<br><br>0—compatibility mode is disabled. The settings of video and audio streams are applied, relays work<br><br>By default, the key isn't created and its value is considered to be equal to 0 |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video         | TelemetryPointAndClickDelay | >0               | 500     | 1.0.0 and later | Sets the interval (in milliseconds) between sending Point&Click commands when controlling PTZ via surveillance monitor by clicking and holding left mouse button and the Ctrl key. See details in <a href="#">Operator's Guide</a>   |

## Video

| Registry section   | String parameter        | Available values  | Default | Product version | Parameter in effect  |
|--|-------------------------|---|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | TelemetryMouseZoom      | 0, 1  | 1       | 1.0.0 and later | The key allows disabling the control of optical zoom function by mouse buttons.<br><br>0—control of optical zoom by means of long pressing of left or right mouse buttons is not functioned<br><br>1—control of optical zoom by means of long pressing of left or right mouse buttons is functioned  |
| <b>x32:</b> (x32)\Video\RTSPimeout<br><b>x64:</b> (x64)\Video\RTSPimeout | < camera manufacturer > | 0-100   | 10      | 1.0.0 and later | Sets max. time interval at the end of which the following frame is sent through the video gate.<br><br><b>Example:</b> in order to limit the frame rate (to 0,01) of the stream transmitted through the video gate using the RTSP protocol, the "RTSP" parameter is to be created with value 100   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | UnlimitMonitorSize      | 0, 1  | 0       | 1.0.0 and later | When the value=1, the key removes restrictions on the Video surveillance monitor height and width. When the large size (more than 900%) is set for the Video surveillance monitor window, the proper operation of <i>Axxon PSIM</i> isn't guaranteed   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | StartPlayFromPFrame     | 0,1   | 1       | 1.0.0 and later | After using frame-by-frame reverse playback, when returning to the normal playback mode:<br><br>0 – playback starts from the nearest previous key frame<br><br>1 – playback starts from the nearest previous key frame (difference, R frame)   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | UseServerTime           | -1<br>*<br>empty value<br>Comma-separated IDs of cameras in <i>Axxon PSIM</i> | -       | 1.0.0 and later | Camera sets time of frame while video image transmission after which frames playback by turn depending on the time of frame. Sometimes camera sets incorrect time, so frames playback in invalid order because of bad communication quality or time of camera is not synchronized with server.<br><br>The key sets list of IP-cameras for which time of frame will be set according to system time of the <i>Axxon PSIM</i> server while reading frames from the network.<br><br>Possible values:<br><br>-1, * or empty value (the key is not created) – the server time is applied for all cameras on the server (default starting).<br><br>Comma-separated IDs of cameras – the server time is applied for specified cameras while disabled for the rest of the cameras.<br><br><i>Note.</i> The key can be used for cameras with absolute time (e.g. <i>Tattile</i> cameras). Other cameras synchronize with server time on default.<br><br><b>Example.</b> When the value of registry key is "1,10,135", time of Server will be applied on cameras 1, 10 and 135 |

## Video

| Registry section                                   | String parameter            | Available values   | Default                | Product version              | Parameter in effect   |
|--|-----------------------------|--|------------------------|------------------------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MxpegResetCounter           | >=0  | 13                     | 1.0.0 and later<br>DP 3.2.30 | The key sets the number of key frames decompressed by MxPEG decompressor before they are returned. The waiting period of specified frames is 3 minutes, on the expiry of this period the decompressor is reinitialized.<br>The key is in use if there is no video in <i>Axxon PSIM</i> when MxPEG codec operates with MxPEG decompressor. In this case the value of the key is to be reduced  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TelemetryMouseAlternative   | 0, 1   | 1                      | 1.0.0 and later              | 0 – previously used Mouse PTZ control mode is in use<br>1 – a new Mouse PTZ control mode is in use.<br>See <a href="#">Control of PTZ devices using a mouse</a>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TelemetryLineColor          | 4-byte RGB value<br>Most significant byte – 4 = 0.<br>byte 3 – R (0..255)<br>byte 2 – G (0..255)<br>byte 1 – B (0..255)<br>Examples:<br>blue color:<br>LetterboxBackgroundColor = 255<br>white color:<br>LetterboxBackgroundColor = 16777215 | 16777215 (white color) | 1.0.0 and later              | The key sets the color of the crosshair and the arrow line during PTZ control. See <a href="#">Control of PTZ devices using a mouse</a>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ContinuousMode              | Identifiers of cameras, divided by comma, for which continuous PTZ mode is enabled.<br>Example: 2,3,1  | -                      | 1.0.0 and later              | In the Continuous mode camera lens is re-focused slowly – arrow indicating the re-focus direction smoothly follows the pointer. To use the Continuous mode, the camera is to support this mode.<br>In discrete mode (if the camera number is not specified in the key) re-focus of the camera objective depends on the area of the mouse click  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorSkipArchFramesEnable | 0, 1   | 1                      | 1.0.0 and later              | The key enables frame skipping while playing back the archive.<br>0 – all frames are displayed. If there is lack of resources, video delays and loss of synchronization with sound are possible, and the playback speed can be increased no more than 4 times (or no more than 60 FPS)<br>1 – only key frames are played back forward at rate x12 and faster and backwards at rate x8 and faster.<br><i>Note. See also info on <a href="#">FastPlayMpegSkip</a> and <a href="#">MonitorForwardSkipSpeed</a> registry keys</i> |

## Video

| Registry section   | String parameter             | Available values | Default | Product version | Parameter in effect   |
|--|------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | ResetOSDLine                 | 0, 1             | 0       | 1.0.0 and later | <p>The key is for enabling and disabling titling on the video image using the SC590N4 video capture device.</p> <p>0 – OSD-captions of device are in use<br/>1 – OSD-captions of device are not in use.</p> <p><i>Note. Restart of operating system can be required to apply settings while changing the key value</i></p>  |
| <b>x32:</b> (x32)\<br><b>x64:</b> (x64)\                     | ClearProtocolFromCurrentTime | 0, 1             | 0       | 1.0.0 and later | <p>The key is for changing the way of deleting archive of events at the end of storage period (see <a href="#">Configuring event logging</a>):</p> <p>1 – storage period is counted from the current PC time. So if there are events "from the future" (date of which is later than the current date) in the archive of events, they are neither taken into account when deleting old entries nor deleted</p> <p>0 – storage period of records is counted from the date of creation the newest record</p> <p><i>Note. Deletion is performed at 00:00:00 in case of active license</i></p> |
| <b>x32:</b> (x32)\Video\AVI<br><b>x64:</b> (x64)\Video\AVI64 | SubtitlesFontSize            | 8 – 48           | -       | 1.0.0 and later | <p>Font size of captions with camera name and time while export from the Monitor.</p> <p><i>Note. Captions overlaid using the <b>Captioner</b> object are configured separately on the settings panel of the <b>Captioner</b> object</i></p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | TelemetryArrowLen            | 0 – 100          | 50      | 1.0.0 and later | <p>The key specifies length of the arrow displayed on the video image at <a href="#">mouse PTZ control</a> from the Monitor window. Arrow length is set in percent and counting from the end</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | TelemetryStopZone            | 2 – 100          | 50      | 1.0.0 and later | <p>The key sets the size of the zone in the center of the video where PTZ control functions <a href="#">using mouse</a> are disabled. The less the key value the bigger the "dead" zone. The default value corresponds to the size of the cross in the center of Surveillance monitor during PTZ control</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | ShowTelemetryCross           | 0, 1             | 1       | 1.0.0 and later | <p>The key is designed to enable and disable showing a cross in the center of Surveillance monitor during PTZ control.</p> <p>1 – the cross is shown in the center of Surveillance monitor during PTZ control<br/>0 – the cross is not shown in the center of Surveillance monitor during PTZ control</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | GreenStreamUpdateTimeoutMS   | >0               | 20000   | 1.0.0 and later | <p>The key sets time in milliseconds that equals to stream scan rate in order to optimize connection parameters. This key can be active only if the <b>Video stream setting</b> checkbox is checked (see <a href="#">Configuring the multistream video</a>)</p>   |

## Video

| Registry section                                   | String parameter    | Available values | Default | Product version | Parameter in effect  |
|--|---------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TitlesOnlyArchive   | 0, 1             | 0       | 1.0.0 and later | <p>The key is designed to enable saving titles separately from video.</p> <p>1 – titles are saved in files of *.t01 type separately from video. If there is time stamp in the titles, then these titles are not displayed in live video, but can be seen in the archive (for the corresponding period of time). Titles with no time stamp are displayed on live video</p> <p>0 – titles are saved with video and are displayed on live video</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ExportDirFixed      | 0, 1             | 0       | 1.0.0 and later | <p>The key allows forbidding change of export catalogue when the archive period is exported and when the archive is exported using the AviExport utility.</p> <p>1 – export catalogue change is forbidden</p> <p>0 – export catalogue change is allowed</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowBookmarkButtons | 0, 1             | 1       | 1.0.0 and later | <p>The key is used to disable creating and editing of bookmarks meant for protection against video rewriting (see <a href="#">Create a bookmark</a>).</p> <p>1 – show Create and View bookmarks buttons</p> <p>0 – hide Create and View bookmarks buttons</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowExportButtons   | 0, 1             | 1       | 1.0.0 and later | <p>The key is used to disable export of bookmarks meant for protection against video rewriting (see <a href="#">List of bookmarks</a>).</p> <p>1 – show bookmark export button</p> <p>0 – hide bookmark export button</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ResizePrintingFrame | 0, 1             | 0       | 1.0.0 and later | <p>The key sets the width of frame for printing:</p> <p>1 – the frame is printed out so that it fits the full width of the page depending on the default layout (portrait or landscape)</p> <p>0 – the frame is printed out not on the whole page</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | CycleByLayouts      | 0, 1             | 0       | 1.0.0 and later | <p>The key enables paging by layouts in the Surveillance Monitor instead of the standard scrolling of Surveillance Windows.</p> <p>0—standard scrolling.</p> <p>1—paging by layouts.</p> <p>The key must be created on the computer where the Surveillance Monitor is displayed.</p> <p><b>Attention!</b> If you set <code>CycleByLayouts=1</code> key and then change the <code>Quad splitter</code> settings in the Surveillance Monitor, they will be ignored. If the <code>Quad splitter</code> has already been configured and the <code>CycleByLayouts=1</code> key is set, then the <code>Quad splitter</code> settings will be applied until you enable automatic scrolling, after that they will be ignored</p> |

## Video

| Registry section                                   | String parameter           | Available values | Default | Product version | Parameter in effect   |
|--|----------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | EnableCodecSettings        | 0, 1             | 0       | 1.0.0 and later | The key is in use for enabling compressor and decompressor on <a href="#">the settings panel of the Camera object</a> .<br><br>0 – <b>Compressor</b> and <b>Decompressor</b> parameters are not available for changing<br><br>1 – <b>Compressor</b> and <b>Decompressor</b> parameters are available for changing   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | PerspMaxObjects            | >0               | 10      | 1.0.0 and later | The key sets maximum calibration objects and background points that can be used when configuring perspective for the <b>Tracker</b> object (see <a href="#">Configuring perspective</a> )   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | VirtualGrabberSortMode     | 0, 1, 2          | 0       | 1.0.0 and later | The key sets the order of playing back files when the virtual grabber is in use:<br><br><b>0</b> – sorting by the latest modification<br><b>1</b> – sorting by name (lexicographic)<br><b>2</b> – sorting by creation time  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | NotifyAbout_arch_days      | 0, 1             | 1       | 1.0.0 and later | The key allows disabling the warning when the <b>Store no less than parameter is set for more than 30% of cameras in the system</b> (see also <a href="#">The settings panel of the Camera object</a> )   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorArchPrevTimeSeconds | >=0              | -1      | 1.0.0 and later | Enables restarting record on archive entering and sets time period in seconds (0 or more) to roll back from current time at archive entering and start playback from. All frames are forced to be recorded to the disk at archive entering, taking into account the pre-alarm recording.<br><br>-1 – disabled (by default).<br><br><i>Note. The key is to be created on a Server.</i><br><br>If the key is set to "0", it works in the same way as <b>archrecreate</b> set to 1 (see above).<br><br>If "1", "2", etc. is set, the key works in the same way as <b>archrecreate</b> set to 1, plus the time for positioning in archive is set.<br><br><i>Note. If every 20th frame is a key frame, entering archive can take up to 2-4 sec., as all frames are warranted to be recorded on disk yet it is possible only if the key frame for the next clip is received in order to avoid gaps in the archive</i> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | archenterpause             | 0, 1             | 0       | 1.0.0 and later | Enables pausing playback on archive entering.<br>1 – the <b>Pause</b> button is pressed on archive entering, archive navigation using arrow keys<br><br>0 – the Pause button is not pressed on archive entering<br><br>The key is to be created on a Server   |

## Video

| Registry section                                   | String parameter                   | Available values | Default | Product version | Parameter in effect  |
|--|------------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | LButtonClickContinuousPlayEnable   | 0, 1             | 0       | 1.0.0 and later | The key changes the playback by alarms control mode in the Video surveillance monitor:<br><b>0</b> – long left-click starts continuous playback of archive fragments, short click starts playback of the current selected archive recording only<br><b>1</b> – long left-click starts playback of the current selected archive recording only, short click starts continuous playback of archive fragments   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorPlaybackControlByMouseWheel | 0, 1             | 0       | 1.0.0 and later | The key enables control of the playback speed of the archive in the Video surveillance monitor and pausing/resuming playback using the mouse wheel.<br><br>0 – playback speed control using the mouse wheel is possible only when the cursor is hovered over the playback control panel. When hovering the cursor over the video, the mouse wheel controls the zoom. Clicking on the mouse wheel is used to control the telemetry (autocentering)<br><br>1 – playback speed is adjusted using the mouse wheel while hovering the cursor over the Surveillance window. Clicking the mouse wheel pauses/resumes video playback<br><br><i>Note.</i> See <a href="#">Video playback controls section in Operator's Guide</a>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ConnectOnlyByClient                | 0, 1             | 0       | 1.0.0 and later | The key disables video data transmission from the Server to the Videogate when video data via this Videogate is not requested on the Clients. The key is to be created on the computer under which the <b>Videogate</b> object is created.<br><br>0 – video is transmitted from the Server to the Videogate constantly<br><br>1 – video is transmitted from the Server to the Videogate when video data via this Videogate is requested on the Client. If recording to Videogate archive is configured, then to disable video data transmission from the Server to the Videogate, when they are not requested on the Clients, the <b>Active cameras recording</b> checkbox is to be set checked on the settings panel of the <b>Videogate</b> object (see <a href="#">Configuring the recording to the Videogate archive</a> ). If this checkbox is set unchecked and recording to the Videogate archive is configured, then video data is transmitted to the Videogate constantly |

## Video

| Registry section                                   | String parameter                        | Available values                                  | Default | Product version       | Parameter in effect  |
|--|---|---|---------|-----------------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MaximizeCameraOnDbI<br>Clk              | 0, 1  | 0       | 1.0.0<br>and<br>later | <p>The key enables transforming the <b>Surveillance window</b> into a one-fold layout by left double-clicking. The key is created on the computer where the video is displayed and the described behavior of the <b>Video surveillance monitor</b> is required.</p> <p>0—by left double-clicking the size of the <b>Surveillance window</b> is increased by one fold</p> <p>1—by left double-clicking the size of the <b>Surveillance window</b> is increased to a one-fold layout (only the selected <b>Surveillance window</b> is displayed in the <b>Video surveillance monitor</b>). Right double-clicking on the <b>Video surveillance monitor</b> restores the original layout</p> <p><i>Note. In order for the original layout to be restored by left clicking, this key should be used together with <code>MinimizeCameraOnDbIClk</code></i></p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MinimizeCameraOnDbI<br>Clk              | 0, 1  | 0       | 1.0.0<br>and<br>later | <p>The key is used together with the <code>MaximizeCameraOnDbIClk = 1</code> key and it enables returning to the original layout after enlarging the video surveillance window by left double-clicking. The key is created on the computer where the video is displayed and the described behavior of the video surveillance monitor is required.</p> <p>0 – returning to the original layout is performed by right-clicking the Surveillance window</p> <p>1 – returning to the original layout is performed by left-clicking the Surveillance window</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseOneClkToMaximize<br>OrMinimizeCamera | 0, 1  | 0       | 1.0.0<br>and<br>later | <p>The key is valid only if both keys <code>MaximizeCameraOnDbIClk</code> and <code>MinimizeCameraOnDbIClk</code> are set to 1. Enables the enlargement and reduction of the Surveillance window with one left or right mouse click:</p> <p>0 – enlargement of the Surveillance window and return to the original layout by double-clicking the left or right mouse button</p> <p>1 – enlargement of the Surveillance window and return to the original layout by one left or right mouse click</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ContourAlways                           | *, all, IDs of<br>cameras,<br>comma-<br>separated | -       | 1.0.0<br>and<br>later | <p>The key enables permanent outlining of moving objects on the video from the specified video cameras on all Video surveillance monitors to which it is added. The key is not created or created with an empty value – outlining is enabled by the Operator in the Surveillance window (see <a href="#">Outlining of moving objects</a>).</p> <p>* or <b>all</b> – the permanent outlining of moving objects on all video cameras in on all Video surveillance monitors is enabled.</p> <p>Camera identifiers comma-separated (for example, "1,2,4") – permanent outlining of moving objects is enabled for cameras with the specified identifiers</p>  |

## Video

| Registry section   | String parameter   | Available values | Default | Product version | Parameter in effect  |
|--|--|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                         | savemode   | 0, 1             | -       | 1.0.0 and later | <p>The key allows not changing the video surveillance mode of the active camera (archive or live video) when changing the layout and adding or removing cameras to the Video surveillance monitor.</p> <p>0 – when adding a new camera to the Video surveillance monitor and when removing cameras from it, the active camera switches into the live video viewing mode</p> <p>1 – when adding a new camera to the Video surveillance monitor and removing the cameras from it, the active camera does not change the video surveillance mode (archive or live video)</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                         | GateDumpConnections  | 0, 1             | 0       | 1.0.0 and later | <p>Enables the archive broadcasting through the video gateway.</p> <p>0 – archive broadcasting through the video gateway is disabled</p> <p>1 – archive broadcasting through the video gateway is enabled</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                         | ShowDisconnectState  | 0, 1             | 0       | 1.0.0 and later | <p>The key enables displaying a message about a connection failure instead of the last frame received.</p> <p>0 – When the connection to the camera is lost, the last received frame is displayed in the Surveillance window</p> <p>1 – When the connection to the camera is lost, an image showing the disconnected state is displayed in the Surveillance window</p>   |
| <b>x32:</b> (x32)\Video\Deinterlace<br><b>x64:</b> (x64)\Video\Deinterlace | <monitor_id>.<camera_id>, e.g. 4.1 – camera 1 on monitor 4 | 1, 2             | -       | 1.0.0 and later | <p>The key sets deinterlacing mode for the specified camera. By default, the key is not created and mode 1 is in use. In case if it is not productive enough, for example for Paxton intercoms, use mode 2</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                         | MonitorMultiDecompress                                     | 0, 1, 2          | 1       | 1.0.0 and later | <p>The key sets the mode of using processor threads for decompression of archived video. This setting is used to increase the speed of archive video playback.</p> <p>0 – Only one processor thread is used for archived video decompression regardless of the number of simultaneous archive views from different cameras</p> <p>1 – A separate processor thread is used for archived video decompression for each camera, if possible. If the archive is viewed simultaneously from several cameras, the number of which exceeds the number of processor threads, then the video for several cameras will be decompressed in the same stream</p> <p>2 – All available processor threads are used for archived video decompression, but only when the archive is viewed from one camera. If the archive is viewed simultaneously from several cameras, then the behavior will correspond to the key value <b>1</b></p> <p><i>Note. If Clients are present in configuration, set the key both on Axxon PSIM Server and Client side</i></p> |

## Video

| Registry section                                   | String parameter             | Available values | Default | Product version | Parameter in effect  |
|--|------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DisableReplaceCam            | 0, 1             | 0       | 1.0.0 and later | <p>The key can be created to prohibit moving the Video Surveillance Windows on the layout in the Video Surveillance Monitor (either when the Control Panel is enabled or disabled).</p> <p>0 – changing the position of the Video Surveillance Windows on the layout is allowed</p> <p>1 – changing the position of the Video Surveillance Windows on the layout is prohibited</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | EnterEdgeStorageDirect       | 0, 1             | 0       | 1.0.0 and later | <p>The key enables the user redirection to the "edge storage" after pressing the Enter archive button.</p> <p>0 – after pressing the Enter archive button, the user is redirected to the video archive</p> <p>1 – after pressing the Enter archive button, the user is redirected to the "edge storage" if there is one, and if it is connected to the camera in the Video Monitor</p> <p>The key should be specified on those computers where this option is required.</p> <p>The key ALSO enables the user redirection to the external archive on pressing the Tab hotkey in the Video Monitor</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TouchScreenUpdateTimeout     | >= 0             | 0       | 1.0.0 and later | <p>The key sets the Play button hold time in milliseconds to enable the continuous video archive playback on the touch screen</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowNoDiscIconInMonitor      | 0, 1             | 1       | 1.0.0 and later | <p>Using this key you can hide the "no disk" icon from being displayed in the Monitor if no disk is selected for recording.</p> <p>0 – if no disk is selected for recording, the "no disk" icon is not shown</p> <p>1 – if no disk is selected for recording, the "no disk" icon is shown in the Monitor</p> <p><i>Note. You should use this key on all computers where the "no disk" icon has to be hidden from being displayed in the Monitor</i></p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DisableTelemetryOnDeactivate | 0, 1             | 0       | 1.0.0 and later | <p>0 – if enabled, PTZ control remains active after you hide its window or switch to another screen</p> <p>1 – if enabled, PTZ control becomes inactive after you hide its window or switch to another screen; you can re-activate it manually</p> <p>Refer also to <a href="#">Control of PTZ devices using a mouse</a></p>   |

## Video

| Registry section                                   | String parameter        | Available values | Default | Product version | Parameter in effect   |
|--|-------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | nosynt                  | 0, 1             | 0       | 1.0.0 and later | <p>This key disables ActiveX's (refer to <a href="#">CamMonitor.ocx ActiveX Control</a>) video stream recalculation to fit the display window and forces video display in its native resolution. Therefore, when you export a frame from an ActiveX window called from the Event Log or the Web Reports subsystem, you'll get full resolution frame from either live video or stored footage.</p> <p>0 – ActiveX optimizes the video resolution to its window size</p> <p>1 – ActiveX displays video in its native resolution</p>       |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ApplyChinaEastWestFix   | 0, 1             | 0       | 1.0.0 and later | <p>This key allows flipping the camera icon on the map while you rotate it.</p> <p>0 – standard behavior</p> <p>1 – the Map receives panning value as CAM XXXX UPDATE_ABSOLUTE which flips the camera icon while you rotate it</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseNuma                 | 0, 1, 3          | 0       | 1.0.0 and later | <p>This key affects the allocation of virtual memory in multi-CPU systems.</p> <p>0 – uniform allocation of virtual memory</p> <p>1 – NUMA allocation for optimal distribution of CPU load between multiple CPUs within a PC. Special Win32 API functions designed to work in NUMA mode are used</p> <p>3 – NUMA allocation for optimal distribution of CPU load between multiple CPUs within a PC. An allocator with deferred deletion is used</p> <p><i>Note. Before changing this key, please consult your AxxonSoft manager</i></p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorForwardSkipSpeed | >0               | 12      | 1.0.0 and later | <p>The key operates together with the MonitorSkipArchFramesEnable key (see above). It enables the accelerated playback on reference frames after the specified speed during the 1-camera playback. If the odd number is set as the key value, then the accelerated playback on reference frames will start at an even speed, minus 1 from the entered number</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | NoSaveTitles            | 0, 1             | 0       | 1.0.0 and later | <p>The key disables storing captions in the captions database:</p> <p>0 – the captions are saved in the captions DB</p> <p>1 – the captions are not saved in the captions DB</p>  |

## Video

| Registry section                                   | String parameter   | Available values | Default | Product version | Parameter in effect  |
|--|--|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | <Grabber name.MaxChannels><br><br>For example:<br>RTSP.MaxChannels,<br>HikVision(h.264).MaxChannels<br><br><i>Note. Both new and old grabber names are supported. The comparison is case sensitive</i> | >0               | -       | 1.0.0 and later | The key sets the maximum number of camera channels under the manually created Video Capture Device object for the specified device (grabber). By default, the maximum number of channels is 64   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MaxSpeedValue  | Integer          | -       | 1.0.0 and later | The key sets the limit on the maximum archive playback speed in the Video Surveillance Monitor both forward and reverse. Examples of values:<br><br>With a value of 6, the maximum possible playback/rewind speed is x6.<br>With a value of 5, the maximum possible playback/rewind speed is x4.<br>With a value of 1 or 0, fast forward playback is not possible, rewind is possible at speeds of 1/8, 1/4, 1/2.<br>When set to -10, rewind to x1/8, fast forward to x1/10 is possible  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DecompressorQueue  | >0               | -       | 1.0.0 and later | Sets the size of the display buffer in frames. For example, with the default value, frame skipping begins if there are more than 30 frames in the display queue for a channel.<br><br>The key is applied to the compressed video.<br><br>Only works when DecompressorQueue.ByTime=0 (see below)  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DecompressorQueue.ByTime   | >=0              | 1500    | 1.0.0 and later | The key should be used to eliminate frame skip. Sets the time period in milliseconds for the display buffer. The key is applied to the compressed video.<br><br>Set DecompressorQueue.ByTime=0 to specify buffer size in frames with the DecompressorQueue key   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | StopAllButCurrent  | >=0              | 0       | 1.0.0 and later | The key adjusts the automatic switching of video streams when changing the number of Video Surveillance Windows in the Video Surveillance Monitor:<br><br>0 – if you change the number of video surveillance windows in the Video Surveillance Monitor using the control panel or hot keys, the stream for non-displayed cameras is no longer requested from the server, but the streams are not turned off while a gradual overlap (enlarging by double-clicking)<br><br>1 or more – unused streams are disabled both with a gradual overlapping of the Video Surveillance Windows, and with a change in the number of Video Surveillance Windows in the Video Surveillance Monitor using the control panel or hot keys |

## Video

| Registry section                                   | String parameter        | Available values | Default | Product version | Parameter in effect   |
|--|-------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TT_INITIAL              | >0               | 1000    | 1.0.0 and later | Sets the time period in milliseconds that must elapse after the mouse cursor hovers over a control in the Video Surveillance Monitor for a tooltip to appear  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TT_AUTOPOP              | >0               | 5000    | 1.0.0 and later | Specifies the time period in milliseconds during which a tooltip is displayed in the Video Surveillance Monitor   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | hardcoded_hyperlink     | URL address      | -       | 1.0.0 and later | <p>Sets the constant part of the link in the device Web interface home page address. If the key is set, the address of the Web interface looks like: <code>hardcoded_hyperlink/&lt;cam_id&gt;</code>.</p> <p>For example, the key is "http://localhost/". When you go to the IP device's Web interface from the settings panel of the Camera 1 object, the browser will open the address <code>http://localhost/1</code>.</p> <p>See also <a href="#">How to call the Web Server home page of IP device</a></p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | syncing_cams_max_number | >0               | 10      | 1.0.0 and later | <p>The key is in use with the <a href="#">importing from edge storages</a> function. It determines the maximum number of cameras, the archive of which is synchronized after reconnecting to the Server. Reduce the key value if after reconnection with the Server there are gaps in the archive due to HD write queues.</p> <p>For example, if you set the key value to 1, the camera archive is synchronized in turn, i.e. first one camera is synchronized, then the next, etc.</p>                         |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | BookmarkProtectArchive  | 0, 1             | -       | 1.0.0 and later | <p>If this key is created, then enabling or disabling archive protection when creating a bookmark is not available.</p> <p>0 – archive protection is disabled when creating a bookmark, this cannot be changed when creating a bookmark</p> <p>1 – archive protection is enabled when creating a bookmark, this cannot be changed when creating a bookmark</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | IpStorageSyncDepthHours | >0               | 24      | 1.0.0 and later | <p>Specifies the time, in hours, for which the archive is to be imported from edge storage.</p> <p>For example, if the last synchronization was performed 34 hours ago, and the key is set to the default value of 24, then after restoring the camera's connection with the server, the archive will synchronize for only 24 hours.</p> <p><i>Note. The last synchronization time is set by the <code>SyncedTime</code> parameter in the <code>Settings.xml</code> file</i></p>                                |

## Video

| Registry section                                   | String parameter   | Available values   | Default | Product version | Parameter in effect  |
|--|--|--|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorSynchronizedFrameBuffer   | >=0  | -       | 1.0.0 and later | <p>Sets the number of decompressed frames in the buffer during synchronous archive playback. The key must be used if live video fps decreases during synchronous archive playback.</p> <p>0 – buffering of decompressed frames during synchronous archive playback is disabled</p> <p>&gt; 0 – buffering of decompressed frames during synchronous archive playback is enabled</p> <p>The key is applied to decompressed video. The key is mutually exclusive with MonitorFrameBuffer, i.e. only one of them can be in use at a time</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Video.ThreadAffinity.Main.CoreCPU  | >=0  | 0       | 1.0.0 and later | <p>Sets the number of the CPU core, for which the main thread of the <i>Axxon PSIM</i> software application is assigned.</p> <p>0 – the core is not assigned to a thread; it can be used by other threads</p> <p>&gt;= 0 – the core is assigned to the thread and excluded from use by other threads</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorUpdateInterval  | >0   | -       | 1.0.0 and later | <p>The key sets the update interval for the video image on the Video surveillance monitor. The key value should be increased with increasing load on the system and lowering FPS</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Monitor_<id>_GreenStreamFactor, where <b>id</b> is an identification number of the <b>Monitor</b> object | <camera_id>:<percentage>, several values can be set separated by comma | *       | 1.0.0 and later | <p>The key sets the width tolerance of the Video Surveillance window when <a href="#">automatically selecting a stream for display</a> (Green Stream).</p> <p>The percentage in the key value is the fraction of the stream resolution, within which the width of the Video Surveillance window of the camera must be so that this stream is selected (if there are alternatives).</p> <p>The key is set on the Clients and affects only the local Monitor.</p> <p>Examples of values:</p> <p>* – tolerance of 5% (default).</p> <p>*:25 – all cameras in the monitor have 25% width tolerance.</p> <p>1:30,3:45 – Camera 1 has a tolerance of 30%, Camera 3 has a tolerance of 45%, and all others have default tolerance.</p> <p>Key operation example.</p> <p>If the resolution of the first camera stream is 320x240, and the key is set to 1:50, then the 320x240 stream is suitable for the width of the Video Surveillance window from 160 to 480</p> |

## Video

| Registry section   | String parameter          | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | ResetFastPlaySpeedOnPause | 0, 1             | 0       | 1.0.0 and later | <p>The key enables resetting of the acceleration factor when pausing archive playback in the Video Surveillance Monitor.</p> <p>0 – when the playback is paused, the acceleration factor is saved; when the playback is resumed, playback continues with the same acceleration that was set before the pause</p> <p>1 – when the playback is paused, the acceleration factor is reset; when playback is resumed, playback continues at a speed of x1</p> <p><i>Note. It is not recommended to set the key to 1 if synchronous archive playback on several cameras is in use</i></p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | BlockGetPositionParams    | 0, 1             | 0       | 1.0.0 and later | <p>The key disables obtaining absolute coordinates from the camera driver.</p> <p>0 – <i>Axxon PSIM</i> periodically polls the PTZ camera for the absolute coordinates to display the viewing angle on the map</p> <p>1 – absolute coordinates are not requested, the camera viewing angle on the Map does not change</p> <p>See also <a href="#">Configuring the display of the camera viewing angle on the map</a></p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | GreenStreamScaleRatio     | >0               | 1       | 1.0.0 and later | <p>The key sets the coefficient for calculating the stream resolution when automatically selecting a stream for displaying if it is necessary to select a stream of higher (key value &lt;1) or lower (key value &gt;1) quality than required by default for the corresponding size of the Video surveillance window. The key should be created on the computer where the Video Surveillance Monitor is displayed.</p> <p>For example, to make a stream with a resolution of 640x480 to be selected for a Video surveillance window with a size of 1280x960 pixels, set the key to 2. At the default value, this stream resolution will be too low for the specified size of the Video surveillance window, so another stream will be selected</p> |
| <b>x32:</b> (x32)\Video\Monitor\DisableStreams\cam<camera_id>\stream<camera_id>.stream_id<br><b>x64:</b> (x64)\Video\Monitor\DisableStreams\cam<camera_id>\stream<camera_id>.stream_id | block_stream              | 0, 1             | 0       | 1.0.0 and later | <p>The key forbids <a href="#">auto selection of the corresponding stream for displaying</a>.</p> <p>1 – stream cannot be selected</p> <p>0 – stream can be selected</p> <p>Example full path to the key:<br/>Computer\HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\AxxonSoft\PSIM\Video\Monitor\DisableStreams\cam8\stream8.3</p> <p>When the key in this path is set to 1, the stream No. 3 on camera 8 will not be selected for displaying</p>   |

## Video

| Registry section                                   | String parameter              | Available values | Default | Product version | Parameter in effect  |
|--|-------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | LayoutGradualIncrease         | 0, 1             | 0       | 1.0.0 and later | <p>The key enables a gradual increase of the Video Surveillance window on the custom layout by double-clicking the left mouse button. All Video surveillance windows on the layout should be the same size to ensure proper operation of the key.</p> <p>0 – the Video surveillance window is expanded to the entire Video surveillance monitor by double-clicking the left mouse button</p> <p>1 – by double-clicking the left mouse button, the Video Surveillance Window is enlarged gradually: the first double-click enlarges it 2 times of the initial size, the second double click enlarges 3 times of the initial size, etc. The Video Surveillance Windows adjacent to it are hidden on the layout</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseDefaultLayoutOnlyAtStartup | 0, 1             | 1       | 1.0.0 and later | <p>Sets the rules for displaying the default layout assigned in the Display Manager (see <a href="#">Select a default layout</a>):</p> <p>1 – the default layout is activated only when <i>Axxon PSIM</i> is launched while the last selected layout is displayed when hiding/displaying/switching displays</p> <p>0 – the default layout is activated when <i>Axxon PSIM</i> is launched, as well as when hiding/displaying/switching displays</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | StopLiveStreamInArchive       | 0, 1             | 0       | 1.0.0 and later | <p>The key disables receiving live video when entering the camera archive in both Video Surveillance Monitor and Cammonitor.ocx ActiveX control.</p> <p>0 – when entering the archive, live video continues to arrive</p> <p>1 – live video stops when entering the archive and resumes after quitting the archive mode</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Threads.AffinityStrategy      | 0, 1, -1         | 0       | 1.0.0 and later | <p>The key sets the threads affinity mode.</p> <p>0 – if the system has several physical processors, the threads will be bound to one of the processors, but without specifying a specific kernel. Within a single processor, the system will distribute threads across the kernels automatically.</p> <p>1 – threads are bound to a specific kernel of a specific processor</p> <p>-1 – thread affinity is disabled</p>   |

## Video

| Registry section  | String parameter      | Available values | Default | Product version | Parameter in effect   |
|---|-----------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\Monitor\<Monitor number>\Zoom\cam<Camera number><br><b>x64:</b> (x64)\Video\Monitor\<Monitor number>\Zoom\cam<Camera number><br><br><i>Note. For example, Monitor 1 and Camera 2 will have the following section:</i><br><br>\Video\Monitor\1\Zoom\cam2 | blocking              | 1                | -       | 1.0.0 and later | The key blocks the ability to scale the video image and move the zoom zone in the viewing tile for the selected Monitor and Camera. The zoom ratio and the zoom zone will be saved in the position which was set before this key was applied.<br><br><i>Note. To use this key, it is necessary to restart the Axxon PSIM</i>  |
| <b>x32:</b> (x32)\Video\AVI<br><b>x64:</b> (x64)\Video\AVI  | UseFfmpegConcat       | 1                | -       | 1.0.0 and later | The key activates the splicing of video fragments into one file when exporting the archive using the AviExport utility, if the selected export period contains a record from several streams with different video resolutions. In this case, during splicing, the video fragments of lower resolution will be stretched to the highest resolution of the video fragment contained in the exported period of the archive. The resulting file will be in MKV format regardless of the selected container type.<br><br><i>Note. The splicing of video fragments of different resolutions without recompression (in the original format) is performed only if all other characteristics of the video, except for the resolution, coincide. If the streams use different codecs, then it is necessary to use recompression to splice the video fragments</i> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video  | MonitorExtraTextColor | -                | -       | 1.0.0 and later | Sets the unchanging color of the Camera additional information in the Surveillance monitor. The color is set as a decimal number, which is obtained when converting a color represented in HEX according to BGR, where two bytes are allocated for one color.<br><br><i>Note. For example, blue in BGR HEX is FF0000. When converting FF0000 to decimal, the number 16711680 is obtained, which should be specified as the key value</i>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video  | HideArchControls      | 0, 1             | 0       | 1.0.0 and later | The key hides the archive navigation controls (archive entry button, timeline, playback control bar and videorecords list) in the Cammonitor.ocx ActiveX control<br><br>0 – archive navigation items are displayed<br>1 – archive navigation elements are not displayed   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video  | AllowDuplicates       | 0, 1             | 0       | 1.0.0 and later | The key allows you to view and configure camera duplicates in the ActiveX monitor<br><br>0—you cannot view and configure camera duplicates<br>1—you can view and configure camera duplicates  |

## Video

| Registry section                                   | String parameter                   | Available values | Default | Product version | Parameter in effect   |
|--|------------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DisableAntiAliasingForArchiveVideo | 0, 1             | 0       | 1.0.0 and later | <p>The key provides the ability to disable smoothing when viewing the archive (see also <a href="#">Setting the parameters of the Monitor interface window</a>).</p> <p>0 – if the <b>Smoothing</b> checkbox is selected, then smoothing is applied when viewing the archive</p> <p>1 – regardless of the value of the <b>Smoothing</b> checkbox, smoothing is not applied when viewing the archive</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AddAllGrabberChannels              | 0, 1             | 0       | 1.0.0 and later | <p>The key allows you to select any PCI channel for the video capture devices, regardless of which channels are already in use by other devices.</p> <p>0 – you cannot select the same PCI channels for video capture devices of the same type created under the same computer</p> <p>1 – any PCI channels can be selected for any video input devices</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Monitor.Native                     | 0, 1             | 1       | 1.0.0 and later | <p>The key affects the recompression of archived video when playing in the Video Surveillance Monitor:</p> <p>0—The server decodes the transmitted video into MJPEG. This method does not use inter-frame compression, that is, the video will consist only of key frames. This makes it convenient for navigating through the archive (forward/backward, acceleration/ deceleration, frame-by-frame viewing), since each such request does not require the system to unpack the sequence of video frames in range from the nearest key frame to the required frame.</p> <p>1—Recompression is not performed during video playback, i.e. the video is transferred to the Monitor in the format in which it was recorded in the archive.</p> <p><i>You can set this key only on the device on which the Video Surveillance Monitor is used. Usage examples:</i></p> <ol style="list-style-type: none"> <li><i>If you frequently navigate through the archive during video playback from multiple cameras, it requires decoding at each request. This results in sharp increases in CPU load. To reduce them, you can disable the key (=0). Note that in this case the video will be decoded into MJPEG, which also loads the CPU.</i></li> <li><i>If you need to play the archived video in the Monitor without using the navigation frequently, you can enable the key (=1), in which case the CPU load will be reduced and more even.</i></li> </ol> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ReverseRecompress                  | 0, 1             | 0       | 1.0.0 and later | <p>The key enables recompression to MJPEG when playing the archive backward in the Video Surveillance Monitor:</p> <p>0 – when playing backward, video is decompressed and uncompressed video is buffered</p> <p>1 – when playing backward, video is recompressed to MJPEG format</p>   |

## Video

| Registry section   | String parameter           | Available values   | Default | Product version | Parameter in effect   |
|--|----------------------------|--|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\Monitor\ <monitor number="">\Disable Mouse<br/> <b>x64:</b> (x64)\Video\Monitor\<monitor number="">\Disable Mouse         </monitor></monitor> | WM_LBUTTONDBLCLK           | 1  | -       | 1.0.0 and later | If the key is specified, then the selected Monitor will ignore a left double-click.<br><br><i>Note. The key is used to prohibit unfolding the camera on the Video Surveillance Monitor using the mouse</i>  |
| <b>x32:</b> (x32)\Video\Monitor\ <monitor number="">\Disable Mouse<br/> <b>x64:</b> (x64)\Video\Monitor\<monitor number="">\Disable Mouse         </monitor></monitor> | WM_RBUTTONDBLCLK           | 1  | -       | 1.0.0 and later | If the key is specified, then the selected Monitor will ignore a right double-click.<br><br><i>Note. The key is used to prohibit unfolding the camera on the Video Surveillance Monitor using the mouse</i>   |
| <b>x32:</b> (x32)\Video\Monitor\ <monitor number="">\HardLayout<br/> <b>x64:</b> (x64)\Video\Monitor\<monitor number="">\HardLayout         </monitor></monitor>       | <Number of camera windows> | <Number of fold columns>,<br><Number of fold rows>.<br><br>The values should be >0.<br><br>For example, 3,2 —sets the fold display of the size 3x2 | -       | 1.0.0 and later | The key specifies the fold on the selected <b>Monitor</b> to display a certain number of camera windows.<br><br>In the <Number of camera windows> parameter, you must specify the number of cameras added to <i>Axxon PSIM</i> that will be displayed in the <b>Monitor</b> . The key will be ignored if the specified number doesn't match the number of cameras actually added.<br><br>Example of the full path to the key and the parameter:<br><br>Computer\HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\AxxonSoft\PSIM\Video\Monitor\2\HardLayout\3 = 4,5<br><br>After creating this parameter to display three camera windows, a fold of 4x5 will be displayed on the Monitor 2.<br><br><i>Note. If the <b>Control panel</b> is enabled in the <b>Monitor</b> (see <a href="#">Setting the parameters of the Monitor interface window</a>), the fold specified by the key is ignored and is switched to the default fold (see <a href="#">Changing the number of surveillance windows</a>)</i><br><br><i>Note. Restart Axxon PSIM to use the key</i> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | SendFrameArchExactDelay    | >=0  | 1000    | 1.0.0 and later | The key sets the video display delay in milliseconds when navigating the upper timeline of video viewing in the archive   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | Monitor.ShowTimeMS         | 0, 1   | 0       | 1.0.0 and later | If the key is specified, then the video recording time in milliseconds will be displayed in the lower right corner of the video playback window.<br><br>0 – time is not displayed<br>1 – time is displayed  |

## Video

| Registry section                                   | String parameter             | Available values | Default | Product version | Parameter in effect  |
|--|------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | TrySquareLayout              | 0, 1             | -       | 1.0.0 and later | <p>The key enables the usage of symmetrical folds to display the camera windows in the <b>Monitor</b> in the <b>Alarm cameras</b> mode. The key applies only when the <b>Keep camera ratio</b> checkbox is set (see <a href="#">Setting the parameters of the Monitor interface window</a>).</p> <p>1—symmetrical folds of the <b>Monitor</b> are used, sufficient to display the required number of cameras: 1, 2x2, 3x3, 4x4, etc.</p> <p>0—camera windows will fill the entire space of the <b>Monitor</b> window</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | CanUseVmdaFilters            | 0, 1             | 1       | 1.0.0 and later | <p>The key hides the <b>Save the template</b> and <b>Load the template</b> menu items of the <b>Archive search</b> item in the <b>Monitor</b>.</p> <p>1 – menu items are available</p> <p>0 – menu items are hidden</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | HideArchSaveAndPrint Buttons | 0, 1             | 0       | 1.0.0 and later | <p>The key hides the buttons for print, export and scale in the <b>Monitor</b> in archive view mode.</p> <p>1—buttons are hidden</p> <p>0—buttons are available</p> <p><i>Note. Use this key if there are no users and permissions created in the System. Otherwise, configure the corresponding user permissions: <a href="#">Rights to print and save archive files from the Monitor window</a></i></p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | Monitor.IgnoreFastClientSkip | 0, 1             | 0       | 1.0.0 and later | <p>The key enables decimation on the Client (Remote Client) when playing back the video archive at an increased speed. The key is created on the Client.</p> <p>1 - decimation on the Client is disabled</p> <p>0 - decimation on the Client is enabled</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | GateDisableHotStart Video    | 0, 1             | 1       | 1.0.0 and later | <p>The key disables the start of retransmission and video recording through the Videogate. The key directly affects the work of the START_VIDEO and STOP_VIDEO commands for <a href="#">GATE Videogate</a>.</p> <p>1—the START_VIDEO and STOP_VIDEO commands don't work, i.e. video isn't retransmitted and isn't written to the archive</p> <p>0—the START_VIDEO and STOP_VIDEO commands work, video is started and written to the archive</p>  |

## Video

| Registry section                                   | String parameter          | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | StatusInfo                | 0, 1             | -       | 1.0.0 and later | <p>Enables logging detailed information about the file system and memory usage for each camera to the video.run log file when the debugging mode is enabled (Debug=4).</p> <p>0—basic information about the file system is displayed (6 lines, updated every 10 seconds)</p> <p>1—detailed information about the file system is displayed (maximum amount of data available, updated every 10 seconds)</p> <p>By default, the key is not created, the system behavior with Debug=4 corresponds to StatusInfo=1</p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowFrameSkippedStatus    | 0, 1             | 1       | 1.0.0 and later | <p>Enables the indication of no archive recording by camera in the Video surveillance monitor if there are frames skipped during archive recording (i.e., the FRAME_SKIPPED events are received, see <a href="#">Indication of camera state</a>).</p> <p>1—if there are frames skipped, the disk absence icon will be displayed below the corresponding camera number</p> <p>0—the icon won't be displayed if there are frames skipped</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | EmbeddedDetectorsLifetime | >0               | 1       | 1.0.0 and later | <p>Sets in milliseconds the duration of displaying the trigger frame of the Embedded detection in the Video surveillance monitor (see <a href="#">Embedded detectors</a>)</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | UseObsoleteAttribute      | 0, 1             | -       | 1.0.0 and later | <p>Disables the display of found obsolete devices (deprecated in Drivers Pack) when searching using the <a href="#">Camera discovery tool</a>.</p> <p>1—deprecated devices are not displayed in search results.</p> <p>0—deprecated devices are displayed in search results.</p> <p>By default, the key is not created</p>   |

## Video

| Registry section                                   | String parameter                | Available values                            | Default | Product version | Parameter in effect  |
|--|---------------------------------|---|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | MonitorToTelemetryDirectCommand | 0, 1  | 0       | 1.0.0 and later | <p>The key specifies the way of transmission telemetry commands when controlled from the Video surveillance monitor:</p> <p>1—when you control telemetry from the Video surveillance monitor, the telemetry server connects directly to the video servers and sends commands to the devices.</p> <p>0—when you control telemetry from the Video surveillance monitor, the telemetry server sends commands to the <i>Axxon PSIM</i> core, which sends them to devices.</p> <p>The key is used together with the TelemetryDirectCommand key (see below in the Telemetry section) to provide smoother telemetry control. Recommended values of these keys:</p> <p>TelemetryDirectCommand = 1 (default value)</p> <p>MonitorToTelemetryDirectCommand = 1 (attention: default value is 0)</p> <p><b>Attention! When you use these registry keys, Client, server and camera must be in one subnet without Videogate. Otherwise, the system won't operate</b></p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ActivateVirtualSlave            | 0, 1  | -       | 1.0.0 and later | <p>The key specifies the grouping of cameras in the camera change dialog window in the <b>Surveillance window</b> (see <a href="#">Selecting a camera to display in surveillance window</a>).</p> <p>1—cameras are displayed as a single list without grouping</p> <p>0—cameras are grouped by computers</p> <p>By default, the key is not created</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FFCOPYPOLICY                    | 0, 1, 2, 3                                  | 0       | 1.0.0 and later | <p>The key sets the method of copying data when using FFmpeg:</p> <p>0—memcpy feature is used</p> <p>1—direct byte-by-byte copying</p> <p>2—copying using FFmpeg (swsScale). For adjustments, use the FFSWSCALEFLAG key, which is described below</p> <p>3—IPP is used</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | FFSWSCALEFLAG                   | 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024 | -       | 1.0.0 and later | <p>The key is used only for value 2 of the FFCOPYPOLICY key (described above) and is required for configuring the sws context.</p> <p>The key supports values 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024 (see <a href="https://ffmpeg.org/doxygen/3.0/group__libsws.html">https://ffmpeg.org/doxygen/3.0/group__libsws.html</a>)</p>  |

## Video

| Registry section                                   | String parameter             | Available values | Default | Product version | Parameter in effect   |
|--|------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | AllowHideActionButtons       | 0, 1             | 1       | 1.0.0 and later | The key determines the mode of displaying the button linked to the PTZ camera on top of the video in the <b>Video surveillance monitor</b> :<br><br>0—the button is always displayed in the <b>Video surveillance monitor</b><br><br>1—the button isn't displayed in the <b>Video surveillance monitor</b> when you enable the telemetry control of the PTZ camera. Otherwise, the button is displayed  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | HideActiveXContextMenu       | 0, 1             | 0       | 1.0.0 and later | The key determines the display mode of the context menu of the ActiveX monitor:<br><br>0—you can open the context menu by right-clicking anywhere in the ActiveX window<br><br>1—you cannot open the context menu by right-clicking anywhere in the ActiveX window  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ShowOnlySelectedDayBookmarks | 0, 1             | 1       | 1.0.0 and later | The key determines the display of bookmarks in the archive:<br><br>0—bookmarks for all days are displayed<br>1—bookmarks are displayed only for the selected (current) day  |
| <b>x64:</b> (x64)\Video                            | ShowEmptyArchiveState        | 0, 1             | 1       | 1.0.0 and later | This key controls the visual indication of the absence of archived video during synchronous playback:<br><br>0—if there is no archived video from the camera for the selected time interval, the image is displayed normally during synchronous playback.<br><br>1—if there is no archived video from the camera for the selected time interval, the image is dimmed and the "No archive" icon is displayed over the video during synchronous playback.<br><br>The key works in OpenGL and Direct3d display modes |

### TABLE OF CONTENTS

## Video archive files

| Registry section   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileReader.MMF   | 0, 1             | 0       | 1.0.0 and later | 0 – during the playback, the video archive fragments are read into RAM by one frame<br><br>1 – during the playback, the video archive fragments are read into the RAM all at once |

## Video archive files

| Registry section   | String parameter                     | Available values | Default | Product version | Parameter in effect   |
|--|--------------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.NotifyCoreFrameSkipped    | 0, 1             | 1       | 1.0.0 and later | The key enables FRAME_SKIPPED event (see <a href="#">CAM Camera</a> ).<br>0 – the FRAME_SKIPPED event is not generated, core load is reduced<br><br>1 – the FRAME_SKIPPED is generated, there is a risk of buffer overflow  |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.RecordingStateChangeDelay | >30              | 30      | 1.0.0 and later | The key sets in seconds the delay period between the state changes of frames skipping. Accordingly, the FRAME_SKIPPED\FRAME_SKIPPED_STOP events won't be generated more often than the period specified in the key.<br><br>See <a href="#">CAM Camera</a>   |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.MaxSkippedFramesByPeriod  | >0               | 50      | 1.0.0 and later | The key sets the minimum number of skipped frames for the period (the period is set in the FileSystem.RecordingStateChangeDelay key), during which the FRAME_SKIPPED event will be generated.<br><br>See <a href="#">CAM Camera</a>   |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.NotifyCoreFileSystemError | 0, 1             | 1       | 1.0.0 and later | The key enables the generation of camera events FILE_REC_ERROR and FILE_REC_OK (see <a href="#">CAM Camera</a> ).<br><br>0 – FILE_REC_ERROR and FILE_REC_OK events are not generated, the load on the core is reduced<br><br>1 – FILE_REC_ERROR and FILE_REC_OK events are generated, there is a risk of buffer overflow  |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.MinMaxHoursFromNow        | 0, 1             | 1       | 1.0.0 and later | The key enables the feature of counting down the storage period for the <b>Keep no less than</b> parameter from the last archive record timestamp (see also <a href="#">Configuring camera archive depth</a> ).<br><br>0 – the archive storage time is counted from the last archive record time stamp<br><br>1 – the archive storage time is counted from the current time   |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.SaveUncompressed          | 0, 1             | 0       | 1.0.0 and later | The key enables or disables compression of the video recorded on the disk.<br><br>0 – compressed video is recorded to the disk according to the settings of each camera<br><br>1 – uncompressed video is recorded from all cameras to disk, ignoring the compression settings specified for all cameras<br><br><i>Note. This key is required for debugging. It is not recommended to change the value of this key</i> |

## Video archive files

| Registry section   | String parameter                  | Available values | Default | Product version | Parameter in effect  |
|--|-----------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.DeleteMinutes          | >=10             | 60      | 1.0.0 and later | <p>The key sets in minutes the time segments of the recorded archive that will be deleted when it is necessary to free up space.</p> <p>The smaller the value, the smaller segment will be deleted in one deletion iteration, but there will be more such iterations. This will speed up the deletion process and will not overflow the buffer</p>   |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.WriteBufferMemoryLimit | >=0              | 4       | 1.0.0 and later | <p>The key sets the maximum possible size of the memory buffer for the channel; when this value is exceeded, the data from the buffer will be recorded to the archive. The unit of measurement is megabytes</p>  |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.PreAllocateFileSize    | 0-200            | 10      | 1.0.0 and later | <p>Sets the minimum size of a temporary file in RAM in megabytes, i.e., a file of the specified size will be created immediately before writing to it</p>  |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.FastIndex              | 0, 1             | 1       | 1.0.0 and later | <p>The key enables fast index download. It is used by 64-bit modules only as memory consumption increases when reading and saving.</p> <p>Regardless of the key value, the <b>fastIndex.index</b> file is created in the VIDEO folder. This file helps to download indexes much faster.</p> <p>0 – when <i>Axxon PSIM</i> is started, all indexes are downloaded, so no time is wasted for data loading</p> <p>1 – when <i>Axxon PSIM</i> is started, the specified file is downloaded and the data on detailed index for each hour will be loaded if required</p> |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.WriteBufferSize        | >0               | 4       | 1.0.0 and later | <p>The key specifies the size of the video data chunks in megabytes that are recorded to the disk simultaneously. If the size of the frame is less than the specified value, it is "glued" to the next frame.</p> <p><i>Note. See also WritingQueueSize</i></p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | WritingQueueSize                  | >0               | 1500    | 1.0.0 and later | <p>The key sets number of frames storing in RAM until start of data record to buffer. The key can be used with any codec</p>   |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.ReadRaw                | 0, 1             | 0       | 1.0.0 and later | <p>The key enables a more optimal read of video archive individual frames from the disk. It is created on the Server.</p> <p>0 – optimization of video archive reading is disabled</p> <p>1 – optimization of video archive reading is enabled</p>   |

## Video archive files

| Registry section   | String parameter           | Available values | Default | Product version | Parameter in effect   |
|--|----------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.QueueRecorders  | 0, 1             | 1       | 1.0.0 and later | The key specifies the number of channels of simultaneous recording to disk:<br>0—the maximum possible number of recording channels are used<br>1—one recording channel is used<br><br><i>Attention! We don't recommend you change the value of the parameter yourself! Use the assistance of technical support specialists!</i> |
| <b>x32:</b> (x32)\Video\FileSystem<br><b>x64:</b> (x64)\Video\FileSystem | FileSystem.RecorderTimeout | >=0              | NA      | 1.0.0 and later | By default, the key isn't created.<br><br>It specifies, in milliseconds, the time interval of delay before attempting to access the file subsystem.<br><br><i>Attention! We don't recommend you change the value of the parameter yourself! Use the assistance of technical support specialists!</i>                            |

### TABLE OF CONTENTS

## Audio

| Registry section   | String parameter        | Available values | Default | Product version | Parameter in effect  |
|--|-------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Audio<br><b>x64:</b> (x64)\Audio                                   | Max_file_len_sec        | > = 0            | 600     | 1.0.0 and later | Defines max. length of audio file (sec) when recording via audio player  |
| <b>x32:</b> (x32)\Audio\Card\«Card Name»<br><b>x64:</b> (x64)\Audio\Card\«Card Name» | mix                     | 0, 1             | 0       | 1.0.0 and later | Sets input mixing  |
| <b>x32:</b> (x32)\Audio<br><b>x64:</b> (x64)\Audio                                   | AudioStreamLoggerEnable | 0, 1             | 0       | 1.0.0 and later | 0 – logging is disabled<br>1 or other value different from 0 – streams logging is enabled.<br><br>The module restart is not required to change the key value |

|  |                   |    |      |                 |  |
|--|-------------------|----|------|-----------------|--|
| <b>x32:</b> (x32)\Audio<br><b>x64:</b> (x64)\Audio | AudioMaxDiff Time | >0 | 2000 | 1.0.0 and later | <p>The key sets the maximum discrepancy in milliseconds between the estimated timestamps and the incoming timestamps of the audio packets received from the IP audio input devices. If the difference exceeds this value, then the estimated time will be adjusted.</p> <p>Increasing the key value will increase the mistiming of audio and video in the archive. Decreasing the key value will result in "wheezing" sounds in the archive, if the sound comes in packets and the packets size is greater than the specified value.</p> <p>The key only affects the recording to the archive and does not affect the playback of live and archive sound</p> |
| <b>x32:</b> (x32)\Audio<br><b>x64:</b> (x64)\Audio | SpeakerLive Delay | >0 | 2000 | 1.0.0 and later | <p>The key sets the maximum buffer size in milliseconds when playing the live sound using the <b>Speaker</b> objects. On the one hand, it affects the maximum delay when playing the live sound through the <b>Speaker</b> (the maximum delay is equal to the specified value). On the other hand, if the sound is received unevenly, and the size of the incoming packets is greater than the specified value, then there can be interruptions and "wheezing" sounds in the live sound.</p> <p>The key does not affect the playback of archive sound</p>  |

## TABLE OF CONTENTS

## Core

| Registry section                       | String parameter | Available values | Default                                      | Product version | Parameter in effect   |
|--|------------------|------------------|--|-----------------|---|
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | ChangePort       | > = 0            | Depends on the port specified for the Client | 1.0.0 and later | Allows changing the port number. For instance, if it is necessary to change port 20900 to 40900, then 20900="40900" string parameter is created. The change of this parameter can affect the system   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | CheckPingPeriod  | > 0              | 10   | 1.0.0 and later | <p>Sets the period of checking the computer's connection to the server.</p> <p><i>Note. Starting with the Axxon PSIM 1.0.0 version, you can set this parameter in the <b>Ping (s)</b> field for servers on the settings panel of the Security Zone object and it is automatically saved in the CheckPingPeriod parameter. For the Remote client, you can set it in the CheckPingPeriod parameter manually</i></p> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | CheckVersion     | 0, 1             | 0  | 1.0.0 and later | Sets the parameters of Server connection: the version is checked in <i>connected version</i> parameters. If versions do not agree, then there is a corresponding message and no connection  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | Core IP Address  | IP address       | -  | 1.0.0 and later | Address of the computer to the core of which the psim_host.exe is to connect  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | DBAttempts       | >=1..∞           | 10   | 1.0.0 and later | Number of attempts to connect to database   |

|  |                        |  |                |                 |  |
|--|------------------------|--|----------------|-----------------|--|
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugLevel             | 0,1,2,3,4                              | 4              | 1.0.0 and later | Sets the debug mode:<br>0—disabled;<br>1—information is shown in the process window;<br>2—information is shown in the process window and logged;<br>3—extended log is written, it contains module events;<br>4—extended log is written, it contains module events and parameters |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugExtension         | Any string                             | LOG            | 1.0.0 and later | Sets extensions of log files   |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugFlushPeriod       | >= 0                                   | 500            | 1.0.0 and later | Sets the update rate for log files (ms)  |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugOptions           | Range in <i>decimal</i> system: 0-255. | 0x001 (i.e. 1) | 1.0.0 and later | Hexadecimal logging in the debug mode. This parameter has a complex structure (bit mask) and it is modified using the Tweaki.exe utility   |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugQueueMaxLines     | 0 – 2147483647                         | 50000          | 1.0.0 and later | Specifies max. number of messages in the queue to the log file. If there are more than 500 log lines in the queue, then they must be decimated   |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugSize              | >=100                                  | 100            | 1.0.0 and later | Specifies the number of megabytes provided for log. Restricted by disk capacity  |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugTime              | 0-2147483647                           | 48             | 1.0.0 and later | Specifies the number of hours for keeping log files  |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | DebugZipDays           | >0                                     | 2              | 1.0.0 and later | Specifies the number of days for keeping log files in the gz format  |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | LogTracker             | 0, 1                                   | -              | 1.0.0 and later | By default, the key isn't created. Only for 64-bit systems.<br><br>The key is used to write logs to a new <b>vmda_lib.log</b> file in the Modules64 folder during smart search in the archive.<br><br>0—a new log file isn't created<br>1—a new log file is created              |
| <b>x32:</b> (x32)/Debug<br><b>x64:</b> (x64)/Debug | AutoTestSupportEnabled | 0, 1                                   | 0              | 1.0.0 and later | The key supports automatic tests for the <b>User permissions</b> object and the <b>AD connection</b> window.<br><br>By default, the key isn't created and its value is 0   |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | debug_log               | 0, 1               | -                 | 1.0.0 and later | By default, the key is not created.<br>The key defines whether all events and reactions all fully logged into the log file.<br><i>Note. It is not recommended to use this key on a permanent basis, because with full logging, the size of the log file will constantly increase</i> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | debug_protocol          | 0, 1               | 0                 | 1.0.0 and later | The key creates the DEBUG_PROTOCOL table in the database. All events and reactions are recorded in the table.<br><i>Note. When restarting Axxon PSIM, the table will be created anew</i>   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | defaultconnection       | 0, 1               | 1                 | 1.0.0 and later | Allows setting connections in the architecture only with the computer where the Computer object is created   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | DisableProtocol         | 0, 1               | 0                 | 1.0.0 and later | Allows disabling protocol  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | DisableThreadStat Queue | 0, 1               | 0                 | 1.0.0 and later | By default the key is not created.<br>Defines whether the queue statistics is called or not. If the registry key value=1, then the box can not be called.<br>To call the <b>Queue statistics</b> box, press Alt+F2 key combination   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | InstallFolder           |                    | <i>Axxon PSIM</i> | 1.0.0 and later | Specifies the installation folder  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | Language                | 0x0419             | -                 | 1.0.0 and later | Specifies the language to use (0x0419 – English)   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | OnlyLocalProtocol       | 0, 1               | 0                 | 1.0.0 and later | Only local events are logged   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | ProtocolWriteAllEvents  | 0, 1               | 0                 | 1.0.0 and later | Defines whether the events are recorded into the Events protocol   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | PeakWorkingSetSizeQuota | >=0                | 0                 | 1.0.0 and later | Sets RAM limit (MB). When this limit is exceeded, the module that exceeded this limit will be restarted in the restart service   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | PhotoCores              | Name or IP address | -                 | 1.0.0 and later | The list of computers (cores) for mailing user photos  |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | PriorityClass      | 256,<br>128,<br>32768,<br>32,<br>16384,<br>64 | 32 | 1.0.0 and later | The key determines the stream priority:<br>256—realtime<br>128—high<br>32768—Above Normal<br>32—normal<br>16384—below Normal<br>64—low   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | ShowCrashMessage   | 0, 1  | 0  | 1.0.0 and later | Create or not the module crash message   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | SyncTime           | 0, 1  | 0  | 1.0.0 and later | Defines whether to synchronize time between computers or not   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | Topmost            | 0, 1  | 1  | 1.0.0 and later | Sets the splash screen location:<br>1 – splash screen is topmost;<br>0 – screen is hidden behind other windows.<br><br>This key is applied for splash screen both on the Server/Remote Administrator's workstation and on the Client     |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | Type_view_dept_log | 0,1,2   | 0  | 1.0.0 and later | Specifies displaying the name of department in the log:<br>0 – do not add: Ivanov Ivan Ivanovich;<br>1 – add to the beginning: [Sales department] Ivanov Ivan Ivanovich;<br>2 – add to the end: Ivanov Ivan Ivanovich [Sales department] |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | URAttempts         | 0 – 10000                                     | 3  | 1.0.0 and later | Sets the number of attempts to enter the user password   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | URDelay            | 0 – 10000                                     | 60 | 1.0.0 and later | Sets the delay period (sec) for re-entering the system   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | virtualgrabber     | 0, 1  | 0  | 1.0.0 and later | Defines whether it is possible to create a virtual video capture card or no  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | SyncNotEmpty       | 0, 1  | 0  | 1.0.0 and later | Defines the database synchronization algorithm:<br>1 – fast synchronization algorithm is in use;<br>0 – standard synchronization algorithm is in use   |
| <b>x32:</b> (x32)\Debug<br><b>x64:</b> (x64)\Debug | counter_period     | >=0   | 60 | 1.0.0 and later | Defines the time period in seconds, in which information about availability of processor, memory and disk is recorded to the log file. If the value of the parameter is 0, this information is not included to the log file              |

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| <b>x32:</b> (x32)\<br>AxxonPSIMRunService<br><b>x64:</b> (x64)\<br>AxxonPSIMRunService       | Restart<br>AxxonPSIMOnLogo<br>nDisable | 0, 1 | 0                         | 1.0.0 and later | 1 – <i>Axxon PSIM</i> installed as a Service is not restarted under the current user even for users belonging to the AxxonPSIMUsers group.<br><br>0 – <i>Axxon PSIM</i> installed as a Service is restarted under the current user only if the user belongs to the AxxonPSIMUsers group   |
| <b>x32:</b> (x32)\<br>AxxonPSIMRunService<br><b>x64:</b> (x64)\<br>AxxonPSIMRunService       | CheckUserForRestartAxxonPSIMDisable    | 0, 1 | -                         | 1.0.0 and later | 0 – <i>Axxon PSIM</i> installed as a Service is restarted (when entering the system) under the current user only if the user belongs to the AxxonPSIMUsers group<br><br>1 – <i>Axxon PSIM</i> installed as a Service is restarted (when entering the system) under the current user even if the user doesn't belong to the AxxonPSIMUsers group. The settings of permissions are to be taken into account when using this key. If the permissions are set incorrectly, then some <i>Axxon PSIM</i> features can operate incorrectly |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | ShowHiddenObjects                      | 0, 1 | 0                         | 1.0.0 and later | 0 – hidden objects corresponding to IntegratedAudioSource and IntegratedVideoSource objects, as well as to Integrated device child objects are not shown in the object tree in <i>Axxon PSIM</i><br><br>1 – hidden objects are shown in the object tree in <i>Axxon PSIM</i><br><br><i>Axxon PSIM</i> is to be restarted when the key value is changed  |
| <b>x32:</b> (x32)\<br>AxxonPSIMRunService\<br><b>x64:</b> (x64)\<br>AxxonPSIMRunService\<br> | InheritServiceEnvironment              | 0, 1 | -                         | 1.0.0 and later | The key is essential for proper operation of <i>Axxon PSIM</i> in MS failover cluster   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | SortCamsById                           | 0, 1 | -                         | 1.0.0 and later | The key determines the order in which the list of cameras is sorted in the Monitor object settings panel and in the Monitor object function menu.<br><br>1—cameras are sorted by ID;<br>0—cameras are sorted by name  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | EventProcessingThreads                 | >=0  | 0                         | 1.0.0 and later | Key reserves the specified number of streams for events processing  |
|  |  | 4-8  | Equal to CPU cores number | 1.0.0 and later |   |

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| <b>x32:</b> (x32)\Debug<br><b>x64:</b> (x64)\Debug | DumpYUV           | 0, 1                             | -   | 1.0.0 and later | <p>Key activates the mode of video dump corresponding to compressor. It is required for diagnostics of StreamLabs (motionWavelet7.1) compressor/decompressor problems.</p> <p>File (or files) with decompressed data will be created by key in the Modules directory. Names of files correspond to the template: WxH_hv_chunk_Ne.yuv</p> <p>W – width;<br/> H – height;<br/> h – horizontal subsampling;<br/> v – vertical subsampling;<br/> Ne – number of file. If resolution or subsampling are changed the new file opens.</p> <p>For example, file with resolution 640x480 in YUV420 color area will have the 640x480_22_chunk_0.yuv name</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | settings_height   | >0, depends on screen resolution | 438 | 1.0.0 and later | Sets the height of the object settings panel (in pixels)  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | settings_width    | >0, depends on screen resolution | 600 | 1.0.0 and later | Sets the width of the object settings panel (in pixels)   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | ATMSendSetup      | 0, 1                             | 1   | 1.0.0 and later | <p>0 – receiving of the SETUP reaction from the <b>ATM</b> object is disabled on the computer where this key is specified</p> <p>1 – receiving of the SETUP reaction from the <b>ATM</b> object is enabled on the computer where this key is specified</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)             | RegisterF10andF11 | 0, 1                             | 1   | 1.0.0 and later | <p>1 – F10 and F11 hot keys are in use to control screen displaying (see <a href="#">Main control panel</a> section)</p> <p>0 – F10 and F11 hot keys are not in use to control screen displaying</p> <p><i>Note. When the key is changed Axxon PSIM restart is required.</i></p> <p><i>To disable F10 and F11 hot keys on the Remote Administrator's workstation, the key is to be created in the</i><br/> \HKEY_CURRENT_USER\Software\AxxonSoft\PSIM registry section.</p> <p><i>To disable F10 and F11 hot keys on the Remote Administrator's workstation when operating under the Admin account, he key is to be created in the same registry section as on Server (x32)/(x64)</i></p> |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | DisableF8                        | 0, 1          | 0    | 1.0.0 and later | <p>0 – F8 hot key is in use to call the Execute menu on the main control panel</p> <p>1 – F8 hot key is not in use</p> <p><i>Note. To disable F8 hot key on the Remote Administrator's workstation, the key is to be created in the \HKEY_CURRENT_USER\Software\AxxonSoft\PSIM registry section.</i></p> <p><i>To disable F8 hot key on the Remote Administrator's workstation when operating under the Admin account, the key is to be created in the same registry section as on Server (x32)/(x64)</i></p> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | ChromiumWebBrowserDevToolsEnable | 0, 1          | 0    | 1.0.0 and later | <p>0—you cannot use the F12 key to open DevTools in the <i>Axxon One</i> archive browser that you can open from <i>Axxon PSIM</i> when working with the <i>NGP manager module</i></p> <p>1—you can use the F12 key to open DevTools in the <i>Axxon One</i> archive browser that you can open from <i>Axxon PSIM</i> when working with the <i>NGP manager module</i></p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | check_digital                    | 0, 1          | 0    | 1.0.0 and later | When the key value = 1, video or archive period is exported from the Monitor interface using the admin password   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | CONNECT_ATTEMPTS                 | >=1           | 1    | 1.0.0 and later | The key sets the number of attempts to connect the Client to Server. The key is specified on the side of the Client   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | FLUSH_TIMER_TIMEOUT              | >0            | 10   | 1.0.0 and later | The key specifies maximum waiting time in milliseconds before sending data over the network. The higher the value of this parameter, the more productive the system due to decreasing resources when sending a large amount of small messages. However, time of response to events can also increase. The key is created by default   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | UnloadDelay                      | 0 to 60000 ms | 5000 | 1.0.0 and later | <p>The key sets the delay between disabling Guardant and unloading <i>Axxon PSIM</i>.</p> <p>The delay is essential for the FORCED_OFF event generation of the PSIM_HOST object and in case this event is used in scripts or programs, these scripts and programs are executed.</p> <p>If UnloadDelay = 0, unloading is performed without any delays, i.e. script/program in which the specified event is used, cannot execute</p>  |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | SortSubItems             | 0, 1 | 0    | 1.0.0 and later | <p>The key is for specifying the way of sorting objects in the tree:</p> <p>0 – sorting by name</p> <p>1 – sorting by ID</p> <p><i>Note 1. If sorting by name is chosen, and there are numbers in the object name, then the objects will be sorted in alphabetical order. For example, an object with the name "115" will be above the object with the name "15", because in the name "115" the second number is 1, and in the name "15" the second number is 5.</i></p> <p><i>Note 2. This key also affects the sorting of objects in the tree when adding the objects to a layer in the Map Editor utility</i></p> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | ShowSmallBarAlways       | 0, 1 | 0    | 1.0.0 and later | <p>The key enables displaying the main control panel of <i>Axxon PSIM</i> on the screen.</p> <p>0 – the main control panel is displayed when pointing to the upper right corner of the screen</p> <p>1 – the main control panel is always displayed in the upper right corner of the screen</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | UpdateProtocolPeriod     | > 0  | -    | 1.0.0 and later | <p>Sets time period (in days) of storing the change protocol in the database.</p> <p>The storing period is counted from the last recording or starting from the current time depending on the value of the <code>ClearProtocolFromCurrentTime</code> key (see above).</p> <p>Recordings storing period of which has expired are deleted at midnight every 24 hours in case the license is activated</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | permissible_memory_limit | >0   | 2000 | 1.0.0 and later | <p>The key sets the occupied memory threshold, reaching which the core starts receiving messages with a delay. The key must be used when module shuts down because of excessive memory consumption</p>   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | MsgCompressOn            | 0, 1 | 0    | 1.0.0 and later | <p>The key enables the compression of transmitted messages:</p> <p>0 – compression is disabled</p> <p>1 – messages from the cores are sent compressed (zip with maximum compression). Compression allows reducing the network load</p> <p><i>Note. If the key value = 1, the Web-Server doesn't work, because the Web-Server doesn't receive compressed messages</i></p>   |

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| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p> | user_card_info_on     | 0, 1 | 0     | 1.0.0 and later | <p>The key is used with the ACS/FAS integration modules that are the part of <i>ACFA PSIM</i>. It enables displaying the access card number for all events associated with the cards in the Event Viewer.</p> <p>0 – the access card number is not displayed in the Event Viewer<br/>1 – when an event comes from the ACS device, the param1 parameter is interpreted as an access card number and is displayed in the Event Viewer in the Card column.</p> <p>This column is automatically added to the Event Viewer window when the first such event is received</p> |
| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p> | CriticalErrGui        | 0, 1 | 0     | 1.0.0 and later | <p>It enables displaying messages about database connection errors regardless the debugging mode (see the description of the Debug key and <a href="#">Enabling and configuring the debug mode of Axxon PSIM</a> section).</p> <p>0 – messages about database connection errors are displayed only at Debug 4 debugging levels<br/>1 – messages about database connection errors are displayed regardless the selected debugging level</p>   |
| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p> | clean_object_lists    | 0, 1 | 0     | 1.0.0 and later | <p>The key determines if cameras are removed from the list in the Video surveillance monitor when the <b>Camera</b> object is removed.</p> <p>1—when the object is removed, the camera is removed from the list in the Video surveillance monitor<br/>2—when the object is removed, the camera isn't removed from the list in the Video surveillance monitor.</p> <p>When you recreate the <b>Camera</b> object with the same identifier, it is automatically added to the list of cameras in the Video surveillance monitor</p>                                       |
| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p> | AxxonPSIMCloseTimeout | >0   | 60000 | 1.0.0 and later | <p>It sets <i>Axxon PSIM</i> close timeout in milliseconds. If psim.exe process does not close during this timeout, then it is terminated forcefully. If there is no key, then timeout is 60 seconds</p>   |

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| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p>  | SaveIncommingMsg | 0, 1                                 | 0            | 1.0.0 and later | <p>It enables recording of incoming messages to log files for started modules. The file name looks like &lt;module name&gt;.exe.cd.log.</p> <p>These files are stored in the same folder as the executed module file, for instance, for psim.exe the psim.exe.cd.log file is stored in the <i>Axxon PSIM</i> installation directory and for VMSScript.exe the VMSScript.exe.cd.log file is stored in the Modules folder.</p> <p>When the size of the log file exceeds 4 GB, it is archived to the backup file with .bak extension – &lt;module name&gt;.exe.cd.log.bak. This is necessary to avoid module overload.</p> <p><i>Note. The log file is rewritten when Axxon PSIM is restarted.</i></p> <p>0 – recording of incoming messages is disabled</p> <p>1 – recording of incoming messages is enabled</p> |
| <p><b>x32:</b> (x32)<br/><b>x64:</b> (x64)</p>  | BackupFolder     | Address of a local or network folder | -            | 1.0.0 and later | <p>Specifies the address of the folder to save a backup copy of the database created by a macro or using the idb.exe utility. For example, C:\Documents and Settings\AVP\Desktop\Backup</p> <p>If the database copy is to be stored on the network disk, then the UNC path to the network folder (with the recording access) is to be specified on the disk in the \ServerName\ShareName format. Take into account the fact that all network resources that require additional authentication are to be enabled using the same username as for running the SQL Server service.</p> <p>See also <a href="#">Creating the database backup copy</a></p>   |
| <p><b>x32 and x64:</b><br/>HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Winlogon</p> | Shell            | Any text value                       | explorer.exe | 1.0.0 and later | <p>If the key value contains the "explorer" string (for example, the default value, "testexplorertest" or "123explorertest125" values), the <b>Save</b> button is displayed in the <b>About program...</b> window. Otherwise, the <b>Save</b> button is hidden</p>   |
| <p><b>x32:</b> (x32)\AxxonPSIMRunService<br/><b>x64:</b> (x64)\AxxonPSIMRunService</p>                  | PsimUserGroup    | Any text value                       |              | 1.0.0 and later | <p>If <i>Axxon PSIM</i> is installed as a Service, and you need to use a user group other than PsimUsers, then specify the required user group name in this key</p>  |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | monitor_refresh_delay | 10 -30000 | 3000  | 1.0.0 and later | <p>The key sets a period in milliseconds to update video on Video Surveillance Monitors of the Clients after Failover Service has transferred configuration.</p> <p>If the key value is less than 500, the monitors are updated regardless of the number of cameras.</p> <p>If the key value is more than 500 and the number of cameras on the monitor is more than 64, the update does not occur while the <b>System Settings</b> dialog box is open</p> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | DisableUpdateProtocol | 0, 1      | 0     | 1.0.0 and later | <p>The key disables the filling of the UPDATE_PROTOCOL table storing information about changes of <i>Axxon PSIM</i> object settings (except the <b>User</b> objects).</p> <p>0 – the UPDATE_PROTOCOL table is filled<br/>1 – the UPDATE_PROTOCOL table is not filled</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | max_disp_menu_items   | >0        | 50    | 1.0.0 and later | <p>If the number of screens assigned to a computer is larger than that specified in the key, scrolling the list of screens with the mouse wheel becomes available (if the size of the list is larger than the size of a computer monitor).</p> <p>The key is set on each Server and Client where this function is required</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | URM_ProcessWait       | >0        | 10000 | 1.0.0 and later | <p>The key sets time period in milliseconds to wait for the Client to stop before aborting the Video.run process.</p> <p>The key should be created on the Clients</p>   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | show_responsible      | 0, 1      | 0     | 1.0.0 and later | <p>The key enables the display of users responsible for the region (if assigned) in events from objects related to the regions:</p> <ul style="list-style-type: none"> <li>• In the Event Log – in the <b>Add.info</b> field</li> <li>• In the Operator protocol – in the event box next to the name of the region</li> <li>• On the Map – in the <b>Output</b> window on the <b>Object Info</b> tab</li> </ul> <p>The key is created on the Server</p>   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | NotifyExpireLic       | 0, 1      | 0     | 1.0.0 and later | <p>The key enables the event showing the days left to the license expiration (see <a href="#">SLAVE Computer</a>)</p>   |

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| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                 | sync_timeout    | >0     | 600     | 1.0.0 and later | The key sets the time period in seconds allocated for synchronizing the database when starting <i>Axxon PSIM</i> software. The key must be created on the Server, where synchronization with another server occurs. See also <a href="#">Configuring database synchronization</a>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                 | ShowPanelByKey  | 0, 1   | 0       | 1.0.0 and later | The key disables the display of the Main control panel by hovering the mouse cursor in the upper right corner of the screen. Having the key is set to 1, use the F12 hotkey to call the Main control panel   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                 | IntegrityCheck  | 0, 1   | 0       | 1.0.0 and later | Enables distribution integrity check when starting <i>Axxon PSIM</i> software package. The following files are checked: <ul style="list-style-type: none"> <li>• psim.exe</li> <li>• psim64.exe</li> <li>• psim_host.exe</li> <li>• Modules64/<br/>psim_host.exe</li> </ul> <p>If any of them is missing or changed, the message "The integrity of the distribution package is broken. Reinstall <i>Axxon PSIM</i>" is displayed in the launch window, and the <i>Axxon PSIM</i> start interrupts</p>  |
| <b>x32:</b> (x32)\Display<br><b>x64:</b> (x64)\Display | DISPLAY_MAX_NUM | 1-1000 | 500     | 1.0.0 and later | The key sets the maximum number of <b>Display</b> objects that can be assigned to one computer   |
| <b>x32:</b> (x32)\<br><b>x64:</b> (x64)\               | ADSyncOnStart   | 0, 1   | 0       | 1.0.0 and later | The key enables synchronization with Active Directory when starting <i>Axxon PSIM</i> software. <p>0 – synchronization with AD when starting <i>Axxon PSIM</i> is disabled</p> <p>1 – synchronization with AD when starting <i>Axxon PSIM</i> software is enabled</p>  |
| <b>x32:</b> (x32)\<br><b>x64:</b> (x64)\               | cur_monitor     | >0     | not set | 1.0.0 and later | The key specifies the number of the physical monitor on which the Main Control Panel should be displayed. The key can be used both for the <i>Axxon PSIM</i> Server/RAW configuration, and for the Client configuration. <p>Monitors are numbered left to right, top to bottom, regardless of system numbering.</p> <p><b>Important!</b> <i>The numbering of monitors starts from 0. For example, set the key to 0 to display the Main Control Panel on the 1st physical monitor; set to 1 to display on the 2nd monitor, etc.</i></p> <p>By default, the Main Control Panel is displayed on the Primary monitor selected in the system screen options</p> |

|  |                    |                   |                   |                 |  |
|--|--------------------|-------------------|-------------------|-----------------|--|
| <b>x32:</b> (x32)\Macro<br><b>x64:</b> (x64)\Macro                                     | UseHotKeys         | 0, 1              | 1                 | 1.0.0 and later | The key disables hot keys for macros.<br><br>0 – hotkeys in macros are disabled<br>1 – hotkeys in macros are enabled   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | SocketReadSize     | >0                | 32768             | 1.0.0 and later | The key sets the size of the buffer to receive the TCP transport layer in bytes. Examples of values: 262144 (0.25 MB), 1048576 (1 MB), 10485760 (10 MB). Used together with the SocketWriteSize parameter  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | SocketWriteSize    | >0                | 32768             | 1.0.0 and later | The key sets the buffer size to send the socket of the TCP transport layer in bytes. Examples of values: 262144 (0.25 MB), 1048576 (1 MB), 10485760 (10 MB). Used together with the SocketReadSize parameter   |
| <b>x32:</b> (x32)<br>\InstallPropertyInfo<br><b>x64:</b> (x64)<br>\InstallPropertyInfo | INSTALL_AS_SERVICE | 0, 1              | 0                 | 1.0.0 and later | Enables <i>Axxon PSIM</i> installation as a Service.<br><br>0—standard <i>Axxon PSIM</i> installation<br>1— <i>Axxon PSIM</i> will be installed as a Service   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | core_module_name   | Core_server64.exe | Core_server64.exe | 1.0.0 and later | Sets the started file of the program module if <i>Axxon PSIM</i> is installed as a service, that is, the <i>AxxonSoft PSIM Core Server</i> service starts the <i>Core_server64.exe</i> file of the program module  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | GlobalParamChange  | 0, 1              | 1                 | 1.0.0 and later | Enables the display of the <b>Change parameter</b> item in the context menu in the objects tree (see <a href="#">The Change parameter function</a> ).<br><br>1—the <b>Change parameter</b> function is displayed in the menu<br>0—the <b>Change parameter</b> function isn't displayed in the menu |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | LogUsersArray      | 0, 1              | 1                 | 1.0.0 and later | Disables logging of domain user account data to the <i>psim.log</i> file.<br><br>1—account data logging is enabled<br>0—account data logging is disabled   |

|  |                                |      |         |                 |  |
|--|--------------------------------|------|---------|-----------------|--|
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                   | inc_server_send_full_event     | 0, 1 | not set | 1.0.0 and later | <p>Enables additional data logging for <b>Incident server</b> events: INC_SERVER EVENT will contain the full parameters of the source event (see <a href="#">INC_SERVER Incident server</a>).</p> <p>1—data logging with full parameters of events<br/>0—normal logging of event data</p> <p>By default, the key is not created. Note that if you enable full parameter logging, it will increase the size of the event database (by default, <b>Incident server</b> events are stored in the <i>Axxon PSIM</i> database in the PROTOCOL_INC_SERVER table)</p> |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                   | UseWindowsEventLog             | 0, 1 | not set | 1.0.0 and later | <p>The key determines the mode of event logging to the Windows system log.</p> <p>1—event logging is enabled<br/>0—event logging is disabled</p> <p>By default, the key isn't created</p>  |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                   | ScriptSlavesDefaultNotSelected | 0, 1 | 1       | 1.0.0 and later | <p>The key determines the availability mode of the new script for all computers in the distributed configuration:</p> <p>1—a new script is unavailable for all computers in the distributed configuration<br/>0—a new script is available for all computers in the distributed configuration</p>   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)                   | OldScript                      | 0, 1 | NA      |                 | <p>Determines the availability mode of <b>Scripts</b> and <b>Programs</b> objects</p> <p>1—support both <b>Scripts</b> and <b>Programs</b> objects<br/>0—support <b>Scripts</b> objects only; <b>Programs</b> objects aren't available in the <b>System settings</b> window</p>  |
| <b>x64:</b> (x64)  | MaxTimeDesyncReauthDelay       | >= 1 | 30      | 1.0.0 and later | <p>The key specifies the time in seconds allowed between the first attempt of a client that is not synchronized by time to connect to the server and the second attempt to connect to the server with a special token</p>  |
| <b>x32:</b> (x32)\IpWizard<br><b>x64:</b> (x64)\IpWizard | AdditionalSearchTime           | >=0  | 10000   | 1.0.0 and later | <p>The key sets the additional wait time in milliseconds for a response from a device in the <b>Ip Wizard</b> window</p>   |

## TABLE OF CONTENTS

# Telemetry

| Registry section   | String parameter  | Available values | Default | Product version | Parameter in effect  |
|--|-------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | Delay             | > = 0            | 250     | 1.0.0 and later | Defines the delay (ms) when sending commands to the camera. This key is essential for grooming the stream of commands to the device as some devices can be blocked because of too many commands and cannot process the information.<br><br>This parameter is not supported by IP cameras |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | JoystickThreshold | > = 0            | 5       | 1.0.0 and later | This parameter sets the joystick trigger threshold: the less the number is, the more sensitive joystick is.<br><br>0 value is not recommended to be used, as commands can be sent randomly. When the value is too big, the joystick becomes rotation-insensitive                         |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | PriorityDelay     | > = 0            | 30000   | 1.0.0 and later | Defines the priority delay (ms)  |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | UseBoschOSRD40    | 0, 1             | -       | 1.0.0 and later | Enables presets saving for Bosch-Autodome control protocol   |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | PnPJoystick       | 0, 1             | 0       | 1.0.0 and later | The key defines whether to restart <i>Axxon PSIM</i> after connecting a joystick:<br><br>0 – <i>Axxon PSIM</i> is to be restarted after connecting the joystick<br>1 – <i>Axxon PSIM</i> is not to be restarted after connecting the joystick  |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | Zenable           | 0, 1             | 1       | 1.0.0 and later | The key is in use with joysticks (e.g., Logitech Attack 3) where the telemetry control operates incorrectly because of shifted Z axis. Z axis is disabled when the parameter value is 0. Z axis is enabled when the parameter value is 1   |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | ZoomSpeed850      | 0,1              | 1       | 1.0.0 and later | The key is used in order to set the zoom step when panasonic-850 telemetry protocol is in use:<br><br>1 – zooming with 50% step of max. possible<br>0 – zooming with 20% step of max. possible   |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | Zdirection        | 0, 1             | 0       | 1.0.0 and later | The key is responsible for coordinate move in the Z-direction  |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | Ydirection        | 0, 1             | 0       | 1.0.0 and later | The key is responsible for coordinate move in the Y-direction  |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | Xdirection        | 0, 1             | 0       | 1.0.0 and later | The key is responsible for coordinate move in the X-direction  |

|  |                        |      |   |                 |   |
|--|------------------------|------|---|-----------------|---|
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | WaitDelay              | >=0  | 0 | 1.0.0 and later | <p>If a joystick sends the messages about its state to <i>Axxon PSIM</i> too frequently and <i>Axxon PSIM</i> has no time to process these messages, then this parameter is in use – it allows calling the signal handler less frequently. For instance, this parameter should be used with Axis 295 joystick. The best parameter value is to be chosen. The value should match the 100 – 300 range</p> |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | TelemetryDirectCommand | 0, 1 | 1 | 1.0.0 and later | <p>The key specifies way of command transmission to telemetry:</p> <p>1 – telemetry server is connected to video servers and sends commands to devices</p> <p>0 – telemetry server sends commands to the <i>Axxon PSIM</i> core which send them to devices</p> <p>See also description of the MonitorToTelemetryDirectCommand key in the Video section above</p>  |
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | SendEventToCore        | 0, 1 | 0 | 1.0.0 and later | <p>The key is to enable the function of sending events to <i>Axxon PSIM</i> core when controlling PTZ. This function is essential for PTZ control audit.</p> <p>1 – when sending any reaction of TELEMETRY object the corresponding event is generated</p> <p>0 – during PTZ control events are not generated</p>   |

|  |                          |      |   |                 |   |
|--|--------------------------|------|---|-----------------|---|
| <p><b>x32:</b><br/>(x32)\Video\CommonPr<br/>esets<br/><b>x64:</b><br/>(x64)\Video\CommonPr<br/>esets</p> | ONVIF                    | 0, 1 | 0 | 1.0.0 and later | <p>The key enables presets created on the camera in <i>Axxon PSIM</i>. The function is only available when camera is connected via ONVIF protocol and only if <b>video server settings</b> are selected when adding a Video capture device using the <a href="#">Camera discovery tool</a> and the <b>Use device settings</b> checkbox is set unchecked on <a href="#">the settings panel of the Video Capture Device object</a>.</p> <p>0 – presets created on the camera are not used in <i>Axxon PSIM</i></p> <p>1 – presets created on the camera are in use in <i>Axxon PSIM</i>. The features are listed below:</p> <ol style="list-style-type: none"> <li>1. The preset ID on the camera is to be the same as the preset ID in <i>Axxon PSIM</i> or differ by 1 depending on the camera features (see item 2)</li> <li>2. As preset numeration starts differently on various cameras (with 0 or 1), then preset numbers can differ by 1 in <i>Axxon PSIM</i>. If the numeration on the camera starts with 0, then numeration in <i>Axxon PSIM</i> is the same. If the numeration on the camera starts with 1, then numeration in <i>Axxon PSIM</i> is greater by 1 (for instance, the first preset on the camera corresponds to the second in <i>Axxon PSIM</i> and the first in <i>Axxon PSIM</i> is not active)</li> </ol> |
| <p><b>x32:</b> (x32)\TELEMETRY<br/><b>x64:</b> (x64)\TELEMETRY</p>                                       | panas850_stop_duplicates | >0   | - | 1.0.0 and later | <p>The key is in use if the camera rotation is not stopped when telemetry is controlled over Panasonic-850 protocol. The key specifies how many times the stop command is to be duplicated</p>  |

|  |                         |      |   |                 |   |
|--|-------------------------|------|---|-----------------|---|
| <b>x32:</b> (x32)\TELEMETRY<br><b>x64:</b> (x64)\TELEMETRY | DisableInternalJoystick | 0, 1 | - | 1.0.0 and later | <p>The key enables the old mechanism for connecting and controlling joysticks using Windows tools.</p> <p>1 – the joystick is controlled by Driver Pack driver</p> <p>0 – the joystick is controlled by Windows built-in driver</p> <p>By default, joysticks should be connected the <a href="#">Camera discovery tool</a> as a <b>Control Device</b>. See also <a href="#">Configuring the joystick for telemetry control</a>.</p> <p>DO NOT set the key to 0 if the <b>Control Device</b> object is created for the joystick.</p> <p>DO NOT set the key to 1 if the <b>Control Panel</b> object is created for the joystick</p> |
|--|-------------------------|------|---|-----------------|---|

[TABLE OF CONTENTS](#)

## Player

| Registry section                                     | String parameter | Available values | Default | Product version | Parameter in effect  |
|--|------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Player<br><b>x64:</b> (x64)\Player | Wav_delay        | >= 0             | 0       | 1.0.0 and later | Defines the sound delay (sec) when playing back synchronously video with the sound |

[TABLE OF CONTENTS](#)

## Event Viewer

| Registry section   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\EventViewer<br><b>x64:</b> (x64)\EventViewer | Overlay          | 0, 1             | 1       | 1.0.0 and later | Defines whether to use overlay  |
| <b>x32:</b> (x32)\EventViewer<br><b>x64:</b> (x64)\EventViewer | Topmost          | 0, 1             | 0       | 1.0.0 and later | <p>Defines whether to display event log as topmost window:</p> <p>0 – standard window</p> <p>1 – topmost window</p> |

|  |                              |      |   |                  |  |
|--|------------------------------|------|---|------------------|--|
| <b>x32:</b> (x32)\EventViewer<br><b>x64:</b> (x64)\EventViewer | UserActivityTimeout          | >0   | 3 | 1.0.0 and later  | It sets the time period in minutes, after which, if there is no user activity, automatic scroll to the end of the event list when new events arrive is enabled in the Event Viewer window.<br><br>If 0 is specified, then automatic scroll is disabled   |
| <b>x32:</b> (x32)\EventViewer<br><b>x64:</b> (x64)\EventViewer | GenerateEventInsteadOfReport | 0, 1 | 0 | 1.0.0 and later  | Enables the generation of the EVENT_VIEWER  CREATE_REPORT event instead of opening the report when selecting the <b>Show report</b> menu item in the Event Viewer.<br><br>0 – when selecting the <b>Show report</b> menu item in the Event Viewer, a report opens<br><br>1 – when selecting the <b>Show report</b> menu item in the Event Viewer, the EVENT_VIEWER  CREATE_REPORT event is generated, but the report does not open<br><br>See also <a href="#">EVENT_VIEWER Event Viewer</a> |
| <b>x32:</b> (x32)\EventViewer<br><b>x64:</b> (x64)\EventViewer | ShowInTaskbar                | 0, 1 | 0 | 4.11.3 and later | Enables the display of the Event viewer icon on the Windows taskbar (the <b>Event viewer</b> object must be created and enabled).<br><br>0—the icon on the taskbar is not displayed<br><br>1—the icon on the taskbar is displayed  |

[TABLE OF CONTENTS](#)

## Disabling system objects

| Registry section   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Subscribe<br><b>x64:</b> (x64)\Subscribe | <OBJECT_NAME>    | (*) (№.*) (№.№)  | -       | 1.0.0 and later | Describes rules for system starting. Unimplemented system objects are disabled.<br><br>You should create a string parameter with the name that is used by the system of the object that is to be disabled and specify its ID separated by a full stop.<br>Example: DEPARTMENT.1:<br>«0» – disable,<br>«1» – enable<br><br>The “.*” parameter can be used – in this case all objects with “DEPARTMENT” name are disabled. Take into account that parameter with the ID is of a higher priority than the “.*” parameter. So there is no need to describe all objects by listing their IDs if there are a lot of objects that are to be disabled. You can just set 0 value to the “.*” parameter and list the objects that are not to be disabled.<br>All values are to be written in capital letters.<br>This registry section is applied to all system objects |

[TABLE OF CONTENTS](#)

## Import module

| Registry section   | String parameter | Available values      | Default | Product version | Parameter in effect   |
|--|------------------|-----------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DB Import<br><b>x64:</b> (x64)\DB Import | ChunkSize        | > 0 and >= photo size | 32768   | 1.0.0 and later | Sets the buffer size (in bytes) when reading large files (photo) in the external DB   |
| <b>x32:</b> (x32)\DB Import<br><b>x64:</b> (x64)\DB Import | CursorLocation   | 1, 2, 3               | 2       | 1.0.0 and later | Sets the cursor location (pointer to DB entries):<br>1 – do not create the cursor<br>2 – create the cursor on the Server<br>3 – create the cursor on the Client |
| <b>x32:</b> (x32)\DB Import<br><b>x64:</b> (x64)\DB Import | DwSleep          | > = 0                 | 1       | 1.0.0 and later | Sets the delay value (ms) when sending modified entries to the core in the external DB in order not to get 100% CPU load  |
| <b>x32:</b> (x32)\DB Import<br><b>x64:</b> (x64)\DB Import | MoveFirst        | 0                     | 0       | 1.0.0 and later | The key must not be modified  |

### [TABLE OF CONTENTS](#)

## Special keyboard


| Registry section | String parameter | Available values | Default | Product version | Parameter in effect |
|------------------|------------------|------------------|---------|-----------------|---------------------|
|------------------|------------------|------------------|---------|-----------------|---------------------|

|  |        |  |  |                 |  |
|--|--------|--|--|-----------------|--|
| <b>x32:</b> (x32)\ Keyb<br><b>x64:</b> (x64)\ Keyb | Prefix | VK_NUMPAD0<br>VK_NUMPAD1<br>VK_NUMPAD2<br>VK_NUMPAD3<br>VK_NUMPAD4<br>VK_NUMPAD5<br>VK_NUMPAD6<br>VK_NUMPAD7<br>VK_NUMPAD8<br>VK_NUMPAD9<br>VK_MULTIPLY<br>VK_ADD<br>VK_SEPARATOR<br>VK_SUBTRACT<br>VK_DECIMAL<br>VK_DIVIDE<br>VK_F1<br>VK_F2<br>VK_F3<br>VK_F4<br>VK_F5<br>VK_F6<br>VK_F7<br>VK_F8<br>VK_F9<br>VK_F10<br>VK_F11<br>VK_F12<br>VK_F13<br>VK_F14<br>VK_F15<br>VK_F16<br>VK_F17<br>VK_F18<br>VK_F19<br>VK_F20<br>VK_F21<br>VK_F22<br>VK_F23<br>VK_F24 | 0x60<br>0x61<br>0x62<br>0x63<br>0x64<br>0x65<br>0x66<br>0x67<br>0x68<br>0x69<br>0x6A<br>0x6B<br>0x6C<br>0x6D<br>0x6E<br>0x6F<br>0x70<br>0x71<br>0x72<br>0x73<br>0x74<br>0x75<br>0x76<br>0x77<br>0x78<br>0x79<br>0x7A<br>0x7B<br>0x7C<br>0x7D<br>0x7E<br>0x7F<br>0x80<br>0x81<br>0x82<br>0x83<br>0x84<br>0x85<br>0x86<br>0x87 | 1.0.0 and later | The list is not full. Any soft key can be in use |
|--|--------|--|--|-----------------|--|

|  |            |     |   |                 |  |
|--|------------|-----|---|-----------------|--|
| <b>x32:</b> (x32)\ Keyb<br><b>x64:</b> (x64)\ Keyb | ProcessAll | 0,1 | 0 | 1.0.0 and later | <p>The key allows using the standard keyboard as the special one. In this case keypress on the standard keyboard is considered by <i>Axxon PSIM</i> as keypress on the special keyboard and processed according to the ini file.</p> <p>You can find out key codes corresponding to one or another keyboard key using the <a href="#">The Debug window</a>: when the key is pressed they are sent in the wparam&lt;-&gt; parameter of NEW_KEY_PRESSED event from the KEYB object. E.g., 65-90 codes correspond to a-z letter symbols and 48-57 codes correspond to 0-9 figures</p> |
|--|------------|-----|---|-----------------|--|

## TABLE OF CONTENTS

## Video analytics

| Registry section   | String parameter      | Available values | Default | Product version | Parameter in effect  |
|--|-----------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.inactiveInterval | >0               | -       | 1.0.0 and later | Key specifies time period in minutes, during which absence of detected objects by tracker is permitted. If the key is created, after the specified time and if there is no activity of VMDA detection, the message about inactivity will be generated. On default, this message is not generated   |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDAEXT               | 0, 1             | 0       | 1.0.0 and later | <p>The key is used for separating VMDA trackers process to the individual process. It's recommended to do to increase stability and reliability of the <i>Axxon PSIM</i> basic features. Allocating trackers to a separate process increases the CPU and memory resources used.</p> <p>0—process of VMDA trackers is starting in the video.run process</p> <p>1—process of VMDA trackers is starting in the individual detector_ext.run process</p> <p><i>Note 1. The detector_ext.run process is run under the video.run process. The video.run process controls the detector_ext.run process and restarts it if necessary.</i></p> <p><i>Note 2. It's required to install the Axxon PSIM Detector Pack for correct key operation</i></p> <div style="border: 1px solid orange; padding: 5px; margin-top: 10px;"> <p> <b>Attention!</b></p> <p>If you created many VMDA trackers (for example, about 100), it is highly recommended to set VMDAEXT=1.</p> </div> |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDAEXT.RAM           | >0               | 2000    | 1.0.0 and later | The key is used with the VMDAEXT key and sets the memory space in megabytes which can use the detector_ext.run process. The process will be restarted if the allocated memory is exceeded. The recommended value is in the range 2000-5000, depending on the hardware resources of the computer  |

|  |                                |   |   |                 |   |
|--|--------------------------------|---|---|-----------------|---|
| <b>x32:</b><br>(x32)\Video\VMDA<br><br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.useSpeedLimitTypeLessThan | VMDA detector IDs separated by comma or semicolon | - | 1.0.0 and later | <p>The VMDA detection tool IDs separated by comma or semicolon that should be triggered when the object speed is less than the speed configured for the VMDA detection tool.</p> <p><i>Note 1. If no ID is specified for this parameter, or there is no parameter at all, the detection tool is triggered when an object crosses the line in the selected direction with a speed that is approximately the same as the speed configured for the VMDA detection tool.</i></p> <p><i>Note 2. The same VMDA detector id can only be specified for either the VMDA.useSpeedLimitTypeLessThan or the VMDA.useSpeedLimitTypeMoreThan (see below) parameters. The simultaneous operation of both these parameters for the same VMDA detector is not allowed</i></p>    |
| <b>x32:</b><br>(x32)\Video\VMDA<br><br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.useSpeedLimitTypeMoreThan | VMDA detector IDs separated by comma or semicolon | - | 1.0.0 and later | <p>The VMDA detection tool IDs separated by comma or semicolon that should be triggered when the object speed is greater than the speed configured for the VMDA detection tool.</p> <p><i>Note 1. If no ID is specified for this parameter, or there is no parameter at all, the detection tool is triggered when an object crosses the line in the selected direction with a speed that is approximately the same as the speed configured for the VMDA detection tool.</i></p> <p><i>Note 2. The same VMDA detector id can only be specified for either the VMDA.useSpeedLimitTypeLessThan (see above) or the VMDA.useSpeedLimitTypeMoreThan parameters. The simultaneous operation of both these parameters for the same VMDA detector is not allowed</i></p> |
| <b>x32:</b><br>(x32)\Video\VMDA<br><br><b>x64:</b> (x64)\Video\VMDA    | VMDA.ignoreAnalyticStream      | 0, 1  | 0 | 1.0.0 and later | <p>The key sets the camera stream used by the detection modules included in the <i>Detector Pack</i> subsystem.</p> <p>0 – the Video Analytics stream is used<br/>1 – the Default stream is used</p> <p><i>Note. If the camera is not used in the multi-thread mode, the first stream (the only one) will be used regardless of the key value</i></p>   |
| <b>x32:</b><br>(x32)\Video\VMDA<br><br><b>x64:</b> (x64)\Video\VMDA    | VMDAEXT.DEBUGGER               | 0, 1  | 0 | 1.0.0 and later | <p>The key is used in conjunction with VMDAEXT = 1 (see above). Disables the restart of the Detector_Ext.run module by the Video.run module.</p> <p>0 – the Detector_Ext.run process is restarted as necessary<br/>1 – the Detector_Ext.run process is not restarted</p>  |
| <b>x32:</b> (x32)\Video\<br><b>x64:</b> (x64)\Video\                   | DrawAngleArrow                 | 0, 1  | 1 | 1.0.0 and later | <p>The key disables an arrow showing the movement direction of an object detected by the Tracker in the Video Surveillance Monitor.</p> <p>0 – direction arrow is not displayed<br/>1 – direction arrow is displayed</p>  |
| <b>x32:</b> (x32)\Video\VMDA<br><br><b>x64:</b><br>(x64)\Video\VMDA    | VMDA.oneAlarmPerTrack          | 0, 1  | 1 | 1.0.0 and later | <p>The key is used together with the key VMDAEXT = 1 (see above). The key determines the alarm generation mode.</p> <p>0 – one track – many alarms<br/>1 – one track – one alarm</p> <p>If the key isn't created, the VMDA trackers and neural trackers operate as if VMDA.oneAlarmPerTrack = 1</p>   |
| <b>x32:</b> (x32)\Video\VMDA<br><br><b>x64:</b> (x64)\Video\VMDA       | VMDA.SendNewObjectEventToCore  | 0, 1  | 1 | 1.0.0 and later | <p>The key disables sending events CAM NEW_OBJECT and CAM OBJECT_LOST to the core.</p> <p>0 – events will not be sent to the core<br/>1 – events will be sent to the core</p>   |

## TABLE OF CONTENTS

## Web Server

| Registry section   | String parameter        | Available values | Default | Product version | Parameter in effect   |
|--|-------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | RequestTimeout          | >0               | 10000   | 1.0.0 and later | Sets max.time (in milliseconds) for Server to process a request   |
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | ConnectionTimeoutAtIdle | >0               | 30000   | 1.0.0 and later | Sets max.time (in milliseconds) for connection inactivity between Client and Server. Inactive connection is disconnected upon timeout   |
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | TelemetryPriority       | 0 – 3            | 1       | 1.0.0 and later | Sets the PTZ control priority for a web browser.<br>0 – control is prohibited<br>1 – low priority control<br>2 – medium priority control<br>3 – high priority control   |
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | SplitArchiveIntervals   | >0               | 5000    | 1.0.0 and later | The key is responsible for merging fragments when requesting the range of available archive recordings via HTTP API (see <a href="#">Ranges of available archive recordings</a> ). The interval is set in milliseconds. If the time between recordings is less than specified one, then recordings are merged into one  |
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | ClearConnectionTimeout  | >0               | 1000    | 1.0.0 and later | The key specifies the time in milliseconds for clearing idle connections between the Web-server and connected devices. If the specified time is exceeded, the idle connection is terminated   |
| <b>x32:</b> (x32)\WebServer\<br><b>x64:</b> (x64)\WebServer\   | SpecialMode             | 0, 1             | 0       | 1.0.0 and later | The key allows sending a request to get a list of all server cameras with links to the RTSP streams that are distributed or received by each camera (for more details, see the <a href="#">Getting a list of all server cameras</a> ):<br><br>0—you cannot send a request to get a list of all server cameras<br>1—you can send a request to get a list of all server cameras<br><br>By default, the key isn't created, and its value is considered to be 0 |
| <b>x32:</b> (x32)\WebServer2\<br><b>x64:</b> (x64)\WebServer2\ | ActiveWebSocket         | 0, 1             | 0       | 1.0.0 and later | The key enables the possibility of <a href="#">receiving the events of the video subsystem</a> using the WebSocket communication protocol for the <b>Web server 2.0</b> .<br><br>0—events are received as push notifications<br>1—events are received via WebSocket<br><br>The key is created in the registry automatically after you add the <b>Web server 2.0</b> object  |

### TABLE OF CONTENTS

## Map

| Registry section   | String parameter  | Available values | Default   | Production      | Parameter in effect  |
|--|-------------------|------------------|---|-----------------|--|
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | NotUsingCache     | 0, 1             | -   | 1.0.0 and later | The key is in use on the map when there are objects the backgrounds of which are overlaid. In these cases the object icons can be erroneously displayed because of background caching. To fix these bugs you should disable caching by specifying 1 value for the key. Take into account the fact that caching disabling can cause high CPU load |
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | AlternativeSelect | 0, 1             | 0   | 1.0.0 and later | The key is designed to disable object framing.<br>0 – the object is framed<br>1 – the object is not framed   |
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | <Map_id>MiniMapB  | >0               | MiniMapT + 169  | 1.0.0 and later | Sets the Y-axis coordinate of the bottom right corner of the minimap on the monitor in pixels.<br>Changing of the key value can be required for exact minimap sizing or for resetting minimap position (by deleting MiniMap keys)  |
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | <Map_id>MiniMapL  | >0               | The X-axis coordinate of the upper left corner of the Map | 1.0.0 and later | Sets the Y-axis coordinate of the upper left corner of the minimap on the monitor in pixels.<br>Changing of the key value can be required for exact minimap sizing or for resetting minimap position (by deleting MiniMap keys)  |
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | <Map_id>MiniMapR  | >0               | MiniMapL + 287  | 1.0.0 and later | Sets the X-axis coordinate of the bottom right corner of the minimap on the monitor in pixels.<br>Changing of the key value can be required for exact minimap sizing or for resetting minimap position (by deleting MiniMap keys)  |
| <b>x32:</b><br>(x32)\Map\<br><b>x64:</b><br>(x64)\Map\<br>                         | <Map_id>MiniMapT  | >0               | The Y-axis coordinate of the upper left corner of the Map | 1.0.0 and later | Sets the X-axis coordinate of the upper left corner of the minimap on the monitor in pixels.<br>Changing of the key value can be required for exact minimap sizing or for resetting minimap position (by deleting MiniMap keys)  |
| <b>x32:</b><br>(x32)\Map\<br>\Minimap<br><b>x64:</b><br>(x64)\Map\<br>\Minimap<br> | ShowOnMouseMove   | 0, 1             | 0   | 1.0.0 and later | Sets how the minimap is displayed:<br>0 – using the <b>Minimap</b> item in the <b>Map feature menu</b><br>1 – pointing the mouse cursor to the top left corner of the Map  |

## Map

| Registry section                                      | String parameter        | Available values | Default | Production      | Parameter in effect   |
|---|-------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | EventFontHeight         | Integer          | -8      | 1.0.0 and later | Specifies the font size for displaying information about the latest event in the feature menu of the object on the map  |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | InscribeEditor          | 0, 1             | 1       | 1.0.0 and later | The key enables the automatic "Fit the window" checkbox activation for all layers in the <i>Map editor</i> window if this checkbox was previously set for any layer.<br><br>0 – the layer will be fit into the <i>Map editor</i> window only if the "Fit the window" checkbox was previously set for this layer<br><br>1 – any layer will be fit into the <i>Map editor</i> window, if the "Fit the window" checkbox was previously set for any layer |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | HideAnalogName          | 0, 1             | 0       | 1.0.0 and later | The key hides the "Value =" in the value of the objects on the Map for which the Text type of display is selected.<br><br>0 – objects' text values are displayed on the Map with the "Value ="<br>1 – objects' text values are displayed on the Map without the "Value ="   |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | TouchScreen             | 0, 1             | 0       | 1.0.0 and later | The key enables opening of the functional menu of the object on the Map by left double clicking the icon.<br><br>0 – left double-clicking the icon of an object on the Map does not open the functional menu<br><br>1 – left double-clicking the icon of an object on the Map opens a functional menu   |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | MapBlinkUpdateTimeoutMS | >0               | 350     | 1.0.0 and later | Specifies the period in milliseconds to update the Map. The Map update period determines the flashing period of the icons. At the default value (350 ms), the flashing period of the icons is 700 ms.<br><br>Reduce the key value, for example, in cases where the object state changes faster than once every 700 ms and icons are not updated when blinking.<br><br>Increase the key value to reduce the load on the Map module                     |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | Sort_by_id              | 0, 1             | 0       | 1.0.0 and later | The key alters object sorting in the Layer drop-down list while operating the object list on the Map (see <a href="#">Monitoring the object state using the object list</a> ).<br><br>0 – sort by name (default)<br><br>1 – sort by object ID   |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br>\ | DisableBlinkLink        | 0, 1             | 0       | 1.0.0 and later | The key disables blinking of the layers link icon on the map in case of alarm.<br><br>0 – blinking of the icon is enabled<br><br>1 – blinking of the icon is disabled   |

## Map

| Registry section                                     | String parameter          | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br> | NoInheritAlarmAnotherCard | 0, 1             | 0       | 1.0.0 and later | The key disables blinking of the related layers on the map in case of alarm.<br>0 – both the layer with the alarm and the layers related to it blink<br>1 – only the layer with the alarm blinks   |
| <b>x32:</b> (x32)\Map\<br><b>x64:</b> (x64)\Map\<br> | DrawArrowSearchDepth      | >=0              | 5       | 1.0.0 and later | The key sets the depth of making a track between layers when using the DRAW_ARROW command.<br>0—the depth of searching for connections to make a track between layers isn't limited<br>>0—the number of layers that will be used to find connections to make a track. For example, if there are five map layers and there are alarms on the 1st and the 5th layer, then with DrawArrowSearchDepth=5, the track will be made from the 1st to the 5th layer. With DrawArrowSearchDepth=4, the track won't be made as there isn't enough search depth |

[TABLE OF CONTENTS](#)

## Mail Message Service (e-mail)

| Registry section                                     | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\MMS\<br><b>x64:</b> (x64)\MMS\<br> | UseTls           | 0, 1             | 1       | 1.0.0 and later | The key defines whether to use TLS encoding for Mail Message Service or not   |
| <b>x32:</b> (x32)\MMS\<br><b>x64:</b> (x64)\MMS\<br> | SendSync         | 0, 1             | 0       | 1.0.0 and later | The key sets the mode for sending messages.<br>0 – messages are sent asynchronously (for each message, the Mail Message Service will connect to the SMTP server, send the message, then disconnect from the SMTP server)<br>1 – all messages are sent sequentially over one socket (for all messages, the Mail Message Service will connect to the SMTP server, send all messages, and only then disconnect from the SMTP server). Once you enable this mode, the application interface may freeze<br><br><i>Note. The key value is selected experimentally. Changing the message sending mode can increase the number of messages sent in a certain time</i> |

[TABLE OF CONTENTS](#)

## Short Message Service (SMS)

| Registry section   | String parameter | Available values | Default  | Product version | Parameter in effect   |
|--|------------------|------------------|--|-----------------|---|
| <b>x32:</b><br>(x32)\SMS\<br><br><b>x64:</b><br>(x64)\SMS\<br> | ProcessFromSim   | 0, 1             | By default the key is not created, the value is 0. | 1.0.0 and later | <p>The key is to be created with value 1 if a USB modem is connected to <i>Axxon PSIM</i> and it operates in <i>Axxon PSIM</i>, but <i>Axxon PSIM</i> does not get the RECEIVE event from SMS object when sending messages to such modem. HUAWEI E173 is an example of such modem.</p> <p><b>Important! SMS messages are to be stored on SIM for proper operation of the registry key</b></p> <p><b>Important! When the key is in use, SMS messages sent to the modem are deleted</b></p> |

### TABLE OF CONTENTS

## Script

| Registry section   | String parameter       | Available values | Default | Product version | Parameter in effect   |
|--|------------------------|------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\Script\<br><br><b>x64:</b><br>(x64)\Script\<br> | DebugMaxLines          | >=0              | 200     | 1.0.0 and later | Sets the number of lines to be displayed in the Script debug window (for details see <a href="#">The Script object. Programming using the JScript language</a> )                  |
| <b>x32:</b><br>(x32)\Script\<br><br><b>x64:</b><br>(x64)\Script\<br> | TerminateProcessOnHang | 0, 1             | 1       | 1.0.0 and later | <p>0 – <i>Axxon PSIM</i> core does not terminate the VMSScript.exe process when it hangs</p> <p>1 – <i>Axxon PSIM</i> core terminates the VMSScript.exe process when it hangs</p> |

### TABLE OF CONTENTS

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter  | Available values                   | Default | Product version | Parameter in effect  |
|--|-------------------|------------------------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VMDA<br><br><b>x64:</b><br>(x64)\Video\VMDA<br> | UseRealTimeStamps | Comma-separated camera identifiers | -       | 1.0.0 and later | Identifiers are separated by commas for cameras for which current timestamps are to be sent. Due to features of the unattended object detection tool (that is a third-party module) it sends synthetic timestamps by default |

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter                     | Available values   | Default  | Product version | Parameter in effect  |
|--|--------------------------------------|--|--|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.unattendedObjectSensitivity     | Comma-separated sensitivity values in the 'camera id.sensitivity' format.<br><br>Sensitivity range –[1...25]<br><br>EXAMPLE:<br>unattendedObjectSensitivity="1.15,99.20,4.7" | 7 for all cameras  | 1.0.0 and later | Sets sensitivity of unattended objects detection tool for specified cameras  |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.unattendedObjectLongMemory      | Comma-separated camera identifiers, for example unattendedObjectLongMemory="1,2,3,4,5"   | -  | 1.0.0 and later | Sets identifiers of cameras to which the unattended object detection tool with long memory is to be used   |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.unattendedObjectTimeBeforeCheck | Values of periods are comma-separated and are in the 'camera id.period' format.<br><br>EXAMPLE<br>unattendedObjectTimeBeforeCheck="4.20,1.10,3.40"                           | By default it is the same as the waiting for loss period set while configuring the Tracker object (see <a href="#">Creating and configuring the Tracker object</a> ) | 1.0.0 and later | Time in seconds before checking object in case of using the unattended object detection tool with long memory  |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | determineNoise                       | 0, 1   | 1  | 1.0.0 and later | Use (1) or not (0) the algorithms for detecting pseudo-moving objects  |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.determineColorIdentity          | 0, 1   | 1  | 1.0.0 and later | Use (1) or not (0) the algorithms for detecting objects matching by their color characteristics.<br><br>The key enables more precise colour determination for smart detection and archive search (see <a href="#">Configuring smart video detection tools</a> and <a href="#">Search by colour</a> ) |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | determineHumanCar                    | Comma-separated camera identifiers.<br><br>EXAMPLE<br>determineHumanCar="1,1000,2,999,3,5,4,6,7,8"   | -  | 1.0.0 and later | Sets the list of camera identifiers for which the algorithm of determining whether it is a car or a human is to be ENABLED.<br><br>For proper operation of the tracker determineGivenTaken and determineHumanCar keys MUST be used at the same time. There is no point in using only one key         |

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter         | Available values   | Default | Product version | Parameter in effect  |
|--|--------------------------|--|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VM<br>MDA<br><b>x64:</b><br>(x64)\Video\VM<br>MDA | determineGivenTaken      | Comma-separated camera identifiers.<br><br>EXAMPLE<br>determineGivenTaken<br>="1,1000,2,999,3,5,4,6,7,8" |         | 1.0.0 and later | Sets the list of camera identifiers for which the algorithm of determining whether the object is given or taken is to be enabled in the unattended object detection tool.<br><br>For proper operation of the tracker determineGivenTaken and determineHumanCar keys MUST be used at the same time. There is no point in using only one key |
| <b>x32:</b><br>(x32)\Video\VM<br>MDA<br><b>x64:</b><br>(x64)\Video\VM<br>MDA | VMDAFPS                  | >=-1   | 30      | 1.0.0 and later | Sets FPS to be sent to the tracker.<br>-1 – ALL FRAMES<br>0 – send a frame to the tracker if the tracker is available (processed the previous frame)<br>>0 – maximum FPS sent to the tracker   |
| <b>x32:</b><br>(x32)\Video\VM<br>MDA<br><b>x64:</b><br>(x64)\Video\VM<br>MDA | useLeftImprover          | 0,1  | -       | 1.0.0 and later | The key specifies usage of previous frame processing before its sending to video analytics repository:<br><br>0 – not to use<br>1 – to use<br><br>If the key is enabled, it's in use for all cameras.<br><br><b>Important! The useFilterFrame parameter is to have '1' value for key operation (see below)</b>                             |
| <b>x32:</b><br>(x32)\Video\VM<br>MDA<br><b>x64:</b><br>(x64)\Video\VM<br>MDA | longShif                 | >=0  | -       | 1.0.0 and later | Parameter of moving average accumulation is reasonable only when value 1 is assigned to the useLeftImprover parameter. It is not recommended to change value of parameter  |
| <b>x32:</b><br>(x32)\Video\VM<br>MDA<br><b>x64:</b><br>(x64)\Video\VM<br>MDA | longShiftUpdateThreshold | >=0  | -       | 1.0.0 and later | Threshold of difference from a background below of which the long moving average is updated. It has a point if value 1 is assigned to the useLeftImprover parameter. It is not recommended to change the parameter value   |

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter        | Available values | Default | Product version | Parameter in effect  |
|--|-------------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | useLeftImproverGeometry | 0, 1             | -       | 1.0.0 and later | <p>The key specifies post processing usage of frames received from video analytics repository. Procedure is configured only for operation with frames from left-off items detection, so it can operate incorrectly with frames from tracker. If the key is enabled, it is in use for all cameras.</p> <p><b>Important! The useFilterFrame parameter is to have '1' value for key operation (see below)</b></p>                     |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | timeShift               | >=0              | -       | 1.0.0 and later | <p>Time period in seconds after receiving a frame from video analytics repository, during which item in the frame will be analyzed for "invalidity". Operates only when the useLeftImproverGeometry key is enabled. The more this time period the longer item is analyzed and analysis is more authentic, but the more unlikely the item will be removed from the frame by the time of analysis completion</p>                     |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | timeLife                | >=0              | -       | 1.0.0 and later | <p>Time period during which left-off item frame will be sent after its recognition by analyzer of post processing video analytics repository. It is in use only when the useLeftImproverGeometry key is enabled</p>  |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | maxDeltaInside          | 0-255            | -       | 1.0.0 and later | <p>Value of maximal difference of average color in the left-off item frame at the moment of frame receiving from video analytics repository and at the moment after time specified by the timeShift key. The less value, the more strict condition and the less number of items (left-off items) satisfying this condition</p>   |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | minDeltaOutside         | 0-255            | -       | 1.0.0 and later | <p>Minimal difference of average color in the left-off item frame received from video analytics repository from average color around the frame, at which the frame will be further analyzed and won't be considered as invalid trigger. It is in use only when the useLeftImproverGeometry key is enabled. The higher value, the more strict condition and the less number of items (left-off items) satisfying this condition</p> |

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter         | Available values                | Default | Product version | Parameter in effect  |
|--|--------------------------|---------------------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | useFilterFrame           | 0, 1                            | 0       | 1.0.0 and later | The key is responsible for enabling frame pre-process before its analysis. If it is disabled, useLeftImprover and useLeftImproverGeometry keys won't work (see above).<br><br>1 – enabled<br>0 – disabled  |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.determineNoise      | 0,1                             | 1       | 1.0.0 and later | Enables the noise determination function on the video and when smart video detection tools operate   |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.determineGivenTaken | IDs of cameras, comma-separated | NA      | 1.0.0 and later | Set the value of the VMDAEXT key to 1 in order to use this key.<br><br>Enables the function of determining the abandoned objects on the side of the Tracker library for those cameras that are specified in the key. Information about abandoned objects is recorded to the VMDA metadata storage. After that, you can perform forensic search by them in the archive. See also <a href="#">CAM_VMDA_DETECTOR VMDA detection</a> |
| <b>x32:</b><br>(x32)\Video\VMDA<br><b>x64:</b><br>(x64)\Video\VMDA | VMDA.determineHumanCar   | IDs of cameras, comma-separated | -       | 1.0.0 and later | Set VMDAEXT to 1 in order to use this key.<br><br>Enables the function of determining the object type on the side of the Tracker library. This type is stored to the VMDA metadata storage. After that, it is possible to perform forensic search by it in the archive. See also <a href="#">CAM_VMDA_DETECTOR VMDA detection</a>  |

## Abandoned objects detection tool of the Tracker object

| Registry section   | String parameter        | Available values   | Default                  | Product version | Parameter in effect  |
|--|-------------------------|--|--------------------------|-----------------|--|
| <b>x32:</b> (x32)\Video\VMDA<br><b>x64:</b> (x64)\Video\VMDA | VMDA.filterGivenOrTaken | The VMDA detector identifier and the operation mode separated by the dot "." The pairs of values are separated by a comma "," or a semicolon ";" | 2 for all VMDA detectors | 1.0.0 and later | <p>Set VMDEXT to 1 and specify required value for VMDA.determineGivenTaken in order to use this key.</p> <p>Sets the operation mode of VMDA detectors, which detect the abandoned objects.</p> <p>The following modes are available:</p> <ul style="list-style-type: none"> <li>0 – trigger on abandoned objects</li> <li>1 – trigger on disappeared objects</li> <li>2 – trigger on abandoned and disappeared objects</li> </ul> <p>Key value format: VMDA_identifier dot "." operation_mode. For example: <b>1.0</b></p> <p>To list several pairs of detectors and their operating modes, use a comma ",", or a semicolon ";". For example: <b>1.0;2.2;3.1</b></p> |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | live_time               | 0 – 2 147 483 648  | -                        | 1.0.0 and later | The key sets the duration of the frame display in milliseconds in the area where motion is detected or on the detected abandoned object. By default, the key is not created. If a new object with the frame appears, the current frame will not disappear  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video           | vmda_color              | Number in 4-byte RGB format:<br>Most significant 4th byte = 0<br>3rd byte – R (0..255)<br>2nd byte – G (0..255)<br>1st byte – B (0..255)         | -                        | 1.0.0 and later | <p>The key sets the color of the alarm frame of VMDA detectors. By default, no key is created.</p> <p>For this key to work, you must set the VMDEXT key to 1</p>   |

### TABLE OF CONTENTS

## RTSP-server

| Registry section   | String parameter          | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | def_port                  | >0               | 17000   | 1.0.0 and later | Sets the range start of used UDP protocols for RTSP-RTP  |
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | IpInterface               | IP-addresses     | -       | 1.0.0 and later | Sets IP-address of network interface which is to be used for RTSP-server broadcast   |
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | split_range               | >0               | 1       | 1.0.0 and later | <p>The key is responsible for merging archive fragments into one when playing back the archive via the RTSP Server.</p> <p>If the split between archive fragments is less than time specified in the key, then archive fragments will be in the same range in the DESCRIBE field when addressing RTSP archive as if there is no split in the archive.</p> <p><i>Note. The key is in use for integration with ECHD</i></p>  |
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | send_real_time            | 0, 1             | 0       | 1.0.0 and later | <p>The key is in use if there are any problems playing back the RTSP archive in the VLC media player. The key allows sending real time instead of frame time to the player.</p> <p><b>Important! If the key value is “1”, then the Single Data Center (ECHD) clients won’t work.</b></p> <p><b>Note. The VLC player compatibility mode parameter is used instead of this key. It is located on the settings panel of the RTSP Server object – see <a href="#">Configuring RTSP Server Module</a></b></p> |
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | LogFrames                 | 0, 1             | 1       | 1.0.0 and later | The key enables RTSP stream statistics logging   |
| <b>x32:</b><br>(x32)\Streaming Server<br><b>x64:</b><br>(x64)\Streaming Server | initial_port_num          | 0–65535          | 6970    | 1.0.0 and later | Sets the beginning of the range of RTSP/UDP ports used for streaming   |
| <b>x64:</b><br>(x64)\Streaming Server  | ArchViaAviExportAvailable | 0, 1             | 1       | 2.0 and later   | <p>The key determines the ability of video archive playback via AviExport over the RTSP request.</p> <p>0—video archive playback is unavailable.</p> <p>1—video archive is played back correctly.</p> <p>By default, the key isn't created</p>   |

### TABLE OF CONTENTS

## AviExport utility

| Registry section   | String parameter      | Available values  | Default | Product version | Parameter in effect  |
|--|-----------------------|---|---------|-----------------|--|
| <b>x32:</b><br>(x32)\Video\AVI<br><b>x64:</b><br>(x64)\Video\AVI             | UseCodecAXXN          | 0, 1  | 0       | 1.0.0 and later | <p>1 – utility is started in export mode in the AXXN codec if <b>Export to AVI in initial format</b> item is selected</p> <p>0 – export is possibly performed in original format</p> <p><i>Note. See also <a href="#">The AviExport utility</a></i></p>  |
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | ExportPriority        | -2 to 2   | -1      | 1.0.0 and later | <p>Key sets priorities of the AviExport utility and is used by the Video.run module while its starting:</p> <p>-2 – low priority (IDLE_PRIORITY_CLASS)</p> <p>-1 – below average priority (BELOW_NORMAL_PRIORITY_CLASS)</p> <p>0 – average priority (NORMAL_PRIORITY_CLASS)</p> <p>1 – above average priority (ABOVE_NORMAL_PRIORITY_CLASS)</p> <p>2 – high priority (HIGH_PRIORITY_CLASS)</p> |
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | BookmarkMaxLen        | >0<br><br>Fractional values can be specified with comma as decimal separator (for example, "0,5") | NA      | 1.0.0 and later | Sets the length of a bookmark in hours. If the key is not created, the bookmark length is not limited  |
| <b>x32:</b><br>(x32)\Video\AVI64<br><b>x64:</b><br>(x64)\Video\AVI64         | SuspendDiskSizeUpdate | 0, 1  | 0       | 1.0.0 and later | <p>When the export period is being set, the key disables the automatic loading of indexes until the date/time control focus is removed.</p> <p>0 – the indexes are loaded automatically</p> <p>1 – the indexes are not loaded until the focus is removed from the date/time controls</p>   |

## AviExport utility

| Registry section   | String parameter  | Available values | Default   | Product version | Parameter in effect   |
|--|-------------------|------------------|-----------|-----------------|---|
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | ExportDir         | Path to a folder | C:\export | 1.0.0 and later | Specifies the directory for saving the following: <ul style="list-style-type: none"> <li>video recordings exported via the AviExport utility (Background export);</li> <li>video recordings exported from the Monitor;</li> <li>period of the archive exported from the Monitor.</li> </ul> If the directory is specified in the AviExport utility, then the specified value is applied to the key.<br>See <a href="#">The AviExport utility, Export and print out</a>                          |
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | UseTempDir        | Path to a folder | NA        | 1.0.0 and later | Specifies the path to the folder for storing temporary files created during export.<br><br>To enable the use of this key, set the TempDirByDst key to 0 (see below). By default, temporary files are saved in the folder specified by the ExportDir registry key (in the AviExport section, see above)<br><br><i>Note. It is recommended to enable the UseTempDir key for export to removable media or network drives. In this case, set the directory on the computer hard disk in the key</i> |
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | TempDirByDst      | 0, 1             | 1         | 1.0.0 and later | Enables the use of the UseTempDir key (see above).<br><br>0 – temporary export files are stored in the UseTempDir path<br><br>1 – temporary export files are stored in the ExportDir path (specified in the AviExport section, see above)   |
| <b>x32:</b><br>(x32)\Video\AviExport<br><b>x64:</b><br>(x64)\Video\AviExport | SimpleDlgModeLock | 0, 1             | 0         | 1.0.0 and later | The key prohibits the change of the AviExport utility display mode. Before using the key, set the AviExport utility window to the required display mode (extended or basic), shut the <i>Axxon PSIM</i> down, then set the key value to 1. As a result, the mode switch button becomes unavailable  |

## AviExport utility

| Registry section   | String parameter               | Available values   | Default   | Product version | Parameter in effect   |
|--|--------------------------------|--|-----------|-----------------|---|
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport                 | PlayerName                     | A string containing a sequence of any characters (letters, numbers, service characters allowed in the file name) | AxxonPsim | 1.0.0 and later | <p>Specifies a part of the name for the Axxon Player utility file exported together with the archive from the AviExport utility, if the corresponding setting is selected (see <a href="#">General export settings</a>).</p> <p>If the key is specified, the player file will be named "<code>&lt;key_value&gt;_player_portable.exe</code>".</p> <p>By default, if the key is not created, the player file is named <code>AxxonPsim_player_portable.exe</code>.</p>   |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport                 | HideMaskFaces                  | 0, 1   | 0         | 1.0.0 and later | <p>The key allows hiding the <b>Face disguise masking</b> checkbox in the AviExport utility (see <a href="#">Masking faces export</a>).</p> <p>0 – checkbox <b>Face disguise masking</b> is displayed</p> <p>1 – checkbox <b>Face disguise masking</b> is hidden</p>  |
| <b>x32:</b> (x32)\Video\AviExport\Masking<br><b>x64:</b> (x64)\Video\AviExport\Masking | WholeScreenHideMode            | HIDE_WHOLE_SCREEN_WITHOUT_LIVE_VIDEO<br><br>DONT_HIDE<br><br>HIDE_WHOLE_SCREEN                                   | NA        | 1.0.0 and later | <p>The key allows to completely hide the screen before and after the selected segment with inverted masking when viewing a live or archive video in the Surveillance Monitor, as well as during export.</p> <p>HIDE_WHOLE_SCREEN_WITHOUT_LIVE_VIDEO — the screen is completely hidden before and after the selected segment with inverted masking when viewing the archive in the Surveillance Monitor and when exporting. When watching live video in the Surveillance Monitor, the screen before and after is not hidden</p> <p>DONT_HIDE — the screen is not hidden</p> <p>HIDE_WHOLE_SCREEN — the screen is completely hidden when viewing a live video or archive in the Surveillance Monitor, as well as when exporting</p> |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport                 | MaximumParallelExportProcesses | >=0  | 0         | 1.0.0 and later | Specifies the maximum number of simultaneously running export threads. Cannot exceed the number of processor cores  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport                 | UpdateProgressTimer            | >=0  | 1000      | 1.0.0 and later | Specifies the delay in sending messages about the export process in milliseconds if the percentage indication does not change for a long time   |

## AviExport utility

| Registry section   | String parameter         | Available values | Default | Product version | Parameter in effect  |
|--|--------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | CheckProcessTimer        | >=0              | 500     | 1.0.0 and later | Specifies the delay in milliseconds before checking for incoming frames ready to be written to a file  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | AudioSourceTimer         | >=0              | 60000   | 1.0.0 and later | Sets the delay in milliseconds to wait for audio frames from the microphone  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | VideoSourceTimer         | >0               | 60000   | 1.0.0 and later | Sets the delay in milliseconds to wait for video frames from the camera  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | DestinationTimer         | >=0              | 600000  | 1.0.0 and later | Specifies the delay in milliseconds to wait for video or audio frames in the object for writing to the file  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | CleanupFilesTimer        | >=0              | 2000    | 1.0.0 and later | Specifies the delay in milliseconds between waiting for frames to finish writing to files in parallel streams.<br><br><i>Example. If set to 0, then when exporting from several cameras, the files in the folder specified for export appear sequentially immediately after the start of export. When set to 5000 (5 seconds), files will appear in the folder after 5 seconds</i> |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | OutputStreamDataLogTimer | >=0              | 2000    | 1.0.0 and later | Specifies the delay in milliseconds between outputting statistics about the export progress to the log file  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | WaitCamInfoTimer         | >=0              | 3000    | 1.0.0 and later | Specifies the amount of time in milliseconds to wait for metadata on the exported video camera   |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | CdDiskMemPoolThreshold   | 15-50            | 50      | 1.0.0 and later | Specifies the margin of error in calculating the size of files for export in megabytes   |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | CanUseVfwApi             | 0, 1             | 1       | 1.0.0 and later | By default, when exporting to AVI format, the Vfw codec is used to create a video file (behavior if there is no key, or if CanUseVfwApi=1). To use the FFmpeg codec to create a file, change the value of this key to 0  |

## AviExport utility

| Registry section   | String parameter              | Available values                       | Default | Product version | Parameter in effect   |
|--|-------------------------------|--|---------|-----------------|---|
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | VideoQueueSizeMb              | >0                                     | 32      | 1.0.0 and later | Mostly, the data transfer rate during export is higher than the processing speed of the exported video. Due to this, a frame buffer is generated, which caches the data queued for export. The VideoQueueSizeMb Key specifies the size of this buffer in MB   |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | AviShowPlayerSection          | 0, 1                                   | 1       | 1.0.0 and later | Determines whether the <b>Player</b> section is displayed in the AviExport interface:<br><br>1 – the <b>Player</b> section is displayed<br>0 – the <b>Player</b> section is hidden  |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | AviRequiredAdditionalFilePath | File path in a local or network folder | NA      | 1.0.0 and later | Specifies the path to the file that should be added to the folder with the export result from AviExport. The path must include the file name with extension. For example, if you create an Export folder on drive C and put the Info.txt file (which should be added during export) in it, then the key value will look like this:<br><br>C:\Export\Info.txt<br><br>You can use Latin alphabet and numbers. You cannot use the following characters in folder and file names: <> ” \   ? *<br><br>By default, the key isn't created |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | EnabledFsForIpStorage         | 0, 1                                   | NA      | 1.0.0 and later | The key enables export without data conversion if only the edge storage is used for the camera.<br><br>If the key value is 1, the container type <b>Without data conversion</b> will be available in AviExport for export from external storage.<br><br>By default, the key is not created.   |
| <b>x32:</b> (x32)\Video\AviExport<br><b>x64:</b> (x64)\Video\AviExport | EnableMkvForExportInExe       | 0, 1                                   | NA      | 1.0.0 and later | The key enables saving an export file in EXE format in MKV container.<br><br>0—you cannot save an export file in EXE format in MKV container<br><br>1—you can save an export file in EXE format in MKV container<br><br>By default, the key isn't created   |

### TABLE OF CONTENTS

## Operator protocol

| Registry section   | String parameter   | Available values | Default | Product version | Parameter in effect   |
|--|--------------------|------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\OperatorProtocol<br><b>x64:</b><br>(x64)\OperatorProtocol | ArchShift          | >=0              | 0       | 1.0.0 and later | The key sets the time period in seconds for which the current playback position will be shifted backwards when entering the archive in the Monitor by clicking the <b>Enter archive</b> button (see <a href="#">Event processing using the operator protocol</a> ). The key must be created on the Clients where the Operator Protocol is running |
| <b>x32:</b><br>(x32)\OperatorProtocol<br><b>x64:</b><br>(x64)\OperatorProtocol | RectColor          | Color name       | Red     | 1.0.0 and later | The key sets the color of the border that outlines the object detected by the Equipment detection (PPE) on the video frame in the Operator protocol   |
| <b>x32:</b><br>(x32)\OperatorProtocol<br><b>x64:</b><br>(x64)\OperatorProtocol | RectLineWidth      | >0               | 2       | 1.0.0 and later | The key sets the thickness of the border in pixels that outlines the object detected by the Equipment detection (PPE) on the video frame in the Operator protocol   |
| <b>x32:</b><br>(x32)\OperatorProtocol<br><b>x64:</b><br>(x64)\OperatorProtocol | hide_image_preview | 0, 1             | 0       | 1.0.0 and later | The key provides the ability to forbid viewing the enlarged alarm frame in a separate window from the Operator Protocol:<br>0—double-clicking the left mouse button on the alarm frame in the event cell opens a separate window for viewing the frame<br>1—the alarm frame cannot be opened in a separate window                                 |
| <b>x32:</b> (x32)\OperatorProtocol<br><b>x64:</b> (x64)\OperatorProtocol       | single_selection   | 0, 1             | 0       | 1.0.0 and later | The key allows you to prohibit the Operator from selecting multiple events using the Shift and Ctrl keys in the Operator Protocol:<br>0—multiple choice is allowed<br>1—multiple choice is prohibited   |
| <b>x32:</b> (x32)\OperatorProtocol<br><b>x64:</b> (x64)\OperatorProtocol       | GuiLayoutMode      | 0, 1             | 0       | 1.0.0 and later | The key allows you to hide part of the operator protocol interface:<br>0—the interface is fully displayed<br>1—part of the interface is hidden<br>By default, the key isn't created; its value is assumed to be 0   |

### TABLE OF CONTENTS

| Incident server  |                    |                  |         |                 |  |
|--|--------------------|------------------|---------|-----------------|--|
| Registry section   | String parameter   | Available values | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\Inc_Server<br><b>x64:</b> (x64)\Inc_Server | LogDbQueryDuration | 0, 1             | 0       | 1.0.0 and later | The key enables the database logging of the query execution duration of the <i>Incident server</i> module:<br><br>0—logging is disabled<br>1—logging is enabled<br><br>By default, the key isn't created, and the value is considered as 0 |

## TABLE OF CONTENTS

| Incident manager   |                   |                  |         |                 |  |
|--|-------------------|------------------|---------|-----------------|--|
| Registry section   | String parameter  | Available values | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\Inc_Manager<br><b>x64:</b> (x64)\Inc_Manager | RectColor         | Color name       | Red     | 1.0.0 and later | The key sets the color of the border that outlines the object detected by the Equipment detection (PPE) on the video frame in the Incident manager               |
| <b>x32:</b> (x32)\Inc_Manager<br><b>x64:</b> (x64)\Inc_Manager | RectLineThickness | >0               | 3       | 1.0.0 and later | The key sets the thickness of the border in pixels that outlines the object detected by the Equipment detection (PPE) on the video frame in the Incident manager |

## TABLE OF CONTENTS

| ECHD   |                         |                         |         |                 |  |
|--|-------------------------|-------------------------|---------|-----------------|--|
| Registry section   | String parameter        | Available values        | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\WebServer\ECHD\<br><b>x64:</b> (x64)\WebServer\ECHD\ | ExportContainerFormat   | mp4, avi, flv, mov, asf | mp4     | 1.0.0 and later | The key sets data format for archive export using <i>Axxon PSIM</i> HTTP API commands – see <a href="#">Archive export</a>                                 |
| <b>x32:</b> (x32)\WebServer\ECHD\<br><b>x64:</b> (x64)\WebServer\ECHD\ | AdditionalVersionString | Latin, Cyrillic, digits | -       | 1.0.0 and later | The key sets the prefix for the <i>Axxon PSIM</i> version that is returned on the "getdeviceinfo" request via the HTTP API in the "firmware version" field |

## ECHD

| Registry section   | String parameter            | Available values | Default | Product version | Parameter in effect  |
|--|-----------------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\WebServer\ECHD\<br><b>x64:</b><br>(x64)\WebServer\ECHD\ | ReplacePointAndClick        | 0, 1             | 0       | 1.0.0 and later | The key is designed for PTZ ONVIF-connected camera control with the degreesmove2 command (see <a href="#">Video surveillance device features management</a> )  |
| <b>x32:</b><br>(x32)\WebServer\<br><b>x64:</b><br>(x64)\WebServer\           | TelemetryCommandMoveTimeout | >=0              | -       | 1.0.0 and later | Sets the delay between camera panning/tilting and zooming when controlled using the degreesmove2 command given that camera supports Point&Click (see <a href="#">Video surveillance device features management</a> ) |

### TABLE OF CONTENTS

## Intercom subsystem

| Registry section   | String parameter   | Available values                    | Default | Product version | Parameter in effect   |
|--|--------------------|-------------------------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | DefaultButtonWidth | >0                                  | 100     | 1.0.0 and later | The key sets the width of buttons (in pixels) of the Monitoring Center. The button position is changed automatically when the values are changed  |
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | DefaultRowHeight   | >0                                  | 70      | 1.0.0 and later | The key sets the height of buttons (in pixels) of the Monitoring Center. The button position is changed automatically when the values are changed |
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | ButtonFontHeight   | Integer numbers                     | -11     | 1.0.0 and later | Sets font size for buttons of the Monitoring Center   |
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | clrButtonAccept    | Color designation in #RRGGBB format | #FFFFFF | 1.0.0 and later | Sets the text font for the <b>Accept</b> button of the Monitoring Center as #RRGGBB. For example, #FFFFFF (default) is white, #00FF00 is green    |

## Intercom subsystem

| Registry section   | String parameter     | Available values                    | Default | Product version | Parameter in effect   |
|--|----------------------|-------------------------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | clrButtonClose       | Color designation in #RRGGBB format | #FFFFFF | 1.0.0 and later | Sets the text font for the <b>Close</b> button of the Monitoring Center as #RRGGBB. For example, #FFFFFF (default) is white, #00FF00 is green   |
| <b>x32:</b><br>(x32)\MonitoringCenter\<br><b>x64:</b><br>(x64)\MonitoringCenter\ | CancelByServerEnable | >=0                                 | -       | 1.0.0 and later | The key enables forced connection closure after the call is completed from the device web-interface. It is used in cases when, for example, there are errors in the protocol or connection problems, the command to close the call in the Monitoring Center may not come.<br><br>0 – forced connection closure is disabled<br><br>>0 – forced connection closure is enabled |

### TABLE OF CONTENTS

## HTML Interface

| Registry section   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\HTML_Interface\<br><b>x64:</b><br>(x64)\HTML_Interface\ | process          | opccef           | -       | 1.0.0 and later | The key enables the Chromium browser to display web pages in an HTML interface.<br><br>The key is not created by default, and Internet Explorer is used. Delete the key in order to use Internet Explorer |

### TABLE OF CONTENTS

## SIP terminal

| Registry section                                       | String parameter | Available values | Default | Product version | Parameter in effect  |
|--|------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\SIP\<br><b>x64:</b><br>(x64)\SIP\ | CallTimeout      | >0               | 30000   | 1.0.0 and later | The key sets the time period in milliseconds after which the call is hang up if there is no answer. If redirecting is configured, then the call is redirected after the hanging. See also <a href="#">Configuring numbers of the Axxon PSIM SIP-terminal</a> .<br><br>The key should be created on Server only |

## SIP terminal

| Registry section   | String parameter         | Available values | Default | Product version | Parameter in effect  |
|--|--------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\SIP\<br><b>x64:</b> (x64)\SIP\           | WaitAnswerSlaves         | >=0              | 10      | 1.0.0 and later | The key sets the period of time in seconds during which the servers are inquired about the state of the operators after <i>Axxon PSIM</i> is loaded, after which the SIP-panel displays the list of the operators with their current state   |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | LastOperator             | >=0              | -       | 1.0.0 and later | The key displays the number of the SIP-operator who was last authorized on the local server  |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | NotEndCallWhenDeactivate | 0, 1             | 0       | 1.0.0 and later | Disables the SIP-device disconnection if during a call the screen with the SIP-panel is hidden or changed.<br><br>0 – when you hide or change the screen, the connection with the SIP-device ends<br><br>1 – when you hide or change the screen, the connection with the SIP-device does not end   |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | wavCallLooped            | 0, 1             | 0       | 1.0.0 and later | The key enables the playback looping of the audio file "There is an unanswered call" when the operator is called.<br><br>0 – the audio file is played once, looping is disabled<br><br>1 – looping is on, the audio file is played continuously until the response period expires  |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | wavWaitLooped            | 0, 1             | 0       | 1.0.0 and later | The key enables the playback looping of the audio file "Call on hold" when the call is on hold between the operators or between the operator and the device.<br><br>0 – the audio file is played once, looping is disabled<br><br>1 – looping is on, the audio file is played continuously until the call is continued or ended  |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | wavTryingLooped          | 0, 1             | 0       | 1.0.0 and later | The key enables continuous playback of long beeps when calling the device.<br><br>0 – continuous playback of long beeps is disabled<br><br>1 – long beeps are played continuously until the timeout expires  |
| <b>x32:</b> (x32)\SipPanel\<br><b>x64:</b> (x64)\SipPanel\ | wavBusyLoopedCount       | >=0              | 4       | 1.0.0 and later | The key sets the number of repetitions of short beeps when calling a busy or unavailable device.<br><br>A value of 0 or 1 means that the short beep will be played once  |
| <b>x32:</b> (x32)\SIP\<br><b>x64:</b> (x64)\SIP\           | ExpiresOnlyInContact     | 0, 1             | 0       | 1.0.0 and later | The key affects the content of messages when exchanging the data packets between the SIP terminal in <i>Axxon PSIM</i> and third-party devices:<br><br>0—the <b>Expires</b> field in the <b>200 OK</b> response will be located where it was in the <b>REGISTER</b> request (in the main body of the request or in the Contact field)<br><br>1—the <b>Expires</b> field in the <b>200 OK</b> response will always be located in the <b>Contact</b> field regardless of its location in the <b>REGISTER</b> request |

## SIP terminal

| Registry section                                       | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\SIP\<br><b>x64:</b><br>(x64)\SIP\ | ClientExpires    | >0               | 360     | 1.0.1 and later | The key specifies, in seconds, the interval between sending mutual registrations of SIP-servers added via a SIP trunk. The first sending is considered the one initiated by clicking the <b>Apply</b> button in the <a href="#">Configuring SIP trunk</a> . |

### TABLE OF CONTENTS

## ONVIF Server

| Registry section   | String parameter    | Available values | Default | Product version | Parameter in effect   |
|--|---------------------|------------------|---------|-----------------|---|
| <b>x32:</b><br>(x32)\ONVIFServer\<br><b>x64:</b><br>(x64)\ONVIFServer\<br>(x64)\ONVIFServer\ | PauseServiceStartMs | >0               | -       | 1.0.0 and later | The key sets the time period in milliseconds after which the ONVIF driver is launched after <i>Axxon PSIM</i> starts.<br><br>This key is required if a <b>Video Capture Device</b> on the same <i>Axxon PSIM</i> Server acts as an ONVIF client for an ONVIF server. The absence of this key in such system configuration may lead to skipped events and tracks |

### TABLE OF CONTENTS

## Update Service

| Registry section   | String parameter  | Available values | Default  | Product version | Parameter in effect  |
|--|-------------------|------------------|--|-----------------|--|
| <b>(x32-Update Service)</b><br><b>(x64-Update Service)</b> | InstallPathAgent  | Path to folder   | C:<br>\Users\User\AppData\Roaming\UpdateAgent\ | 1.0.0 and later | Specifies the path to install the <i>Update Service</i> for the client |
| <b>(x32-Update Service)</b><br><b>(x64-Update Service)</b> | InstallPathServer | Path to folder   | C:<br>\ProgramData\UpdateServer\               | 1.0.0 and later | Specifies the path to install the <i>Update Service</i> for the server |

### TABLE OF CONTENTS

## 2 Vertical solutions

### Tables

- [ACFA PSIM](#)
- [FACE PSIM](#)
- [Auto PSIM](#)
- [POS PSIM](#)
- [IP integration \(drivers and codecs pack for Axxon PSIM\)](#)
- [DetectorPack PSIM](#)
- [WEB Report System PSIM](#)
- [Monitoring PSIM](#)

### Designations

The following designations are in the reference guide:

**(x32)** –  
HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\AxxonSoft\PSIM registry section

**(x64)** –  
HKEY\_LOCAL\_MACHINE\SOFTWARE\AxxonSoft\PSIM\ registry section

For the Monitoring software:

**(x32-Monitoring)** –  
HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\VHostService registry section

**(x64-Monitoring)** –  
HKEY\_LOCAL\_MACHINE\SOFTWARE\BitSoft\VHOST\VHostService registry section

General information on Windows OS registry and working with it is given in the [Working with Windows OS registry](#) section of the [Administrator's Guide](#).

## ACFA PSIM

| Registry section   | String parameter        | Available values | Default | Product version | Parameter in effect  |
|--|-------------------------|------------------|---------|-----------------|--|
| <b>Rovalant A6-A16 ISS</b>   |                         |                  |         |                 |  |
| <b>x32:</b> (x32)\Rovalant_A6_A16<br><b>x64:</b> (x64)\Rovalant_A6_A16 | access_point_count      | NA               | 10      | 1.0.0 and later | Internal module setting. You'd better not modify the key.          |
| <b>x32:</b> (x32)\Rovalant_A6_A16<br><b>x64:</b> (x64)\Rovalant_A6_A16 | rele_count              | NA               | 20      | 1.0.0 and later | Internal module setting. You'd better not modify the key.          |
| <b>Apollo (AAN 100, AAN 32, AIM-4, AIM-4SL)</b>                        |                         |                  |         |                 |  |
| <b>x32:</b> (x32)\Apollo<br><b>x64:</b> (x64)\Apollo                   | DisableLogOfflineEvents | 0, 1             | 0       | 1.0.0 and later | Disables event logging when the controller is in the offline mode. |
| <b>x32:</b> (x32)\Apollo<br><b>x64:</b> (x64)\Apollo                   | EnableHardwareReset     | 0, 1             | 1       | 1.0.0 and later | Enables hardware reset before forwarding configuration.            |

## ACFA PSIM

| Registry section   | String parameter            | Available values | Default | Product version | Parameter in effect  |
|--|-----------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Apollo<br><b>x64:</b> (x64)\Apollo     | nCardType                   | 0, 1             | 0       | 1.0.0 and later | Defines the card type. When the value is 1, support for Weigand32 is enabled.  |
| <b>x32:</b> (x32)\Apollo<br><b>x64:</b> (x64)\Apollo     | nPINType                    | 0, 1, 2          | 1       | 1.0.0 and later | Defines whether PIN is in use:<br>0 – not is use;<br>1 – PIN 4 figures;<br>2 – PIN 6 figures.  |
| <b>x32:</b> (x32)\Apollo<br><b>x64:</b> (x64)\Apollo     | SetLinkParametersAfterReset | 0, 1             | 1       | 1.0.0 and later | Sets link parameters after reset.  |
| <b>ABC (Access Net)</b>                                  |                             |                  |         |                 |  |
| <b>x32:</b> (x32)\ABC<br><b>x64:</b> (x64)\ABC           | UseDynamic                  | 0, 1             | 0       | 1.0.0 and later | Defines whether the Dynamic checkbox is available in the controller settings. In this case configuration forwarding in a separate stream can cause module crash.   |
| <b>x32:</b> (x32)\ABC<br><b>x64:</b> (x64)\ABC           | UseMultiThreaded            | 0, 1             | 0       | 1.0.0 and later | Sets the use of the multithreading mode.   |
| <b>Perco Card Reader</b>                                 |                             |                  |         |                 |  |
| <b>x32:</b> (x32)\Perco CR<br><b>x64:</b> (x64)\Perco CR | ReadTotalTimeoutConstant    | >= 0             | NA      | 1.0.0 and later | Sets timeout of reader query. If connection is lost sometimes, then the value is to be increased.  |
| <b>PERCO-SYSTEM-12000L ACS</b>                           |                             |                  |         |                 |  |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco       | AdditionNumberOfCard        |                  | 0       | 1.0.0 and later | If the number of card is read with displacement (error of COM Server Perco), then the value of this parameter defines the displacement.  |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco       | AutoconfigType              | 0, 1,2,3         | 0       | 1.0.0 and later | Sets auto configuration mode:<br>0 – feature is not available;<br>1 – controllers that do not exist are deleted;<br>2 – controllers that do not exist are deleted and new found controllers are stored at the end of the object tree;<br>3 – new found controllers are stored at the end of the object tree. |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco       | DisableOffline              | 0, 1, 2          | 0       | 1.0.0 and later | 0 – standard action;<br>1 – controller access to all cards with shift schedule is forbidden;<br>2 – controller access to all cards is forbidden.   |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco       | RequestTime                 | >= 0             | 1000    | 1.0.0 and later | Sets the time period during which the log is read, at the end of this period the reading stops and commands are executed (ms).   |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco       | SendLevelBeforePerson       | 0, 1             | 0       | 1.0.0 and later | Defines whether to send the access level after sending person to controller or not.  |

| ACFA PSIM  |                                |                  |         |                 |  |
|--|--------------------------------|------------------|---------|-----------------|--|
| Registry section   | String parameter               | Available values | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco           | ShowSendLevel                  | 0, 1             | 0       | 1.0.0 and later | Defines whether the Send access levels button is shown for Perco object in Axxon PSIM settings or not:<br>0 – disabled (by default);<br>1 – enabled.   |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco           | Show_progress                  | 0, 1             | 0       | 1.0.0 and later | Defines whether to show progress bar when forwarding configuration or not.   |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco           | TimeOut                        | NA               | NA      | 1.0.0 and later | Set the gateway query timeout.   |
| <b>x32:</b> (x32)\Perco<br><b>x64:</b> (x64)\Perco           | VerifyLogMesDB                 | NA               | NA      | NA              | The key is not in use.   |
| <b>Rubeg</b>   |                                |                  |         |                 |  |
| <b>x32:</b> (x32)\RUBEG8_ISB<br><b>x64:</b> (x64)\RUBEG8_ISB | ConvertUserBcpToUserAxxon PSIM | 0, 1             | 0       | 1.0.0 and later | Defines whether to allow Rubeg users to access Axxon PSIM or not:<br>0 – forbid importing Rubeg users to Axxon PSIM;<br>1 – allow importing Rubeg users to Axxon PSIM.   |
| <b>x32:</b> (x32)\RUBEG8_ISB<br><b>x64:</b> (x64)\RUBEG8_ISB | ShowError                      | 0, 1             | 0       | 1.0.0 and later | Defines whether to show dialog boxes with Rubeg COM server errors:<br>0 – forbid displaying dialog boxes;<br>1 – allow displaying dialog boxes.  |
| <b>x32:</b> (x32)\RUBEG8_ISB<br><b>x64:</b> (x64)\RUBEG8_ISB | UseThreadDynamicProcess        | 0, 1             | 1       | 1.0.0 and later | Sets the thread for forwarding user configuration:<br>0 – forwarding in the primary thread;<br>1 – forwarding in the secondary thread.   |
| <b>x32:</b> (x32)\RUBEG8_ISB<br><b>x64:</b> (x64)\RUBEG8_ISB | UseCorrectDuplicateUsers       | 0, 1             | 0       | 1.0.0 and later | 1 – algorithm of correction of duplicated users is in use;<br>0 – algorithm of correction of duplicated users is not in use.   |
| <b>x32:</b> (x32)\RUBEG8_ISB<br><b>x64:</b> (x64)\RUBEG8_ISB | UseConfigurationManager        | 0, 1             | 0       | 1.0.0 and later | The key is required for operation of integration with Failover module.<br><br>0 – do not save Rubezh server configuration to DB.<br>1 – save Rubezh server configuration to DB.<br><br>If Rubezh server configuration is not saved to DB, then it is stored in rcf files. When moving configuration to backup server these files will stay at dead computer and become unavailable, i.e. all settings will be reset to their defaults. |
| <b>NAC-501/W6500.CNT ACS controller</b>                      |                                |                  |         |                 |  |
| <b>x32:</b> (x32)\Nac\DII<br><b>x64:</b> (x64)\Nac\DII       | delay                          | > = 1            | 1       | 1.0.0 and later | Delay (ms) when sending users between them. Default – 1 (no delay).  |

| ACFA PSIM  |                         |   |         |                 |  |
|--|-------------------------|---|---------|-----------------|--|
| Registry section                                       | String parameter        | Available values  | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | Delay green led         | > = 0   | 0       | 1.0.0 and later | Defines how much time (ms) the reader (NAC51P only) is excluded from the query after receiving the event.                        |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | Delay open door         | > = 0   | 500     | 1.0.0 and later | Defines how much time (ms) the reader (NAC51P only) is excluded from the query after authorized access.                          |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | Delay prohibited access | > = 0   | 250     | 1.0.0 and later | Defines how much time (ms) the reader (NAC51P only) is excluded from the query after enabling the <i>prohibited access</i> mode. |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | Delay red led           | > = 0   | 250     | 1.0.0 and later | Defines how much time (ms) the reader (NAC51P only) is excluded from the query after prohibiting access.                         |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | enable_thread           | 1   | 1       | 1.0.0 and later | Checkbox of forwarding configuration in a separate thread; the value is always 1 (do not modify). The key is out of date.        |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | fqLinkSet               | > = 0   | 1000    | 1.0.0 and later | Defines the rate (ms) of attempts to connect the reader if there is no connection.   |
| <b>x32:</b> (x32)\Nac<br><b>x64:</b> (x64)\Nac         | FlagsLog                | 0x01 – erroneous file recording/reading<br>0x02 – sent commands<br>0x04 – poll<br>0x08 – erroneous answers to sent commands<br>0x10 – erroneous answers to poll commands<br>0x20 – the reader is occupied, repeat is in nn ms<br>0x40 – card status confirmation<br>0x80 – master card is shown<br>0x100 – door open/close<br>0x200 – TIMEOUT | 0x02F9  | 1.0.0 and later | Sets bit values for logging to log file (what to log).   |
| <b>x32:</b> (x32)\Nac\Dll<br><b>x64:</b> (x64)\Nac\Dll | show_progress           | 0, 1  | 1       | 1.0.0 and later | Defines whether to show the progress when forwarding the configuration.  |
| <b>SATEL FAS ACS</b>                                   |                         |   |         |                 |  |

| ACFA PSIM  |                      |   |         |                 |  |
|--|----------------------|---|---------|-----------------|--|
| Registry section                                     | String parameter     | Available values                                    | Default | Product version | Parameter in effect  |
| <b>x32:</b> (x32)\Sattel<br><b>x64:</b> (x64)\Sattel | Get_Outputs          | 0, 1  | 1       | 1.0.0 and later | 1 – Allow getting relay states;<br>0 – Forbid getting relay states.  |
| <b>x32:</b> (x32)\Sattel<br><b>x64:</b> (x64)\Sattel | Get_Troubles         | 0, 1  | 1       | 1.0.0 and later | 1 – Allow getting states of troubles;<br>0 – Forbid getting states of troubles.  |
| <b>x32:</b> (x32)\Sattel<br><b>x64:</b> (x64)\Sattel | Timeout              | Any positive number                                 | 300     | 1.0.0 and later | Timeout of getting next message byte from the controller, ms.  |
| <b>x32:</b> (x32)\Sattel<br><b>x64:</b> (x64)\Sattel | Transmit_Cmd_Timeout | Any positive number or 0 to forbid receiving states | 1000    | 1.0.0 and later | Rate of getting states (relay and troubles) in ms.   |
| <b>x32:</b> (x32)\Sattel<br><b>x64:</b> (x64)\Sattel | Verify_Link_Timeout  | Any positive number                                 | 500     | 1.0.0 and later | Max. waiting time (ms) of getting an event from controller. If the value is exceeded, then module considers that there is no connection with controller. |
| <b>"HoneyWell N1000" (Northern Computers)</b>        |                      |   |         |                 |  |
| <b>x32:</b> (x32)\nc<br><b>x64:</b> (x64)\nc         | bLogReact            | 0, 1  | 1       | 1.0.0 and later | Displaying incoming reactions in the debug window of the module and recording them to the log file.  |
| <b>x32:</b> (x32)\nc<br><b>x64:</b> (x64)\nc         | bLogEvent            | 0, 1  | 1       | 1.0.0 and later | Displaying incoming events in the debug window of the module and recording them to the log file.   |
| <b>x32:</b> (x32)\nc<br><b>x64:</b> (x64)\nc         | bLogCOM_Write        | 0, 1  | 1       | 1.0.0 and later | Displaying instructions sent to the terminal. Used for debugging.  |
| <b>x32:</b> (x32)\nc<br><b>x64:</b> (x64)\nc         | bLogCOM_Read         | 0, 1  | 1       | 1.0.0 and later | Displaying transactions (events), received from the terminal, in the debug window of the module. Used for debugging.                                     |
| <b>x32:</b> (x32)\nc<br><b>x64:</b> (x64)\nc         | bLogCOM_ReadAnswer   | 0, 1  | 1       | 1.0.0 and later | Displaying responses to the sent instructions in the debug window of the module. Used for debugging.   |
| <b>Access Manager</b>                                |                      |   |         |                 |  |

## ACFA PSIM

| Registry section  | String parameter  | Available values | Default | Product version | Parameter in effect   |
|---|-------------------|------------------|---------|-----------------|---|
| <p><b>x32 and x64:</b><br/>HKEY_CURRENT_USER\Software\AxxonSoft\Axxon PSIM\Account Manager(n*)\Folder name GUID**</p> <p><i>Note 1. n* is Access Manager object ID in Axxon PSIM.</i></p> <p><i>Note 2. Folder name GUID** is automatically generated. If Axxon PSIM is run with no authorization (i.e. no login or password entered at start), folder name is zero GUID, i.e. 00000000-0000-0000-0000-000000000000. If Axxon PSIM is run with authorization, folder name is this user's GUID, e.g. 3bf041df-8b39-e711-80b7-c0bfc074aae0.</i></p> | ApplyOnEnter      | >=0              | NA      | 1.0.0 and later | <p>The key enables confirmation (OK) by Enter in <b>Full name of new user</b> and <b>Edit card</b> dialog boxes.</p> <p>0 – nothing happens when pressing Enter in these dialog boxes.</p> <p>&gt;0 – pressing Enter is equal to clicking OK in <b>Full name of new user</b> and <b>Edit card</b> dialog boxes.</p> |
| <p><b>x32 and x64:</b><br/>HKEY_CURRENT_USER\Software\AxxonSoft\Axxon PSIM\Account Manager(n*)\Folder name GUID**</p> <p><i>Note 1. n* is Access Manager object ID in Axxon PSIM.</i></p> <p><i>Note 2. Folder name GUID** is automatically generated. If Axxon PSIM is run with no authorization (i.e. no login or password entered at start), folder name is zero GUID, i.e. 00000000-0000-0000-0000-000000000000. If Axxon PSIM is run with authorization, folder name is this user's GUID, e.g. 3bf041df-8b39-e711-80b7-c0bfc074aae0.</i></p> | RotateAngle       | 0, 1, 2, 3       | 0       | 1.0.0 and later | <p>The key sets rotation angle for the template while printing.</p> <p>0 – 0 degrees</p> <p>1 – 90 degrees</p> <p>2 – 180 degrees</p> <p>3 – 270 degrees</p>  |
| <b>Bolid SDK Orion v.2</b>  |                   |                  |         |                 |   |
| <p><b>x32:</b> (x32)\SDKOrion<br/><b>x64:</b> (x64)\SDKOrion</p>  | AllUsersInDevices | 0, 1             | 0       | 1.0.0 and later | <p>The key specifies default value of the <b>Save in device</b> checkbox:</p> <p>0 – checkbox is removed on default while user creation.</p> <p>1 – checkbox is set on default while user creation.</p>   |

## ACFA PSIM

| Registry section   | String parameter | Available values | Default | Product version | Parameter in effect   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\SDKOrion<br><b>x64:</b> (x64)\SDKOrion | SkipUnusedInputs | 0, 1             | 0       | 1.0.0 and later | The key is in use if it's required to add only configured (not disabled) loops on the dual loop controller while automatic search and configuring of integration objects.<br><br>0 – disabled loops are adding to hardware tree.<br><br>1 – disabled loops are not adding to hardware tree. |

## TABLE OF CONTENTS

## FACE PSIM

| Registry section                               | String parameter   | Available values | Default | Product version | Parameter in effect   |
|--|--------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | CpuCoreCount       | >0               |         | 1.0.0 and later | The key defines on how many CPU cores the face recognition module will operate (firserver.run process). All cores are in use by default.  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | CpuCoreCountSearch | >=0              | 1       | 1.0.0 and later | The key determines how many CPU cores will be used for face search:<br><br>0—the number of cores specified in the CpuCoreCount key. The cores are used sequentially. Each core is assigned its own recognition instance.<br><br>1—only 1 fixed core is used<br><br>2—only 2 fixed cores are used<br><br>and so on   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | FaceLostAge        | >0               | 1000    | 1.0.0 and later | The key sets the timeout upon which Face Server ‘loses’ the face if there is no new data about it.  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | GenFirsInDetector  | 0, 1             | 1       | 1.0.0 and later | Sets the parameters of generating and attaching face biometrics in the detection tool:<br><br>1 – Face detection tools generate and attach face biometrics to the photo.<br><br>0 – Face detection tools do not generate face biometrics – the face is only captured.<br><br><b>Note.</b> Face recognition Server that performs search in the user database checks up whether it has attached biometrics when it gets a face photo. If yes, then biometrics are not further generated for search in the database – data attached to the photo is in use. If no, then recognition Server generates biometrics itself using the photo.<br><br>Generation of biometrics is a resource-intensive process unlike search by ready data – that is why this key allows distributing load among several Servers having only one Server working with the user database. |

## FACE PSIM

| Registry section   | String parameter     | Available values                       | Default | Product version | Parameter in effect  |
|--|----------------------|--|---------|-----------------|--|
| <b>x32:</b> (x32)\Video\FaceCapture<br><b>x64:</b> (x64)\Video\FaceCapture | timeUntilLost        | >0                                     | 1       | 1.0.0 and later | <p>The key is used to configure the face detection tool – it sets time on the expiry of which the face is considered lost.</p> <p>For instance, if timeUntilLost = 1 and a man covers his face with the hands in front of the camera and then shows it again, then the face detection tool does not capture it as it considers that the face was lost for the time it was covered.</p> <p>If the parameter value is 3, then the face will be detected in this case.</p>  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                             | IgnoreSamePeople     | 0, 1                                   | 0       | 1.0.0 and later | <p>The key enables function of ignoring repeatedly recognized faces. While enabling this function all vectors of captured faces are saved in cache for the specified time interval. When new face is captured, its biometric vector is comparing with already existed vectors in cache. If it coincides with one of such vectors with specified similarity rate then it doesn't send to the further processing. Duration of vector storing in a cache is specified using the <b>Skip repeated recognitions, sec</b> parameter of the <b>Face Recognition Server</b> object. Similarity rate for comparison is came from the <b>Similarity level</b> parameter of the same object. See also <a href="#">Face PSIM software package. Administrator's Guide</a>, section Configuring the captured faces recognition parameters.</p> |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                             | ClearIgnoreCache     | 0, 1                                   | 0       | 1.0.0 and later | <p>The key enables cache clearing while using function of ignoring repeatedly recognized faces.</p>  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                             | ClearIgnoreCacheTime | Time in HH:M M:SS format               | NA      | 1.0.0 and later | <p>The key sets time when cache clearing is to be performed while using function of ignoring repeatedly recognized faces.</p>  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                             | FaceDetectionPeriod  | >0                                     | 250     | 1.0.0 and later | <p>Specifies time period in milliseconds equal to frequency of new faces search on the image for the VA recognition algorithm. See also <a href="#">Face PSIM software package. Administrator's Guide</a>.</p>   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                             | FaceDB               | Full path to a local or network folder | NA      | 1.0.0 and later | <p>The key sets a folder for storage of images and vectors for captured and reference faces when UseFaceDB key is set to 1 or 2 (see below).</p>   |

## FACE PSIM

| Registry section                               | String parameter     | Available values | Default | Product version | Parameter in effect   |
|--|----------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | UseFaceDB            | 0, 1, 2          | 2       | 1.0.0 and later | <p>The key sets the storage mode for metadata, images and vectors of captured and reference faces.</p> <p>0 – metadata, images and vectors are stored only in the database.</p> <p>1 – metadata, images and vectors are stored in the database, and images and vectors are also stored in a folder on disk. The path to the folder is set by the FaceDB parameter (you can specify both local and network folders).</p> <p>2 – metadata is stored in the database, and images and vectors are stored only in a folder on disk. The path to the folder is set by the FaceDB parameter (you can specify both local and network folders).</p> <p><i>Note 1. Metadata is stored in the database in the Hits table, regardless of the value of the UseFaceDB key.</i></p> <p><i>Note 2. Images of reference faces are stored in the &lt;Axxon PSIM software installation directory&gt;\Bmp\Person folder, regardless of the UseFaceDB key value.</i></p> <p><i>Note 3. Only the UseFaceDB = 2 mode is supported, which is set automatically when Face Axxon PSIM starts if a mode other than this is detected.</i></p> |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | FaceDBFreeMB         | >0               | 1000    | 1.0.0 and later | <p>The key is used if the the UseFaceDB parameter value is 1 or 2 (see above). The key sets the size of free disk space in megabytes. Once the specified size is reached, the old images, vectors and metadata of captured faces will be deleted. The cleanup is performed on a loop in portions equivalent to 1000 megabytes.</p>  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | RestPort             | port number      | 10000   | 1.0.0 and later | <p>The key is used in case the standard port 10000 used by the Face Recognition Server to communicate with the Face Recognition and Search client is occupied by a third-party application that can not be disabled. The key allows you to specify a new port number for communication between the server and the client.</p>   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | CpuCoreCountAdPerson | >=0              | 0       | 1.0.0 and later | <p>The key defines the number of CPU cores where the vectors of persons are generated when adding a reference face to the database.</p> <p>0 – vectors are generated on the number of cores specified in the CpuCoreCount key. The cores are used successively. Recognition sample is bound to each core.</p> <p>1 – only 1 fixed core (different from those specified in CpuCoreCount) is in use when adding a reference face to the database.</p> <p>2 – only 2 fixed cores (different from those specified in CpuCoreCount) are in use when adding a reference face to the database.</p> <p>etc.</p>   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS | Face.HardwareCPU     | 0, 1, 2          | NA      | 1.0.0 and later | <p>The key defines the order of binding streams to CPU cores when generating vectors of persons.</p> <p>no value or 0 – streams are bound randomly to CPU cores.</p> <p>1 – streams are bound successively to CPU cores depending on their total number.</p> <p>2 – streams are bound to first cores of each CPU.</p>   |

## FACE PSIM

| Registry section   | String parameter                      | Available values | Default | Product version | Parameter in effect  |
|--|---------------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | Face.RecognizeFacesSeparately         | 0, 1             | 0       | 1.0.0 and later | <p>Mechanism of displaying faces. When a new mechanism of displaying is enabled, the photo in the list of captured faces is not duplicated – it is updated in the same cell while the tracker "sees" it.</p> <p>0 – new mechanism of displaying faces.<br/>1 – old mechanism of displaying faces.</p>  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | FaceDetector.SaveLastFaceCaptureFrame | 0, 1             | 0       | 1.0.0 and later | <p>The key enables saving the last recognized face and all its necessary data to a file. This image file can be sent directly to the recognition server via the iidk_client utility.</p> <p>0 – General operation mode.<br/>1 – When the face is captured, the <b>captureFrame (cam_N).log</b> file is created (where <b>N</b> is the camera number that captured the face) in the &lt;Axxon PSIM Installer directory&gt;\Modules64\Firserver folder\). This file will contain the last recognized face and all its necessary data. This image file can be sent directly to the recognition server via the iidk_client utility.</p> <p><i>Note. The file is overwritten every time a new face is captured.</i></p> |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | XSize                                 | >=0              | 1920    | 1.0.0 and later | <p>The key restricts resolution (width) of the photo when adding it to the faces database.</p> <p>Set greater value to the key if the following message appears when adding a face to DB: "Adding error. The face was not added. Insufficient image quality to add".</p>   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | YSize                                 | >=0              | 1080    | 1.0.0 and later | <p>The key restricts resolution (height) of the photo when adding it to the faces database.</p> <p>Set greater value to the key if the following message appears when adding a face to DB: "Adding error. The face was not added. Insufficient image quality to add".</p>  |
| <b>VA and VideoIntellect 1.1</b>   |                                       |                  |         |                 |  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | VaAlgorithmNumber                     | 0, 1             | 0       | 1.0.0 and later | <p>The key enables selecting the face recognition and search algorithm.</p> <p>0 – less resource intensive algorithm is in use<br/>1 – more resource intensive algorithm is in use</p> <p><b>Important!</b> Biometric vectors received using this algorithm cannot be used with alternative one. For proper operation of Face PSIM after changing this parameter biometric vectors are to be converted as described in Switching between the face recognition modules section.</p>   |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.DetectionFilterAlgorithm           | 0, 1             | 0       | 1.0.0 and later | <p>An alternative algorithm for filtering false triggerings of the tracker. This key is in use if Va.GlobalTrackingDetectionFilter=0 and Va.DetectionFilterValue &gt; 0 (see the corresponding parameters below).</p> <p>0 – ALG1<br/>1 – ALG2</p> <p><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i></p>   |

## FACE PSIM

| Registry section   | String parameter                   | Available values | Default | Product version | Parameter in effect  |
|--|------------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.DetectionFilterValue            | 0-100            | 50      | 1.0.0 and later | Configuring alternative algorithm filtering. It is in use if the value of Va.GlobalTrackingDetectionFilter is more than 0 (see the corresponding parameter below).<br><br><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i>   |
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.GlobalTrackingDetectionFilter   | 0, 1             | 1       | 1.0.0 and later | Activates an additional check to filter out false triggerings of the tracker. If faces in masks are not recognized, it is recommended to disable this check, however, this can cause false triggerings of the tracker.<br><br>0 – disabled<br>1 – enabled<br><br><i>Note. It is not recommended to change this parameter without first consulting with AxxonSoft technical support.</i>  |
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.DetectorAlgorithm               | 0, 1             | 0       | 1.0.0 and later | Face detection operation mode (identification). The recommended parameter value is 0.<br><br>0 – ALG1<br>1 – ALG2<br><br><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i>  |
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.FaceDetectionPeriod             | >=0              | 350     | 1.0.0 and later | This parameter affects the detector captioning capacity. If there is a great value, the tracks can rend.<br><br><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i>   |
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.FaceDetectorConfidenceThreshold | >=0              | 50      | 1.0.0 and later | Face detector confidence threshold (do not confuse with face quality).<br><br><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i>   |
| <b>x32:</b><br>(x32)\FRS\CustomAlgorithm<br><b>x64:</b><br>(x64)\FRS\CustomAlgorithm | Va.IdentificationAlgorithm         | 0, 1, 2          | 0       | 1.0.0 and later | The key enables selecting the algorithm for recognition and face search.<br><br>0 – ALG1 less resource-intensive algorithm is in use.<br>1 – ALG2 identification of the higher quality, but more resource-intensive.<br>2 – PRECISE the highest quality of recognition, but the most resource-intensive. This algorithm is recommended if significantly less time is spent on face recognition than on detection (if there are few people in the frame).<br><br><b>Important!</b> Since the biometric vectors received by one algorithm cannot be used by another, then after changing the algorithm, the biometric vectors are automatically recreated. The biometric vectors can also be recreated manually (see <a href="#">Switching between the face recognition modules or SDK versions</a> ). |

## FACE PSIM

| Registry section   | String parameter                     | Available values | Default | Product version | Parameter in effect  |
|--|--------------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.TrackBestFramesCount              | >=0              | 1       | 1.0.0 and later | Specifies the number of seconds to accumulate the best frames of a track for recognition. The increase in time makes it possible to average out the recognized face characteristics, but it can result in the poorer accuracy of the face characteristics recognition.<br><br><i>Note. For example, if the 1 second value is set, the average error in determining the age will be 2-3 years, and if the 5 seconds value is set, it will be 3-4 years.</i>   |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.TrackerMaxLostTime                | >=0              | 500     | 1.0.0 and later | Time since the last recognition after which the track is considered ended.<br><br><i>Note. It is not recommended to change this parameter without consulting with AxxonSoft technical support.</i>   |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.EyesClosedDetectorThreshold       | >=0              | 50      | 1.0.0 and later | Sets the sensitivity of the closed eyes recognition. The higher the value, the less sensitive the closed eyes detector.  |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.IgnoreBestFrames                  | 0,1              | 0       | 1.0.0 and later | Specifies which frames will be recognized.<br><br>0—only the best frame defined by VA will be recognized.<br><br>1—all frames will be recognized, as a result the quality of recognition increases, but the CPU load increases, too  |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.LivenessDetectionAlgorithm        | 0, 1, 2          | 2       | 1.0.0 and later | The key defines the operating mode for the frame-based artificial face detection algorithm:<br><br>0—the algorithm is disabled<br><br>1—standard operation mode of the algorithm<br><br>2—slower but more accurate operation mode of the algorithm<br><br>This key can be used together with the Va.LivenessTextureDetectionAlgorithm key for better results   |
| <b>x32:</b> (x32)\FRS\CustomAlgorithm<br><b>x64:</b> (x64)\FRS\CustomAlgorithm | Va.LivenessTextureDetectionAlgorithm | 0, 1, 2, 3       | 0       | 1.0.0 and later | The key defines the operating mode for the texture-based artificial face detection algorithm. The following conditions are required for proper operation: high-quality video image, a large face size, and a region of interest (ROI) focused on the center of the frame.<br><br>0—the algorithm is disabled<br><br>1—standard operation mode of the algorithm<br><br>2—slower but more accurate operation mode of the algorithm<br><br>3—enables combined operation with the frame-based artificial face detection algorithm (the registry key Va.LivenessDetectionAlgorithm value must be set to 1 or 2) |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                                 | GenerateEyesClosedEvent              | 0, 1             | 0       | 1.0.0 and later | Activates the <b>Eyes closed</b> event generation when closed eyes are detected.   |

## FACE PSIM

| Registry section   | String parameter              | Available values | Default | Product version | Parameter in effect  |
|--|-------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                 | FaceTracker.LogTrackerQuality | 0, 1             | 0       | 1.0.0 and later | The key enables logging of every face capture event in the general log file of the <b>Face Recognition Server</b> debugging window, where additional information is displayed, such as: the quality of the captured face, the number of all captured faces, the number of high-quality faces, etc. (for details, see <a href="#">Debug window</a> ).   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                 | IsProcessObject               | 0, 1             | 1       | 1.0.0 and later | Enables the launch of each Face Recognition Server in a separate process.<br>0 – all Face Recognition Servers launch in the same process.<br>1 – each Face Recognition Server is launched in a separate process.   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                 | ThreadAffinity.Ignore         | 0, 1             | 0       | 1.0.0 and later | Enables ignoring threads affinity to kernels inside firserver.run.<br>0 – ignoring threads affinity to kernels is disabled.<br>1 – ignoring threads affinity to kernels is enabled. The key is used in conjunction with the IsProcessObject=0 key.   |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                 | ResizeWidth                   | >=0              | 0       | 1.0.0 and later | Sets the video resolution that is sent from cameras to all <b>Face Detection</b> modules.<br><br>Actually, the width of the video image is set, and the height is adjusted automatically based on the aspect ratio of the original video. For example, if the original video has a resolution of 2560x1920, then if you set the value to <b>960</b> , then the video will be converted to a resolution of 960x720.<br><br>If the value is set to <b>0</b> , then the video image will be received in its original resolution.  |
| <b>x32:</b> (x32)\FRS<br><b>x64:</b> (x64)\FRS                 | NeedUpdatePerson              | 0, 1             | 1       | 1.0.0 and later | Enables compliance check of <i>Face PSIM</i> users with <i>Axxon PSIM</i> users:<br>0—compliance check is disabled, user changes are not checked<br><br>1—compliance check is enabled. All user changes made in the <i>Axxon PSIM</i> database, but missing in the <i>Face PSIM</i> database, are transferred there. User parameters that are present in the <i>Face PSIM</i> database, but missing in the <i>Axxon PSIM</i> database, are deleted   |
| <b>x32:</b> (x32)\FRS\Thermal<br><b>x64:</b> (x64)\FRS\Thermal | SaveThermalJson               | 0, 1             | 0       | 1.0.0 and later | Enables saving all json and images received from the thermal camera during face recognition to the folder. The data from the camera will be saved at the following address: <ul style="list-style-type: none"> <li>In case of face recognition: &lt;Axxon PSIM installation directory&gt;\Modules64\Firserver\ThermalImages\{Face detection tool ID}</li> <li>In case the face is not recognized: &lt;Axxon PSIM installation directory&gt;\Modules64\Firserver\ThermalImages\{Face detection tool ID}\NoFaces</li> </ul> 0 – data from the thermal camera is not saved to the folders<br>1 – data from the thermal camera is saved to the folders |

## FACE PSIM

| Registry section   | String parameter       | Available values | Default | Product version | Parameter in effect  |
|--|------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\FRS\Thermal<br><b>x64:</b> (x64)\FRS\Thermal | ForceProcessWholeImage | 0, 1             | 0       | 1.0.0 and later | <p>The key is used in case the <b>Combined work with thermal camera</b> and <b>Get photo from thermal camera</b> checkboxes are set on the settings panel of the <b>Face Recognition Server</b> object.</p> <p>Enables the face search throughout the entire frame if a face was not previously recognized due to incorrect coordinates of the face frame received from the thermal camera.</p> <p>Details on this mode:</p> <ul style="list-style-type: none"> <li>The number of recognitions and the system load will increase.</li> <li>The negative face images will be displayed in the <b>Face recognition and search</b> interface module.</li> <li>The same temperature will be indicated for all recognized faces in the frame.</li> </ul> <p>0 – Unrecognized faces are ignored.</p> <p>1 – Enables the face search throughout the entire frame if a face was not previously recognized.</p> |
| <b>x32:</b> (x32)\FRS\Update<br><b>x64:</b> (x64)\FRS\Update   | Update.CpuCoreCount    | >=1              | 1       | 1.0.0 and later | Sets the number of threads on which the biometric vectors are re-generated when switching between different face recognition modules or SDK versions.  |

## TABLE OF CONTENTS

## Auto PSIM

| Registry section   | String parameter    | Available values | Default | Product version | Parameter in effect  |
|--|---------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\LPRVIEWER<br><b>x64:</b> (x64)\LPRVIEWER | protocollimit       | <1000            | NA      | 1.0.0 and later | Sets number of lines shown in the protocol (this parameter is for testing only).   |
| <b>x32:</b> (x32)\radar<br><b>x64:</b> (x64)\radar         | EmulateRefreshSpeed | 1 – 2147483647   | 100     | 1.0.0 and later | Radar emulator. Sets time period (ms) for refreshing data about speed in the radar emulation mode. 0 value blocks data refreshing. |
| <b>x32:</b> (x32)\radar<br><b>x64:</b> (x64)\radar         | WriteSpeedOnTitles  | 0, 1             | 0       | 1.0.0 and later | Defines whether to write speed values on titles.   |

|  |                      |      |     |                       |   |
|--|----------------------|------|-----|-----------------------|---|
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | DisableUrmOutput     | 0, 1 | 0   | 1.0.0<br>and<br>later | Disables results output.  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | GlobalUrmDebug       | 0, 1 | 0   | 1.0.0<br>and<br>later | Enables displaying CZoneInfo objects in dbgview.  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | OneSpeedDetect       | 0, 1 | 0   | 1.0.0<br>and<br>later | Enables filtering the radar speed values.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | ReadSpeedFromTitles  | 0, 1 | 0   | 1.0.0<br>and<br>later | Defines whether to read speed from titles or not.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | TestWidth            | NA   | 0   | 1.0.0<br>and<br>later | Image width change (internal use only).   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | TestHeight           | NA   | 0   | 1.0.0<br>and<br>later | Image height change (internal use only).  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | Time                 | NA   | NA  | 1.0.0<br>and<br>later | Saves time of the last viewed archive fragment in the test mode.  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | UrmDebug             | 0, 1 | 0   | 1.0.0<br>and<br>later | Enables recording of tiff files to UrmDebug folder.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | UrmSendProcessEvents | 0, 1 | 0   | 1.0.0<br>and<br>later | Sends beginning (VEHICLES_BEGIN) and ending (VEHICLES_END) parameters of license plate recognition to the core. |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | UseTry               | 0, 1 | 0   | 1.0.0<br>and<br>later | Enables the seh module.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | WriteUraganErrorBuf  | 0, 1 | 0   | 1.0.0<br>and<br>later | If failure occurs, the uragan.buf file is created (only of UseTry=1).   |
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | CountryName          | Text | RUS | 1.0.0<br>and<br>later | Sets the test country name.   |

|  |                    |      |           |                       |  |
|--|--------------------|------|-----------|-----------------------|--|
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | Enabled            | 0, 1 | 0         | 1.0.0<br>and<br>later | Enables/disables test.   |
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | ExecuteSecond      | >= 0 | 3         | 1.0.0<br>and<br>later | Sets time of test execution.   |
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | Number             | Text | M038EH150 | 1.0.0<br>and<br>later | Sets the test number.  |
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | PlateHeightPercent | > 0  | 15        | 1.0.0<br>and<br>later | Sets the test license plate height.  |
| <b>x32:</b><br>(x32)\URMLPR\U<br>nitTest<br><b>x64:</b><br>(x64)\URMLPR\U<br>nitTest | PlateWidthPercent  | > 0  | 25        | 1.0.0<br>and<br>later | Sets the test license plate width.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR                           | ParkingMode        | 0, 1 | NA        | 1.0.0<br>and<br>later | <p>Enabling the parking mode for the CARMEN-Auto recognizer:</p> <p>1 – parking mode is enabled. Recognition starts at ULPR START reaction. As soon as one license plate is recognized, the recognition stops.</p> <p>0 – parking mode is disabled. Recognition continues till getting the ULPR STOP reaction.</p> <p><b>Important!</b> For correct operation of the key make sure that the <b>Enable on motion detection trigger</b> checkbox is set on the settings panel of the <b>LPR channel</b> object corresponding to the CARMEN-parking recognition module (see Setting the joint operation of the LPR channel and the motion detector of the Axon PSIM platform).</p> <p>Note. The ULPR START and ULPR STOP reactions are created using the scripts. Operator command, sensor triggering, motion detection tool triggering, etc. can cause the reaction.</p> |

|  |                          |           |      |                 |   |
|--|--------------------------|-----------|------|-----------------|---|
|  |                          |           |      | 1.0.0 and later | <p>Enabling the parking mode for the CARMEN-Auto recognizer:</p> <p>1 – parking mode is enabled. Recognition starts at ULPR START reaction. As soon as one license plate is recognized, the recognition stops.</p> <p>0 – parking mode is disabled. Recognition continues till getting the ULPR STOP reaction.</p> <p><i>Note. If you set the 1 value on the settings panel of the LPR channel object, the <b>Enable on motion detection trigger</b> checkbox will be automatically set without the possibility of removing it until this key value is set to 0 (see Setting the joint operation of the LPR channel and the motion detector of the Axxon PSIM platform).</i></p> <p><i>Note. The ULPR START and ULPR STOP reactions are created using the scripts. Operator command, sensor triggering, motion detection tool triggering, etc. can cause the reaction.</i></p>  |
| <p><b>x32:</b><br/>(x32)\URMLPR<br/><b>x64:</b><br/>(x64)\URMLPR</p> | SaveRawRecognitionResult | 0,1       | 0    | 1.0.0 and later | <p>When value = 1, the key allows saving frames transmitted from Axxon PSIM to the CARMEN Parking / CARMEN-Auto module.</p> <ul style="list-style-type: none"> <li>For CARMEN Parking the frames are saved to the following folders:<br/>           &lt;Axxon PSIM installation folder&gt;\Modules64\UrmLpr\CPD_RawResults\idDetector – frames with data for recognition.<br/>           &lt;Axxon PSIM installation folder&gt;\Modules64\UrmLpr\CPD_RawResults\idDetector\NotFound – frames with no data for recognition. If value = 0, then frames are not saved.</li> <li>For CARMEN Auto the results are stored to the &lt;Axxon PSIM&gt;\Modules64\UrmLpr\CarmenResults\idDetector\ folder. The results are represented by pairs of files: ‘&lt;recognition time in UTC format&gt;.bmp’ file (with a frame to be recognized) and xml file with settings of the recognizer and recognition results.</li> <li>If the module is restarted, the Apply button is clicked or 5000 files are saved, then the specified folder and the data in it are automatically deleted and the folder is recreated.</li> </ul> <p>When value = 1, frames are not saved.</p> |
| <p><b>x32:</b><br/>(x32)\URMLPR<br/><b>x64:</b><br/>(x64)\URMLPR</p> | TrackOnlyRedLight        | 0, 1      | 1    | 1.0.0 and later | <p>When value = 1, the key allows fixing violations by the traffic violations detection (crossing the stop line, stop over crosswalk line, running a red light) only for vehicles which crossed the stop line on red light.</p>   |
| <p><b>x32:</b><br/>(x32)\URMLPR<br/><b>x64:</b><br/>(x64)\URMLPR</p> | MaxStoppingSpeed         | 0 – 10000 | 1000 | 1.0.0 and later | <p>Controls maximal speed in relative units (relatively from width and height of frame) at which the vehicle is still considered as the stopped vehicle (for the <b>Stop over crosswalk line</b> violation).</p>  |

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| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | RayHardwareDelay   | >0                        | 0         | 1.0.0<br>and<br>later | Sets time (in milliseconds) corresponding to the delay with which events about green/red traffic lights are received.<br><br>Example. If the key value is <b>RayHardwareDelay=2000</b> and an event is received at <b>12:00:00</b> , then the system thinks the event is received at <b>11:59:58</b> .  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | TimestampFontSize  | >0                        | 130       | 1.0.0<br>and<br>later | The key sets the font size of the caption on the vehicle photo containing date and time. The value of the key is font size multiplied by 10. For example, if the key is 139, then the font size will be 13,9pnt.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR       | TimestampFontSize.N<br><br><i>Note. N is the number of license plate recognition channel in Axxon PSIM</i> | >0                        | 130       | 1.0.0<br>and<br>later | The key sets the font size of the caption on the vehicle photo containing date and time. The value of the key is font size multiplied by 10. For example, if the key is 139, then the font size will be 13,9pnt. The key is created in the registry after the recognition channel is created, it is different for each channel.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR       | FontSize   | >0                        | 22        | 1.0.0<br>and<br>later | The key determines the width of the black area for the caption on the vehicle photo containing date and time, measured in pixels.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR       | FontSize.N<br><br><i>Note. N is the number of license plate recognition channel in Axxon PSIM</i>          | >0                        | 22        | 1.0.0<br>and<br>later | The key determines the width of the black area for the caption on the vehicle photo containing date and time, measured in pixels. The key is created in the registry after the recognition channel is created, it is different for each channel.  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | Platelmprover  | 0, 1, 2, 3                | 0         | 1.0.0<br>and<br>later | The key sets an algorithm of frame preparation before sending it to the <i>Carmen</i> license plate recognition module:<br><br>0 – frames are sent to the <i>Carmen</i> license plate recognition module without pre-processing.<br><br>1 – rectangular areas that may contain a license plate are searched in the frame. Only those rectangular areas that may contain a license plate are then forwarded to the <i>Carmen</i> license plate recognition module.<br><br>2 – if any rectangular area that may contain a plate number is detected on the frame, the frame in whole is forwarded to the <i>Carmen</i> license plate recognition module. If the <i>Carmen</i> license plate recognition module detects a license plate, it tries to find another plate number, and time for recognition increases as a result.<br><br>3 – if any rectangular area that may contain a plate number is detected on the frame, the frame in whole is forwarded to the <i>Carmen</i> license plate recognition module. If the <i>Carmen</i> license plate recognition module detects a license plate, it does not try to find another license plate. |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | SpeedField   | "FASTEST",<br>"STRONGEST" | "FASTEST" | 1.0.0<br>and<br>later | "FASTEST" – a speed trap sends speed of the fastest object to the Axxon PSIM software<br><br>"STRONGEST" – a speed trap sends speed of the biggest object to the Axxon PSIM software<br><br><b>Important!</b> If values other than above are specified for the key, the Axxon PSIM software does not receive speed data from speed traps.   |

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| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | Compress   | 0, 1 | 1                                  | 1.0.0 and later | The parameter is intended for disabling compression when transferring video from the video subsystem (the <b>Camera</b> object) to the LPR channel, if the video subsystem and the LPR channel are on the same local computer. This allows reducing the load on the Server processor.<br>0 – the video is transmitted to the local LPR channel without compression.<br>1 – the video is transmitted to the LPR channel after compression.  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | RemoteLpr.NearestTime  | >=0  | 0                                  | 1.0.0 and later | The key specifies the time difference (in milliseconds) between the moments of receiving the frame and license plate recognition event, sufficient to allow these events to be linked. The key is to be in use if data about recognized license plates are not displayed on the On-line monitor in <i>Auto PSIM</i> , although there are recognition events in the Debug window.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR       | RemoteLpr.x.NearestTime<br><i>X is the object identifier of the LP recognition channel in the Axxon PSIM software.</i> | >=0  | NA                                 | 1.0.0 and later | For the specified object of the LPR channel with the assigned remote recognition module, the key sets the time difference in milliseconds between the moments of receiving the frame and event on the LP recognition enough to bind these events. You should use the key if the data on the recognized LPs are not displayed in the Active Monitor of the <i>Auto PSIM</i> although they are found in the Debug window and Event protocol. |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR    | LprDB.Path   | 0, 1 | C:<br>\ProgramData\AxxonSoft\LprDB | 1.0.0 and later | Specifies the local or network folder for storing the recognized LP images and vehicle images if the LprDB.Use key value <b>1</b> (see below) is specified.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR    | LprDB.Use  | 0, 1 | 1                                  | 1.0.0 and later | Specifies the way of storing images.<br><b>0</b> – metadata and images are stored only in the database.<br><b>1</b> – metadata is stored in the database, and images are stored in the local or network folder. Full path to the folder is specified by the LprDB.Path key (see above).<br><i>Note. Recognized LP numbers information is stored in the database regardless of the LprDB.Use key.</i>                                       |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR    | LprDB.FreeMB   | >0   | 5000                               | 1.0.0 and later | Specifies the amount of free storage space in a directory. When its limit is exceeded, the overwriting process starts, rewriting the oldest images with the most recent ones. The key is used if the LprDB.Use key value is <b>1</b> (see above).  |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | Alarms.LimitedByBestResult   | 0, 1 | 0                                  | 1.0.0 and later | The parameter allows ignoring all the tracks after the best frame detected by <i>SDK</i> .<br>0 – tracks after the best frame detected by <i>SDK</i> are not ignored.<br>1 – all the tracks after the best frame detected by <i>SDK</i> are ignored.   |
| <b>x32:</b><br>(x32)\URMLPR<br><b>x64:</b><br>(x64)\URMLPR | Alarms.CrossWalkOne  | 0, 1 | 0                                  | 1.0.0 and later | The parameter activates alarm even if only one plate is recognized at the crosswalk (regardless of if the vehicle was moving or not).<br>0 – the system tries to detect crossing the crosswalk and only after that activates alarm.<br>1 – activates alarm even if only one plate is recognized at the crosswalk.  |

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| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | SaveRecognitionResult     | 0, 1          | 0   | 1.0.0 and later | Activates saving the recognition results to the hard drive. It is used for the <i>Traffic violations detection</i> module debugging.<br><br>0 – the recognition results are saved to the <i>Auto PSIM</i> DB.<br>1 – the recognition results are saved to the hard drive.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | AutoUragan.SDKVersion     | 3.8, 3.7, 3.5 | 3.8 | 1.0.0 and later | The key sets the SDK version which is being used in the Auto-Uragan software module.<br><br><i>Note. It is applied to all activated Auto-URAGAN software modules in Auto PSIM.</i>   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | AutoUragan.Parallel       | 0, 1          | 0   | 1.0.0 and later | The key activates the LP numbers recognition simultaneously on several CPUs using parallel computing, which increases the performance of the Auto-URAGAN software module.<br><br><i>Note. It is applied to all activated Auto-URAGAN software modules in Auto PSIM.</i>  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | AutoUragan.Kernels        | >=1           | 1   | 1.0.0 and later | The key sets the number of CPUs that will be used for parallel computing by the Auto-URAGAN software module, if the parallel computing is activated.<br><br><i>Note. It is applied to all activated Auto-URAGAN software modules in Auto PSIM.</i>   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VIT.TimeoutLostNumber     | >=0           | 0   | 1.0.0 and later | The key enables the tracking of the recognized number disappearance and sets the time in milliseconds, after which the lost number event will be generated if this number has disappeared from the camera field of view.<br><br>0 – tracking of the recognized number disappearance is disabled.<br><br>>1 – after the specified time has passed, if the recognized number disappeared from the camera field of view, a lost number event will be generated. |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | SaveFilterToDB            | 0, 1          | 1   | 1.0.0 and later | The key enables saving the filtered numbers to the database.<br><br>0 – filtered numbers are saved to the database.<br>1 – filtered numbers are not saved to the database.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | RemoveNewLine             | 0, 1          | 1   | 1.0.0 and later | The key activates the display of two-line numbers in the Event Log in two lines.<br><br>0 – two-line numbers are displayed in two lines.<br>1 – two-line numbers are displayed in one line.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | ExpiredPlateNumberMinutes | >=0           | 5   | 1.0.0 and later | The key sets the time in minutes, after which the violation detected by the main recognizer is ignored if the second recognizer, which is paired with the main one, also detected a violation.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | RestartTimeout            | 0, 1          | 0   | 1.0.0 and later | The key activates the automatic restart by the timeout for the Auto-URAGAN recognition module if no recognition results are received from it.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | IgnorePhotoFromBaseCamera | 0, 1          | 0   | 1.0.0 and later | The key disables the receiving of photos from the main cameras of the recognizers.   |

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| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | FrameBuffer                        | >=0     | 0 | 1.0.0 and later | The key sets the number of frames that are stored in the buffer for the CARMEN-Auto module. It is applicable if there is skipping of numbers, but it may cause a delay in the numbers recognition.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | FrameBuffer                        | >=0     | 0 | 1.0.0 and later | The key sets the number of unprocessed frames that are stored in the buffer for all license plate recognition modules. It is applicable if there is skipping of numbers, but it may cause a delay in the numbers recognition.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | SaveRecognitionResult              | 0, 1    | 0 | 1.0.0 and later | The key activates the saving of the number recognition result in the *.jpg format for the VIT module. As a result of the module operation, the AutoRecongnitionResult folder will be created at the path: <Axxon PSIM installation directory>\Modules64\UrmLpr, into which the files with the following names will be saved: recognizer ID in Axxon PSIM – recognized number – violation <if any>.jpg.<br><br><i>Note. This setting is required for debugging.</i>   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | InternalDirection                  | 0, 1, 2 | 1 | 1.0.0 and later | The key sets the mode of determining the vehicle direction of movement of the vehicle.<br><br>0 – the direction is determined by the SDK.<br>1 – the direction is calculated by the position of the upper part of the number. If at the start of tracking the upper part of the number is lower than the upper part of the number at the end of tracking, then the direction is defined as “From the camera”, otherwise “To the camera”.<br>2 – the direction is calculated by the area of the LP number. If at the start of tracking the area of the number is larger than at the end of tracking, then the direction is defined as “From the camera”, otherwise “To the camera”. |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | GueTrack.Timeout                   | >=0     | 0 | 1.0.0 and later | The key sets the waiting time in seconds required for the number to appear if the vehicle is detected several times after stopping.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | Alarms.LimitedByBestResult         | 0, 1    | 0 | 1.0.0 and later | The key activates the discarding of all tracks after the best frame which was defined by the recognition module.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | Alarms.CrossWalkOne                | 0, 1    | 0 | 1.0.0 and later | The key activates an alarm if there is at least one number identification at the pedestrian crossing. Vehicle traffic is not taken into account.<br><br><i>Note. By default, the system tries to determine the traffic on a pedestrian crossing.</i>   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VehiclePlateSearch.Arabic          | 0, 1    | 0 | 1.0.0 and later | The key enables the entry of an Arabic LP number in the search field.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VehiclePlateSearch.PersianCalendar | 0, 1    | 0 | 1.0.0 and later | It is necessary to activate this key if the Persian calendar is used on the LPR channel.   |

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| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR         | WritesAllSecondaryFrames          | 0, 1          | 1                                 | 1.0.0 and later | Internal setting. Disables saving of frames from a synchronous video camera to the LprDB.Path folder and the [lprex].[dbo].[FramesSecondary] database.<br><br>0 – saving of all images from a synchronous video camera is disabled.<br><br>1 – saving of all images from a synchronous video camera is enabled.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR         | Ulpr.NumberDetectedRestartTimeout | >=0           | 0                                 | 1.0.0 and later | This key should be created if the LP recognition on one or more LPR channels stop from time to time. The key sets the time in minutes; if during this time no LPs were recognized, then the reaction is sent to the <i>Axxon PSIM</i> software core:<br><br><b>ULPR   N   NUMBER_DETECTED_TIMEOUT</b><br><br>where N is the identifier of the <b>LPR channel</b> object. Having received this reaction, the core re-sends the settings to the recognition module, thus emulating the <b>Apply</b> button click on the settings panel of the <b>LPR channel</b> object. |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR         | AutoInfo.Use                      | 0, 1          | 0                                 | 1.0.0 and later | The key automatically enables the display of the vehicle type in the Online Monitor window if the Vehicle Type Recognition Module (UrlServer) is activated.<br><br>0 – the detected vehicle type is not displayed in the Online Monitor window.<br><br>1 – the detected vehicle type is displayed in the Online Monitor window.<br><br><i>Note. The key value changes automatically.</i>   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR         | AutoInfo.Url                      | http-address  | http://127.0.0.1:8091/GetAutoInfo | 1.0.0 and later | The key sets the http-address for the interaction with the Vehicle Type Recognition Module (UrlServer).  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR         | UrlServerFrameBuffer              | Whole numbers | -1                                | 1.0.0 and later | The key sets the number of frames that are stored in the buffer for the Vehicle Type Recognition Module (UrlServer). It is defined as the approximate time spent by the vehicle in the frame multiplied by the fps of video.<br><br>If 0 – then the MMR (VIT) works.<br><br>If < 0 – then the Vehicle Type Recognition Module (UrlServer) works with the <b>350</b> value.<br><br>If > 0 – then the Vehicle Type Recognition Module (UrlServer) works with the specified value.  |
| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER | SavePictures                      | String value  | NA                                | 1.0.0 and later | The key specifies the folder into which the frames processed by the Vehicle Type Recognition Module (UrlServer) will be saved (cropped frames containing only the vehicle). These frames are necessary for training a neural network (see Saving the frames processed by the Vehicle Type Recognition module).   |
| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER | VehiclePlateSearch.RightToLeft    | 0, 1          | 1                                 | 1.0.0 and later | When using the CARMEN-Auto software module and the Arabic license plate numbers recognizer, the key sets the sequence of Latin numbers and letters in the second line of the recognized LP number displayed in the Online monitor.<br><br>0 – Latin numbers are displayed first, then letters.<br><br>1 – Latin letters are displayed first, then numbers.   |

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| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER       | DeferLeft                         | >0          | 2.0   | 1.0.0 and later | <p>The key works only if saving the frames processed by the Vehicle Type Recognition module (UrlServer) is enabled.</p> <p>The key value indicates the coefficient by which the number plate width will be multiplied. The photo will be cropped from the left relative to the number plate at a distance equal to the product.</p>   |
| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER       | DeferRight                        | >0          | 2.0   | 1.0.0 and later | <p>The key works only if saving the frames processed by the Vehicle Type Recognition module (UrlServer) is enabled.</p> <p>The key value indicates the coefficient by which the number plate width will be multiplied. The photo will be cropped from the right of the number plate at a distance equal to the product.</p>   |
| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER       | DeferUp                           | >0          | 21.8  | 1.0.0 and later | <p>The key works only if saving the frames processed by the Vehicle Type Recognition module (UrlServer) is enabled.</p> <p>The key value indicates the coefficient by which the number plate height will be multiplied. The photo will be cropped from the top relative to the number plate at a distance equal to the product.</p>   |
| <b>x32:</b> (x32)\URL_SERVER<br><b>x64:</b> (x64)\URL_SERVER       | DeferDown                         | >0          | 3.8   | 1.0.0 and later | <p>The key works only if saving the frames processed by the Vehicle Type Recognition module (UrlServer) is enabled.</p> <p>The key value indicates the coefficient by which the number plate height will be multiplied. The photo will be cropped from the bottom relative to the number plate at a distance equal to the product.</p>  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                 | RandomOrder                       | 0, 1        | 0     | 1.0.0 and later | <p>The key allows you to send a message about the number, even if the frame dimensions, which are necessary for the correct calculation of the number plate coordinates, are not initialized. This solves the problem of incorrect linking of numbers when sending the number plate coordinates.</p> <p>0 – a message about the number is not sent if the frame dimensions are not initialized.</p> <p>1 – a message about the number is sent even if the frame dimensions are not initialized.</p> |
| <b>x32:</b> (x32)\URL_SERVER\An<br><b>x64:</b> (x64)\URL_SERVER\An | An.port                           | >0          | 20111 | 1.0.0 and later | Sets the port for connection to <i>Axxon One</i> (see <a href="#">Setting up the joint operation of Auto PSIM and Axxon One</a> ).  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR               | VehiclePlateSearch.ConnectTimeout | >=0         | 10    | 1.0.0 and later | Sets the timeout in seconds for connecting to the selected <i>Auto PSIM</i> servers when the <b>Event search in the Recognizers DBs</b> window is opened. If the specified time is exceeded, connection attempts are stopped and a list of servers to which it was not possible to connect is displayed.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR               | LprDB.Log                         | 0, 1        | 0     | 1.0.0 and later | Enables recording of LP recognition logs to the Logs table of the lprex DB. The records in the table are cleared according to the specified records retention period in the database. Used for debugging.   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR               | RestPort                          | port number | 10001 | 1.0.0 and later | The key is used if the standard port 10001 used by the LPR channel for communication with the Vehicle Tracer module client is occupied by a third-party application that cannot be disabled. The key allows you to set a new port number for communication between the server and client parts.   |

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| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | ClearOnlyFirstPageDB                  | 0, 1                               | 1    | 1.0.0 and later | The key is used to control the number of events to be deleted from the <i>Auto PSIM</i> internal database.<br>0—all records that exceed the specified amount of archive storage will be deleted from the database.<br>1—a maximum of 1000 records will be deleted from the database with a 3-minute timeout.  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VehicleTracer.ShowDataFile            | 0, 1                               | 0    | 1.0.0 and later | The key displays the data file about the triggered engine in the <b>Online monitor</b> window.<br>0—the data file is not displayed.<br>1—the data file is displayed   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VehicleTracer.DisableAutoScrollLineUp | 0, 1                               | 0    | 1.0.0 and later | The key compensates for automatic scrolling when the element is added to the <b>Online monitor</b> window:<br>0—automatic scrolling is compensated, this key value is used for all versions of Windows OS except 8 with the installed package KV4486105.<br>1—automatic scrolling is not compensated, this key value is used for Windows OS version 8 with the installed package KV4486105.<br>The key value depends on the installed version of Windows OS |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | Carmen.DistanceX                      | >=0                                | 10   | 1.0.0 and later | The key is the minimum horizontal distance in pixels between the license plate characters. The key is used to insert a separator into the license plate. The separator will be added where the distance between the characters is maximum and at the same time it is not less than the value specified in the key. The key is only used for Arabic license plate numbers  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | Carmen.ExcludeCountriesSpace          | country codes separated by a comma | none | 1.0.0 and later | The key defines the countries for which special characters won't be displayed during license plate recognition. Country codes are specified separated by a comma in <a href="#">ISO 3166 Alpha-3</a> format, case-insensitive, e.g. VAT,ARE for Vatican, UAE  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | IgnoreRepeatTime                      | >=0                                | 0    | 1.0.0 and later | The key specifies the time in seconds, during which the repeated license plate recognitions on all channels within one physical server are ignored  |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | IsProcessObject                       | 0, 1                               | 0    | 1.0.0 and later | The key enables the mode of evenly distributing the load on the CPU cores.<br>0—the mode of evenly distributing the load on the CPU cores isn't enabled, all recognition channels are started in one process<br>1—the mode of evenly distributing the load on the CPU cores is enabled, each recognition channel is started in a separate process   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | PicturesInNumberDetectedEvent         | 0, 1                               | 0    | 1.0.0 and later | The key adds to the <b>NUMBER_DETECTED</b> event the <b>image</b> parameter that stores the image of the entire frame, and the <b>image_plate</b> parameter that stores the image of the cropped frame, encoded using Base64:<br>0—the <b>NUMBER_DETECTED</b> event is generated without the <b>image</b> and <b>image_plate</b> parameters<br>1—the <b>NUMBER_DETECTED</b> event is generated with the <b>image</b> and <b>image_plate</b> parameters      |

|  |                              |  |     |                 |   |
|--|------------------------------|--|-----|-----------------|---|
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | VehiclePlateSearch.UseRestlp | 0, 1   | 0   | 1.0.0 and later | The key enables the event search in the recognizer databases, if the Server/Remote Administrator's workstation and Remote Client configuration is used.<br><br>0—recognizers aren't displayed, search doesn't work<br>1—recognizers are displayed, search works   |
| <b>x32:</b> (x32)\URMLPR<br><b>x64:</b> (x64)\URMLPR | TitleFields                  | Title elements (frame captions), separated by commas | N/A | 1.0.0 and later | The key defines the composition of the titles (frame captions) that will be displayed in the online monitor, when printing the LP number, and in the frame caption. The titles are specified in the format "date_and_time, number, country, speed, direction, allowed_speed, device_number, place_control, gps, type, make, model, color" insensitive to case, spaces between elements are optional. If the field is empty, it will not be added to the caption. Elements can be deleted and rearranged.<br><br>date_and_time—"Date and time of receiving the vehicle data - %s"<br>number—"Vehicle license plate - %s"<br>country—"Country - %s"<br>speed—"Vehicle speed - %s km/h"<br>direction—"Vehicle direction - %s"<br>allowed_speed—"Speed, permitted on the controlled road area - %s km/h"<br>device_number—"ID of speed detector - %s"<br>place_control—"Control point—name of the camera that captured the vehicle - %s"<br>gps—"GPS coordinates - %s"<br>type—"Type of license plate - %s "<br>make—"Vehicle vendor - %s "<br>model—"Vehicle model - %s "<br>color—"Vehicle color - %s ",<br>where %s is a string.<br><br>The size of the black area and the font size of the caption are adjusted using the keys FontSize = 22 and TimestampFontSize = 130 respectively. If the string does not fit or a large font size (TimestampFontSize) is specified, the text will automatically wrap to the second line. In this case, it is necessary to increase the value of the FontSize parameter |

## TABLE OF CONTENTS

## POS PSIM

| Registry section                               | String parameter | Available values | Default | Product version | Parameter in effect  |
|--|------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | Capture          | 0, 1             | 1       | 1.0.0 and later | Defines whether to store log-files or not.<br>Log-files are stored in the <Axxon PSIM Folder>\Modules\PosCapture folder. |
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | Dos2Win          | 0, 1             | 1       | 1.0.0 and later | Detects encoding:<br>1 – read XML encoding in DOS codepage;<br>0 – read XML as it is                                     |

## POS PSIM

| Registry section                                     | String parameter   | Available values | Default | Product version | Parameter in effect  |
|--|--------------------|------------------|---------|-----------------|--|
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | GlobalTextDelay    | NA               | 0       | 1.0.0 and later | Sets the shift of Text data from video to TextSearch.  |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | Nohotkey           | 0, 1             | 1       | 1.0.0 and later | Allows disabling hot keys used for POSVIEWER and TITLEVIEWER. If Nohotkey = 1, then when clicking<br>Ctrl+Shift+E – the frame export folder is opened;<br>Ctrl+Shift+T – the Tools folder is opened.   |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | DecodeUtf8         | 0, 1             | 0       | 1.0.0 and later | The key enables the UTF-8 encoding to ensure the correct display of captions in cases when the incoming to the POS terminal packages have the UTF-8 encoding.  |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | PosLogMaxsize      | >0               | 10      | 1.0.0 and later | The key sets maximum size (in MBs) of the <i>POS terminal's log</i> .<br><i>Note. POS terminal logging is enabled using the Capture key – see above.</i>   |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | SetFlowControlNone | 0, 1             | 1       | 1.0.0 and later | COM port control. Set to 0 if POS terminal fails to operate while connecting to <i>POS PSIM</i> .  |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b> (x64)\POS    | UseLocalTimestamp  | 0, 1             | 0       | 1.0.0 and later | The key enables the received local timestamp conversion to UTC when creating a record in the corresponding <i>POS PSIM</i> database.<br>0 – received local timestamp will be recorded to the corresponding database without any changes.<br>1 – received local timestamp will be converted to UTC when creating a record in the corresponding database.  |
| <b>x32:</b><br>(x32)\POS<br><b>x64:</b><br>(x64)\POS | UseLastCashierInfo | 0, 1             | 0       | 1.0.0 and later | In case the D-store POS-terminals are used, the key enables saving the info about the last cashier whose data was received by the POS-terminal. Until there is no data, the following default values are used: cashier_name = "Jane B."; cashier_number = "1147911";<br>0 – the info about the last cashier whose data was received by the POS-terminal, is not saved.<br>1 – the info about the last cashier whose data was received by the POS-terminal, is saved. |

## POS PSIM

| Registry section                               | String parameter | Available values | Default     | Product version | Parameter in effect   |
|--|------------------|------------------|-------------|-----------------|---|
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | NewReceipt.Use   | 0, 1             | 0           | 1.0.0 and later | In case the D-store POS-terminals are used, the key enables initiating the receipt creation by any data input. In addition to that, the text line specified in the NewReceipt.Word key (see below) is added to the receipt text.<br><br>0 – the receipt creation is initiated by the word specified to trigger the receipt creation.<br>1 – the receipt creation is initiated by any data input, and the text line specified in the NewReceipt.Word key (see below) is added to the receipt text.<br><br><i>Note. This key works only if the UseLastCashierInfo key (see above) is enabled.</i> |
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | NewReceipt.Word  | String value     | NEW RECEIPT | 1.0.0 and later | The key enables specifying the text line which will be added to the receipt text if the NewReceipt.Use key (see above) is enabled.  |
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | PrintTime        | 0, 1             | 0           | 1.0.0 and later | The key activates displaying in the Monitor the time (UTC) when each caption appeared.<br>0 – the captions timestamps (UTC) are not displayed in the Monitor.<br>1 – the captions timestamps (UTC) are displayed in the Monitor.  |
| <b>x32:</b> (x32)\POS<br><b>x64:</b> (x64)\POS | WaitingBodies    | 0, 1             | 0           | 1.0.0 and later | The key saves the beginning [PROLOG], middle [BODY], and end [EPILOG] of a receipt in the buffer and displays captions only after a receipt start event is received:<br><br>0—the beginning, middle, and end of a receipt aren't saved in the buffer; captions are displayed immediately<br>1—the beginning, middle, and end of a receipt are saved in the buffer; captions are displayed only after a receipt start event is received<br><br>By default, the key isn't created, and its value is considered to be 0  |

### TABLE OF CONTENTS

## IP integration (drivers and codecs pack for Axxon PSIM)

| Registry section                                   | String parameter | Available values | Default | Product version | Parameter in effect  |
|--|------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | ArchiveFps       | 1-24             |         | 1.0.0 and later | Sets the number of frames recorded to the archive (max.resolution). LiveFps and ArchiveFps parameters are not to exceed 24 in total. |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video | DoubleStream     | 0, 1             |         | 1.0.0 and later | Defines whether asynchronous video display mode is enabled or not.   |

|  |   |   |    |                             |   |
|--|---|---|----|-----------------------------|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | IpIntDrivers3   | Brand name: Axis;<br>Acti, etc.   |    | 1.0.0<br>and<br>later       | The IpIntDrivers3 string parameter is created and the names of brands that need 3.0 driver are listed.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | IpIntDriverVersion  | 2, 3  |    | 1.0.0<br>and<br>later       | Defines the version number of loaded drivers:<br>2 – to load drivers version 2.0;<br>3 – to load drivers version 3.0;<br>This parameter has a high priority and cancels IpIntDrivers3 parameter.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | LiveFps   | 1-24  |    | 1.0.0<br>and<br>later       | Sets the number of frames displayed in the 800x600 format. LiveFps and ArchiveFps parameters are not to exceed 24 in total.   |
| <b>x32:</b> (x32)<br><b>x64:</b> (x64)   | LoadIpIntDirectly   | 0, 1  |    | 1.0.0<br>and<br>later       | 1 – enable IntegratedDevice via video.run. If the setting is enabled and at least one IntegratedDevice is added, then other IP video capture cards are disabled.<br><br>0 – IntegratedDevice operates as a separate run-module.   |
| <b>x32:</b><br>(x32)\Video\TransportProtocols<br><b>x64:</b> (x64)\Video\TransportProtocols                    | <Driver name>   | <protocol>  | NA | DP<br>1.0.0<br>and<br>later | The key is used to change a transport protocol used by the IP device.<br><br>Example of the key value: "ONVIF"="tcp" means that TCP protocol is used to transfer data via ONVIF.<br><br>See details in <a href="#">Changing the transport protocol used by IP-device</a><br><br>Example of the key value: "rtsp"="multicast" allows enabling <b>Multicast</b> mode of the <b>RTSP Server</b> . The object configuration is required in addition to the key.<br><br>See details in <a href="#">Configuring the RTSP Server module</a> .  |
| <b>x32:</b><br>(x32)\Video\MetadataTransportProtocols<br><b>x64:</b><br>(x64)\Video\MetadataTransportProtocols | The name of camera driver (in the driver parameter of the<br><br><b>C:\Program Files\AxxonSoft\Ipint.DriverPack\3.0.0\Ipint.&lt;Driver name&gt;.rep</b> file) | The name of transport protocol (is to be the same as one of the values specified in metadataTransportProtocol property in the corresponding .rep file). | NA | DP<br>1.0.0<br>and<br>later | The key is used to change a metadata transport protocol. At the time of <b>writing</b> this documentation change of a metadata transport protocol was available for ONVIF driver only (possible values are tcp and udp).  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | UnloadUnusedDriverTimeout   | >=0   | 60 | DP<br>1.0.0<br>and<br>later | The key sets unused driver unload timeout for cameras. For instance, if camera brand is in several drivers, all of them are loaded at camera connection. To unload the unused drivers, set non-zero value to this key.<br><br>If the key is not created, then unused drivers are unloaded in 60 seconds.<br><br>0 – drivers do not unload (such behavior was in DriverPack versions older than the current one).<br><br>The key value that is > 0 sets unused driver unload timeout.<br><br>If the key is created but it consists of NaN value, then unused driver unload timeout is set to the default value – 60 seconds. |
| <b>x32:</b><br>(x32)\TELEMETRY<br><b>x64:</b><br>(x64)\TELEMETRY   | PresetCompatibility   | 0, 1  | NA | DP<br>1.0.0<br>and<br>later | The key is used to enable the compatibility between presets in <i>Axxon PSIM</i> and previous versions of Drivers Pack, i.e. to decreasing the preset number by 1 when sending it to the driver.<br><br>0 – a new operation mechanism with presets the same as in <i>Axxon One</i> is in use in <i>Axxon PSIM</i> . If preset 1 is selected in <i>Axxon PSIM</i> interface, then value 1 is sent to the driver.<br><br>1, or if the key is not created – the compatibility mode is in use: if preset 1 is selected/created in <i>Axxon PSIM</i> interface, then value 0 is sent to the driver.                              |

|  |  |   |                                       |                                 |  |
|--|--|---|---------------------------------------|---------------------------------|--|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | FFTHREADCOUNT  | >=0   | 1                                     | DP<br>1.0.0<br>and<br>later     | <p>The key sets the number of streams created in FFmpegDecoder.</p> <p>0 – decoder automatically selects the number of created streams.</p> <p>&gt;0 – sets the number of streams in use.</p> <p>By default if there is no key or the value is incorrect, then value <b>1</b> is in use.</p> <p>Auto selection of the number of streams can result in the system load reduction or its increase as the number of streams recreated during decoding increases – this affects the performance.</p>   |
| <b>x32:</b><br>(x32)\EventSources<br><b>x64:</b><br>(x64)\EventSources                           | <brand>.<model><br>(for example,<br>ONVIF.1_channel_d<br>evice).<br><br>If all models of<br>some manufacturer<br>require a specific<br>method of getting<br>events, then there<br>must be a string key<br>named <brand> in<br>the section. | Pull point<br><br>Meta data<br><br>Disable  | Meta<br>data                          | DP<br>1.0.0<br>and<br>later     | <p>By the date the documentation in created, this key is supported for three brands: ONVIF, RVi and IDIS. For models of these brands, the key is created automatically when the Drivers Pack is installed.</p> <p>The key sets a method of getting data about the analytics and the sensors of the device:</p> <ul style="list-style-type: none"> <li>• Pull point – getting events by http request of the camera</li> <li>• Meta data – getting events from the metadata stream</li> <li>• Disable – getting events is disabled.</li> </ul> <p>All other values (including an empty string) or if there is no key for the model and brand in the specified section mean that you must use the default method, created as default in the rep file for the given model.</p>   |
| <b>x32:</b><br>(x32)\Video\UseSsr<br>cChecking<br><b>x64:</b><br>(x64)\Video\UseSsr<br>cChecking | RTSP   | enable<br><br>disable   | enab<br>le                            | DP<br>1.0.0<br>and<br>later     | <p>The key is intended for setting up synchronization source (SSRC) for RTSP stream:</p> <p><b>enable</b> – SSRC check enabled;</p> <p><b>disable</b> – SSRC check disabled.</p>   |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video   | FFLOGDELAY   | 0, 1  | 0                                     | CP<br>1.580                     | <p>Enables logging of delays of frames decoding and idle time for FFmpeg codec.</p>  |
| <b>x32:</b> (x32)\Video\Ts<br>Converters<br><b>x64:</b> (x64)\Video\Ts<br>Converters             | <brand>.<model>,<br>for example,<br>Tattile.ANPR Mobile<br><br>If all brand's<br>models require a<br>certain method of<br>the timestamp<br>adjustment, then<br>the section must<br>contain a string key<br>with the name<br><brand>.       | <ul style="list-style-type: none"> <li>• Infrequ<br/>entTs</li> <li>• ValidDe<br/>viceTs</li> <li>• None</li> </ul> | Dep<br>ends<br>on<br>the<br>bran<br>d | DP<br>1.0.0<br><br>and<br>later | <p>The keys in this section specify the method of the frame timestamp adjustment.</p> <p>If the key is not created, the timestamp transferred to the <i>Axxon PSIM</i> equals 0, and then the current time is set as its value.</p> <p>The None value is used if it is necessary to disable the adjustment and transfer the timestamp received from the camera as is.</p> <p>The ValidDeviceTs value means that the timestamp adjustment method is used before the timestamps transmission to the <i>Axxon PSIM</i> if the timestamp received from the camera differs from the current time by the value greater than the one specified in the MaxTimestampDeviation key (see below). After the adjustment, the timestamp calculated on the basis of the previous frame's timestamp and the time elapsed since its reception is transmitted to the <i>Axxon PSIM</i>.</p> <p>InfrequentTs value discards the relative timestamps, transferring 0 to the <i>Axxon PSIM</i> instead (i.e., the current time is set as the timestamp value), and it also transfers the absolute timestamps with the ETimestampValidityFlag flag. This adjustment method should be used for the devices with the license plates recognition which transfer the separate frames to the external system, rather than a continuous video stream.</p> <p>For some manufacturers, when installing the Drivers Pack, the keys with the necessary values are automatically created in the appropriate registry key.</p> |

|  |                                   |  |             |   |   |
|--|-----------------------------------|--|-------------|---|---|
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | MaxTimestampDeviation             | >=0  | NA          | DP<br>1.0.0<br>and<br>later   | The key is used for the ValidDeviceTs key value from the TsConverters branch (see above).<br><br>The key sets the maximum permissible deviation of the frame timestamp from the current Server time.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | ErrorSensitivity                  | 0, 1   | 0           | DP<br>1.0.0<br>and<br>later   | The key enables the interruption of the H.265 video decoding via the ffmpeg decoder in case of the slightest error in the video stream.<br><br>0 – if the video stream contains errors, then a buffer with artifacts will be received from the ffmpeg decoder.<br><br>1 – if the video stream contains errors, then an empty buffer will be received from the ffmpeg decoder. |
| <b>x32:</b><br>(x32)\Video\RTSP<br><b>x64:</b><br>(x64)\Video\RTSP       | AudioSeparatedConnection          | 0, 1   | 0           | DP<br>1.0.0<br>and<br>later   | Enables RTSP audio over a separate TCP connection.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | servicesVersion                   | auto, ver1, ver2                                       | auto        | DP<br>1.0.0<br>and<br>later   | The key sets the version of ONVIF services (only for ONVIF and ONVIF 2.X):<br><br>auto – get available versions and choose the latest if possible.<br><br>ver1 – use old versions of services.<br><br>ver2 – use new versions of services.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | servicesSource                    | getServices,<br>getCapabilities                        | getServices | DP<br>1.0.0<br>and<br>later   | The key determines the source of the ONVIF services version (only for ONVIF and ONVIF 2.X):<br><br>getServices – get a list of services using the new interface.<br><br>getCapabilities – get a list of services using the old interface.   |
| <b>x32:</b><br>(x32)\Video\Virtual<br><b>x64:</b><br>(x64)\Video\Virtual | playFileOnce                      | 0, 1   | 0           | DP<br>1.0.0<br>and<br>later   | Disables looping files in a virtual video capture device of a <b>Virtual bench</b> type.<br><br>0 – videos in a <b>Virtual bench</b> virtual capture device are played in a loop.<br><br>1 – videos in a <b>Virtual bench</b> virtual capture device are played once.<br><br>See also <a href="#">Creating and configuring a virtual Video Capture Device</a> .               |
| <b>x32:</b><br>(x32)\TELEMETRY<br><b>x64:</b><br>(x64)\TELEMETRY         | cgiPrefix                         | "/cgi-bin/ptz.cgi?",<br>"/stw-cgi/<br>ptzcontrol.cgi?" | -           | DP<br>1.0.0<br>and<br>later   | The key is required for PTZ operation with Hanwha Techwin IP-devices:<br><br>"/cgi-bin/ptz.cgi?" – for old models (not X-series)<br><br>"/stw-cgi/ptzcontrol.cgi?" – for new models X-series  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | DecompressorResetOnErrorTimeout   | 0 – 180  | 60          | DP<br>1.0.0<br>and<br>later<br><br>Compatibility:<br>Axxon<br>PSIM<br>1.0.0<br>and<br>later | Time in seconds before the decompressor resets after an error. The value for the key should be selected empirically based on the stream parameters of a particular video camera.<br><br><b>Attention!</b> It is recommended to change the value for the key only with the assistance of technical support.  |
| <b>x32:</b> (x32)\Video<br><b>x64:</b> (x64)\Video                       | IQS_ADDITIONAL_VIDEO_FRAMES_COUNT | >=1  | 1           | DP<br>1.0.0<br>and<br>later   | The key sets the number of buffered decoded frames for the IntelQuickSync decoder.  |

## TABLE OF CONTENTS

## DetectorPack PSIM

| Registry section   | String parameter                  | Available values | Default | Product version | Description  |
|--|-----------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\DetectorExt<br><b>x64:</b> (x64)\DetectorExt | MaxRestartsCount                  | >=1              | 1       | 1.0.0 and later | The key specifies the number of attempts to restart the detection tool in case of an internal error  |
| <b>x32:</b> (x32)\DetectorExt<br><b>x64:</b> (x64)\DetectorExt | Recumbent.SkipSitPeople           | 0, 1             | NA      | 1.0.0 and later | <p>The key excludes repeated triggering of the Pose detection tool when there is a recumbent person in the frame:</p> <p>0—repeated triggering of the detection tool isn't excluded</p> <p>1—repeated triggering of the detection tool is excluded</p> <p>The registry key is created manually.</p> <p>If Recumbent.SkipSitPeople=1, and the values of other keys (Recumbent.SkipSitPeopleTimeOffset and Recumbent.SkipSitPeopleAreaOffset) aren't specified or only one is specified, then the default values are used for the missing keys. To specify the values different from default values, you must manually specify the Recumbent.SkipSitPeopleTimeOffset and Recumbent.SkipSitPeopleAreaOffset registry keys</p>               |
| <b>x32:</b> (x32)\DetectorExt<br><b>x64:</b> (x64)\DetectorExt | Recumbent.SkipSitPeopleTimeOffset | >0               | 600     | 1.0.0 and later | <p>You must manually create the registry key with the value Recumbent.SkipSitPeople=1, otherwise the Recumbent.SkipSitPeopleTimeOffset registry key doesn't work.</p> <p>The key specifies the time period in seconds during which repeated triggering of the Pose detection tool when there is a recumbent person in the frame is excluded.</p> <p>If Recumbent.SkipSitPeople=1, and the values of other keys (Recumbent.SkipSitPeopleTimeOffset and Recumbent.SkipSitPeopleAreaOffset) aren't specified or only one is specified, then the default values are used for the missing keys. To specify other value, you must create the Recumbent.SkipSitPeopleTimeOffset registry key manually</p>                                       |
| <b>x32:</b> (x32)\DetectorExt<br><b>x64:</b> (x64)\DetectorExt | Recumbent.SkipSitPeopleAreaOffset | >0               | 50      | 1.0.0 and later | <p>You must manually create the registry key with the value Recumbent.SkipSitPeople=1, otherwise the Recumbent.SkipSitPeopleAreaOffset registry key doesn't work.</p> <p>The key specifies the percentage of increase in the original size of the alarm border, in which repeated triggering of the Pose detection tool when there is a recumbent person in the frame is excluded.</p> <p>If Recumbent.SkipSitPeople=1, and the values of other keys (Recumbent.SkipSitPeopleTimeOffset and Recumbent.SkipSitPeopleAreaOffset) aren't specified or only one is specified, then the default values are used for the missing keys. To specify other value, you must create the Recumbent.SkipSitPeopleAreaOffset registry key manually</p> |

## DetectorPack PSIM

| Registry section   | String parameter | Available values | Default | Product version | Description   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DetectorExt<br><b>x64:</b> (x64)\DetectorExt   | ViDetectorDebug  | 0, 1             | 0       | 1.0.0 and later | <p>The key doesn't affect the operation of detectors. It serves to collect the information about the configuration of detectors, which simplifies debugging and testing.</p> <p>0—the debug logging mode isn't enabled in the VI SDK, the VI detector configuration files aren't saved in the Modules64 folder.</p> <p>1—the debug logging mode is enabled in the VI SDK, the VI detector configuration files are saved as two main and two additional files in the Modules64 folder when the filtration plugin is enabled.</p> <p>By default, the key isn't created, and its value is equal to 0</p>                     |
| <b>x32:</b> (x32)\DetectorExt\BARCODE_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\BARCODE_DETECTOR             | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | <p>Activates the start of the detection tool in a separate process:</p> <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Barcode Detection: External Detector - BARCODE_DETECTOR.1</p>                   |
| <b>x32:</b> (x32)\DetectorExt\BASE_POSE_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\BASE_POSE_DETECTOR         | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | <p>Activates the start of the detection tool in a separate process:</p> <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Pose Detection: External Detector - BASE_POSE_DETECTOR.1</p>                    |
| <b>x32:</b> (x32)\DetectorExt\CONVEYOR_BELT_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\CONVEYOR_BELT_DETECTOR | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | <p>Activates the start of the detection tool in a separate process:</p> <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Conveyor Belt Detection: External Detector - CONVEYOR_BELT_DETECTOR.1</p>       |
| <b>x32:</b> (x32)\DetectorExt\CROWD_COUNTER<br><b>x64:</b> (x64)\DetectorExt\CROWD_COUNTER                   | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | <p>Activates the start of the detection tool in a separate process:</p> <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Detection of moving against crowd flow: External Detector - CROWD_COUNTER.1</p> |

## DetectorPack PSIM

| Registry section   | String parameter | Available values | Default | Product version | Description   |
|--|------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DetectorExt\CROWD_ESTIMATION<br><b>x64:</b> (x64)\DetectorExt\CROWD_ESTIMATION     | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Crowd detection (VA): External Detector -CROWD_ESTIMATION.1                |
| <b>x32:</b> (x32)\DetectorExt\EQUIPMENT_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\EQUIPMENT_DETECTOR | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Equipment detection (PPE): External Detector - EQUIPMENT_DETECTOR.1        |
| <b>x32:</b> (x32)\DetectorExt\FIRE_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\FIRE_DETECTOR           | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Fire detection: External Detector - FIRE_DETECTOR.1                        |
| <b>x32:</b> (x32)\DetectorExt\FLUID_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\FLUID_DETECTOR         | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Fluid level detection: External Detector - FLUID_DETECTOR.1                |
| <b>x32:</b> (x32)\DetectorExt\GLOW_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\GLOW_DETECTOR           | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Detection of light indication control: External Detector - GLOW_DETECTOR.1 |

## DetectorPack PSIM

| Registry section   | String parameter     | Available values | Default | Product version | Description   |
|--|----------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DetectorExt\HEAT_ZONE_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\HEAT_ZONE_DETECTOR       | IsProcessObject      | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Heat map detection: External Detector - HEAT_ZONE_DETECTOR.1 |
| <b>x32:</b><br>(x32)\DetectorExt\HEAT_ZONE_DETECTOR<br><b>x64:</b><br>(x64)\DetectorExt\HEAT_ZONE_DETECTOR | ReportFrequency      | >0               | 900     | 1.0.0 and later | Sets the data collection frequency (sec) for heat map detection tool  |
| <b>x32:</b><br>(x32)\DetectorExt\HEAT_ZONE_DETECTOR<br><b>x64:</b><br>(x64)\DetectorExt\HEAT_ZONE_DETECTOR | DebugReportFrequency | >0               | 10      | 1.0.0 and later | Sets the data update frequency (sec) from heat map detection tool in the Debug window in seconds  |
| <b>x32:</b> (x32)\DetectorExt\NEURO_COUNTER<br><b>x64:</b> (x64)\DetectorExt\NEURO_COUNTER                 | IsProcessObject      | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Neurocounter: External Detector - NEURO_COUNTER.1            |
| <b>x32:</b> (x32)\DetectorExt\NEURO_TRACKER<br><b>x64:</b> (x64)\DetectorExt\NEURO_TRACKER                 | IsProcessObject      | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Neurotracker: External Detector - NEURO_TRACKER.1            |

## DetectorPack PSIM

| Registry section   | String parameter                                 | Available values    | Default | Product version | Description  |
|--|--|---------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\DetectorExt\NEURO_TRACKER\NEURO_TRACKER_id<br><b>x64:</b> (x64)\DetectorExt\NEURO_TRACKER\NEURO_TRACKER_id | windowH<br>windowStepH<br>windowW<br>windowStepW | nonnegative integer | absent  | 1.0.0 and later | Sets the custom size of the scanning windows. <ol style="list-style-type: none"> <li>In the registry, create a new section <b>NEURO_TRACKER_id</b>, where <i>id</i> is the id of the neurotracker, which window sizes you want to change.</li> <li>In this section, create four registry keys:               <ol style="list-style-type: none"> <li><b>windowH</b>—scanning window height;</li> <li><b>windowW</b>—scanning window width;</li> <li><b>windowStepH</b>—scanning window step height;</li> <li><b>windowStepW</b>—scanning window step width.</li> </ol> </li> <li>Specify the required values for all four keys. Otherwise, the default settings will be used.</li> </ol> <p>Example of custom settings for a 1920×1080 frame divided into four equal scanning windows:</p> <pre> windowH=540 windowStepH=540 windowW=960 windowStepW=960           </pre> |
| <b>x32:</b> (x32)\DetectorExt\OCCUPANCY_COUNTER<br><b>x64:</b> (x64)\DetectorExt\OCCUPANCY_COUNTER                           | IsProcessObject                                  | 0, 1                | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process: <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Queue length detection: External Detector - OCCUPANCY_COUNTER.1</p>   |

## DetectorPack PSIM

| Registry section   | String parameter                                 | Available values    | Default | Product version | Description   |
|--|--|---------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DetectorExt\NEURO_COUNTER\NEURO_COUNTER_id<br><b>x64:</b> (x64)\DetectorExt\NEURO_COUNTER\NEURO_COUNTER_id | windowH<br>windowStepH<br>windowW<br>windowStepW | nonnegative integer | absent  | 1.0.0 and later | Sets the custom size of the scanning windows. <ol style="list-style-type: none"> <li>In the registry, create a new section NEURO_COUNTER_id, where id is the id of the neurocounter, which window sizes you want to change.</li> <li>In this section, create four registry keys:               <ol style="list-style-type: none"> <li>windowH—scanning window height;</li> <li>windowW—scanning window width;</li> <li>windowStepH—scanning window step height;</li> <li>windowStepW—scanning window step width.</li> </ol> </li> <li>Specify the required values for all four keys. Otherwise, the default settings will be used.</li> </ol> <p>Example of custom settings for a 1920×1080 frame divided into four equal scanning windows:<br/>           windowH=540<br/>           windowStepH=540<br/>           windowW=960<br/>           windowStepW=960</p> |
| <b>x32:</b> (x32)\DetectorExt\PEOPLE_COUNTER<br><b>x64:</b> (x64)\DetectorExt\PEOPLE_COUNTER                                 | IsProcessObject                                  | 0, 1                | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process: <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the People counter detection: External Detector - PEOPLE_COUNTER.1</p>   |
| <b>x32:</b> (x32)\DetectorExt\SMOKE_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\SMOKE_DETECTOR                                 | IsProcessObject                                  | 0, 1                | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process: <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Smoke detection: External Detector - SMOKE_DETECTOR.1</p>  |
| <b>x32:</b> (x32)\DetectorExt\STOPPED_CAR_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\STOPPED_CAR_DETECTOR                     | IsProcessObject                                  | 0, 1                | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process: <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Stopped vehicle detection: External Detector - STOPPED_CAR_DETECTOR.1</p>  |

## DetectorPack PSIM

| Registry section   | String parameter | Available values | Default | Product version | Description  |
|--|------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)\DetectorExt\SWEETHEARTING_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\SWEETHEARTING_DETECTOR | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Sweethearting at checkout detection: External Detector - SWEETHEARTING_DETECTOR.1 |
| <b>x32:</b> (x32)\DetectorExt\TRAFFIC_LIGHTS<br><b>x64:</b> (x64)\DetectorExt\TRAFFIC_LIGHTS                 | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Traffic lights detection: External Detector - TRAFFIC_LIGHTS.1                    |
| <b>x32:</b> (x32)\DetectorExt\TRAIN_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\TRAIN_DETECTOR                 | IsProcessObject  | 0, 1             | 0       | 1.0.0 and later | Activates the start of the detection tool in a separate process:<br>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process<br>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process. Example of a separate process for the Train detection: External Detector - TRAIN_DETECTOR.1                             |

## DetectorPack PSIM

| Registry section   | String parameter          | Available values | Default | Product version | Description   |
|--|---------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32)\DetectorExt\VIDEO_INTELLECT_INTERNAL_DETECTOR<br><b>x64:</b> (x64)\DetectorExt\VIDEO_INTELLECT_INTERNAL_DETECTOR | IsProcessObject           | 0, 1             | 0       | 1.0.0 and later | <p>Activates the start of the <i>Videointellect</i> detection tool in a separate process:</p> <p>0—detection tool is started in one common <b>External Detector</b> process, all messages and reactions from this detection tool go to the common process</p> <p>1—detection tool is started in a separate <b>External Detector - Detector type.Detector Id</b> process, all messages and reactions from this detection tool go to the separate process. If there are sub-tools, their messages go to the parent process.</p> <p>Examples of separate processes for the <i>Videointellect</i> detection tools:</p> <p>Videointellect embedded detector: External Detector - VIDEO_INTELLECT_INTERNAL_DETECTOR.1<br/>           Videointellect detection of movement in prohibited area: External Detector - VI_FORBIDDEN_DETECTOR.1<br/>           Videointellect detection of prohibited direction: External Detector - VI_DIRECTION_DETECTOR.1<br/>           Videointellect detection of crowd: External Detector - VI_CROWD_DETECTOR.1<br/>           Videointellect abandoned objects detection: External Detector - VI_ABANDONED_DETECTOR.1<br/>           Videointellect detection of camera state: External Detector - VI_FAULTER_DETECTOR.1<br/>           Videointellect abandoned objects street detection: External Detector - VI_ABANDONED_STREET_DETECTOR.1</p> |
| <b>x32:</b> (x32)\Video\<br><b>x64:</b> (x64)\Video\   | report_frequency          | >=0              | 3000    | 1.0.0 and later | Sets the time period in milliseconds, during which the repeated triggering of the Sweethearting detection module is ignored   |
| <b>x32:</b> (x32)\<br><b>x64:</b> (x64)\   | ShowVideointellectObjects | ><=0             | NA      | 1.0.0 and later | <p>Hides the <b>Videointellect detector</b> objects from the <i>Axxon PSIM</i> objects tree.</p> <p>0—the <b>Videointellect detector</b> objects are hidden</p> <p>&gt;&lt;0—<b>Videointellect detector</b> objects are displayed</p>   |
| <b>x32:</b> (x32)\Video\<br><b>x64:</b> (x64)\Video\   | LongInZoneTimeout2        | >=0              | NA      | 1.0.0 and later | The key sets the time in seconds which defines the time the object stays in the zone, after which the NeuroTracker VMDA detection tools with the <b>Staying in the area for more than 10 sec</b> detector type, created under the <b>Neurotracker</b> object, are triggered. If this key is not specified, then it is considered equal to the <b>LongInZoneTimeout</b> key value (see <a href="#">Axxon PSIM base version</a> )   |

## TABLE OF CONTENTS

## WEB Report System PSIM

| Registry section                       | String parameter             | Available values | Default | Product version | Parameter in effect  |
|--|------------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32)<br><b>x64:</b> (x64) | LoggingPersonChangesRequired | 0, 1             | 0       | 1.0.0 and later | Enabling of this parameter is necessary for the correct operation of the Issued pass cards report. |

### TABLE OF CONTENTS

## Monitoring PSIM

| Registry section   | String parameter               | Available values | Default | Product version | Description   |
|--|--------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | LPRDBsearchresultUnicodeBase64 | 0, 1             | 1       | 1.0 and later   | The key sets how to process message in param0<> for the SEARCH_RESULT event of the LPRDB ("External database") object – as ANSI line or Unicode line additionally encoded in base64.<br><br>0 – ANSI<br>1 – UnicodeBase64 |

## Monitoring PSIM

| Registry section   | String parameter          | Available values | Default | Product version | Description   |
|--|---------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | PeakWorkingSetSizeQuota   | >=0              | 100     | 1.0 and later   | <p>The maximum memory size in megabytes used by the process videosrv.exe on Agent Of Control. If the parameter is set to 0, then the check for the used memory is not performed.</p> <p>Once a day, the Agent Of Control checks the size of the memory it uses. The check is performed at the time specified by the TimeOfCheckWorkingSetSize key (see below).</p> <p>After exceeding the specified value, the videosrv.exe module is rebooted.</p> |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | TimeOfCheckWorkingSetSize | >=0              | 3       | 1.0 and later   | <p>Time to check memory usage in hours. Default value is 3 (3:00 AM). See also the PeakWorkingSetSizeQuota key description above.</p>   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | StoreVideoFiles           | >0               | 3       | 1.0 and later   | <p>Time period for storage of not completely downloaded files on Agent Of Control. After the storage period is exceeded, the not completely downloaded files are deleted.</p>   |

## Monitoring PSIM

| Registry section   | String parameter    | Available values | Default | Product version | Description  |
|--|---------------------|------------------|---------|-----------------|--|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | run_core            | 0,1              | 1       | 1.0 and later   | <p>The key sets the Agent Of Control actions in case if the <i>Axxon PSIM</i> software is shut down.</p> <p>0 – do not start the <i>Axxon PSIM</i> software</p> <p>1 – start the <i>Axxon PSIM</i> software</p>  |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | socket_connect_tout | >=0              | 0       | 1.0 and later   | <p>The key defines TCP/IP connection mode with Server Of Control.</p> <p>0 – blocking mode. Agent Of Control connects to Server Of Control without specifying connection timeout.</p> <p>&gt;0 – non-blocking mode. Agent Of Control connects to Server Of Control with a connection timeout set by the socket_connect_tout &gt; 0 parameter in seconds.</p> |

## Monitoring PSIM

| Registry section   | String parameter    | Available values | Default | Product version | Description   |
|--|---------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | write_buffer_enable | 0.1              | 1       | 1.0 and later   | <p>Data buffering while recording on disc when receiving video data on Server Of Control. Agent Of Control transfers video data to Server Of Control in packages of 800 to 4096 bytes (4096 by default). When buffering is enabled, a 264 Kb block of memory is allocated to the Server Of Control for receiving video data, and data is saved to the disk when this memory block is full, not every time a packet is received from Agent Of Control.</p> <p>0 – buffering is enabled.<br/>1 – buffering is disabled.</p> |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | stop_data_by_trx    | 0.1              | 1       | 1.0 and later   | <p>The key determines the actions of Agent Of Control in case if, during the transfer of video data to ATM PSIM ARM, a financial transaction has begun on the ATM PSIM.</p> <p>0 – video data transfer is not stopped.<br/>1 – video data transfer is suspended until financial transaction if completed.</p>   |

## Monitoring PSIM

| Registry section   | String parameter      | Available values | Default | Product version | Description   |
|--|-----------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | IPPort                | > 0              | 7755    | 1.0 and later   | The key specifies the port on the <i>Server Of Control/Central Server Of Control</i> used for connecting the clients.   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | financial_trx_tout    | >0               | 60      | 1.0 and later   | Timeout for waiting for the financial transaction to complete in minutes. If after the start of the financial transaction during the time-out, there is no message from the ATM about its end, it will be considered to be completed.   |
| <b>x32:</b> HKLM\SOFTWARE\BitSoft\VHOST\ULPR<br><b>x64:</b> HKLM\SOFTWARE\Wow6432Node\BitSoft\VHOST\ULPR | ULPRspecialProcessing | >=0              | NA      | 1.0 and later   | <p>The key enables special operation mode of the <i>Monitoring PSIM</i> software joint with <i>Auto PSIM</i>.</p> <p>1 – the special operation mode of the <i>Monitoring</i> software joint with <i>Auto PSIM</i> is enabled.</p> <p>Any other value – the special operation mode is disabled.</p> <p><i>Note. The key is created both on Agent Of Control and Server Of Control.</i></p> |

## Monitoring PSIM

| Registry section   | String parameter    | Available values | Default | Product version | Description   |
|--|---------------------|------------------|---------|-----------------|---|
| <b>x32:</b> HKLM\SOFTWARE\BitSoft\VHOST\ULPR<br><b>x64:</b> HKLM\SOFTWARE\Wow6432Node\BitSoft\VHOST\ULPR | PlaceOfRecognitionN | 1,2              | NA      | 1.0 and later   | <p>This parameter corresponds to the point of recognition. PlaceOfRecognitionN, where N is the ID of the <b>LPR channel</b> object.</p> <p>1 – entrance.<br/>2 – exit.</p> <p><i>Note 1. The key is in use in special operation mode of the Monitoring PSIM software joint with Auto PSIM.</i></p> <p><i>Note 2. The key is created at Agent Of Control</i></p>   |
| <b>x32:</b> HKLM\SOFTWARE\BitSoft\VHOST\ULPR<br><b>x64:</b> HKLM\SOFTWARE\Wow6432Node\BitSoft\VHOST\ULPR | CamOfRecognitionN   | >0               | NA      | 1.0 and later   | <p>This parameter corresponds to the ID of a camera added to the recognition module. CamOfRecognitionN, where N is the ID of the <b>LPR channel</b> object.</p> <p>The value of this parameter corresponds to the <b>Camera</b> object ID specified in the <b>LPR channel</b> object settings.</p> <p><i>Note 1. The key is in use in special operation mode of the Monitoring PSIM software joint with Auto PSIM.</i></p> <p><i>Note 2. The key is created at Agent Of Control</i></p> |

## Monitoring PSIM

| Registry section   | String parameter   | Available values | Default | Product version | Description  |
|--|--------------------|------------------|---------|-----------------|--|
| <b>x32:</b> HKLM\SOFTWARE\BitSoft\VHOST\ULPR<br><b>x64:</b> HKLM\SOFTWARE\Wow6432Node\BitSoft\VHOST\ULPR | AlarmMsgOne        | >=0              | NA      | 1.0 and later   | <p>The key enables the LP found in the database alarm both for Entrance and Exit recognition points.</p> <p>0 – enables the LP found in the database alarm both for Entrance and Exit recognition points.</p> <p>Any other value – the LP found in the database alarm is generated for Entrance recognition point only.</p> <p><i>Note 1. The key is in use in special operation mode of the Monitoring software joint with Auto PSIM.</i></p> <p><i>Note 2. The key is created at Server Of Control</i></p> |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-onitoring)  | TimeAlarmFromAgent | 0, 1             | 0       | 1.0 and later   | <p>The key enables registration of the alarm with the time it occurred on the site.</p> <p>0 – In the Alarm date field in the interface objects, the time of loading the alarm into the database after it is received from the Agent Of Control is shown, not the time of occurrence of the alarm on site.</p> <p>1 - In the Alarm date field in the interface objects, the time of alarm occurrence on site is shown.</p> <p><i>Note. The key is set on the Server Of Control.</i></p>                      |

## Monitoring PSIM

| Registry section   | String parameter       | Available values | Default                                    | Product version | Description   |
|--|------------------------|------------------|--|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | FileQueryEnable        | 0, 1             | 0  | 1.0 and later   | <p>The key enables automated video clip loading.</p> <p>0 – automated video clip loading is disabled.</p> <p>1 – automated video clip loading is enabled.</p> <p><i>Note. The key is created at Server Of Control and/or Additional Workstation</i></p>   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | FileQueryPath          | Text             | C:\Query\                                  | 1.0.0 and later | <p>The key sets folder to share data with third party systems which is necessary for automated video clip loading.</p> <p><i>Note. The key is created at Server Of Control and/or Additional Workstation</i></p>  |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | OldLogPanel            | 0, 1             | 0  | 1.0 and later   | <p>The key changes the Log Panel interface color theme.</p> <p>0 - dark interface theme.</p> <p>1 - light interface theme.</p>  |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | StreamViewerExportPath | Text             | <Axxon PSIM installation directory>\export | 1.0 and later   | <p>The key specifies the path to the catalog of frames and video clips which were exported from the <i>Monitoring PSIM</i> interface during the live and archive video playback from a certain camera.</p> <p>See <a href="#">Playing back live video and archive from a specific camera.</a></p> |

## Monitoring PSIM

| Registry section   | String parameter        | Available values | Default         | Product version | Description  |
|--|-------------------------|------------------|-----------------|-----------------|--|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | MonitoringReserving     | 0, 1             | 0               | 1.0 and later   | <p>The key removes the restriction on adding the same cameras for tracking in different Partitions Of Control.</p> <p>0 - the restriction is enabled.</p> <p>1 - the restriction is removed.</p>   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | AccessByCardEnable      | 0, 1             | 0               | 1.0 and later   | <p>The key activates the special mode of <i>Monitoring PSIM</i> operation together with <i>ACFA PSIM</i>, as well as the ability to customize the long alarm description.</p> <p>0 - Special operation mode is off.</p> <p>1 - Special operation mode is on.</p> |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | CustomisedLongAlarmName | Text             | Object disarmed | 1.0 and later   | <p>The key changes the description of the long alarm Object disarmed in the Monitoring and Monitoring reports interface objects.</p>   |

## Monitoring PSIM

| Registry section   | String parameter  | Available values      | Default | Product version | Description  |
|--|-------------------|-----------------------|---------|-----------------|--|
| <b>x32:</b> HKLM\SOFTWARE\BitSoft\MonitorSSTV\Loader<br><b>x64:</b> HKLM\SOFTWARE\Wow6432Node\BitSoft\MonitorSSTV\Loader | UseBulkInsert     | 0, 1                  |         | 1.0 and later   | <p>The key accelerates the speed of data loading from files to the MonitorSSTV database by activating the group operator of data loading if the database is installed locally.</p> <p>0 - do not use the BULK INSERT operator (if the SQL Server is remote)<br/>           1 - use the BULK INSERT operator (if the SQL Server is local)</p> |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | PostfixForTimeOut | Text                  | NA      | 1.0 and later   | The key specifies the postfix in the identifier of the <i>Partitions Of Control</i> for which the waiting timeout specified in the TimeoutForPostfix key should be specified.  |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | TimeoutForPostfix | >0                    | 6       | 1.0 and later   | The key sets the waiting timeout in minutes for the <i>Server Of Control</i> to receive the packets with the technical state of <i>Agent Of Control</i> . After this time the "No connection" error will be displayed.   |
| HKEY_CURRENT_USER\SOFTWARE\BitSoft\MonitorSSTV   | MAXRECORDSONPAGE  | 1,000 - 2,000,000,000 | 10,000  | 1.0 and later   | Sets the maximum number of events to be displayed in the <b>Event Log</b> window without navigation buttons.   |

## Monitoring PSIM

| Registry section   | String parameter         | Available values | Default | Product version | Description   |
|--|--------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | PassiveModeForFTP        | 0, 1             | 1       | 1.0 and later   | The key sets the operation mode of the <i>Central Server Of Control</i> software via FTP.<br><br>0 - Active mode.<br>1- Passive mode.         |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | PeriodRequestOfStatistic | > 0              | 5       | 1.0 and later   | The key sets the statistics polling period in minutes for the <i>Servers Of Control</i> .   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | LogArchPeriod            | > 0              | 168     | 1.0 and later   | The key sets the log archiving period in hours of the Communication module (CentralNetServer.log)   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | LogMaxSize               | > 0              | 100     | 1.0 and later   | The key sets the maximum size of the communication module log file at which it begins to archive ignoring the <b>LogArchPeriod</b> parameter. |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | LogArchDelPeriod         | > 0              | 3       | 1.0 and later   | The key sets the log files archive retention period in months (CentralNetServer.log).   |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | KeepDB                   | > 0              | 6       | 1.0 and later   | The key sets the data retention period of closed errors and alarms in the ServerSSTV DB.  |

## Monitoring PSIM

| Registry section   | String parameter  | Available values | Default | Product version | Description   |
|--|-------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | LastLoadThreshold | >= 0             | 30      | 1.0 and later   | The key sets the time in minutes, after which, if the data in the MonitorSSTV database is outdated, the corresponding indication on the <i>Server Of Control/CSC</i> will appear. |

## Monitoring PSIM

| Registry section  | String parameter  | Available values | Default | Product version | Description  |
|---|-------------------|------------------|---------|-----------------|--|
| <p><b>x32:</b> (x32-Monitoring)</p> <p><b>x64:</b> (x64-Monitoring)</p> | DisableMonitoring | 0, 1             | 0       | 1.0 and later   | <p>The key disables the ability to accept alarms and force error closing.</p> <p>0 - the ability to confirm alarms and force error closing is enabled.</p> <p>1 - the ability to confirm alarms and force error closing is disabled.</p> <p>If the key is set to <b>1</b>, then:</p> <ul style="list-style-type: none"> <li>the area for comments and buttons for confirming the alarm are not displayed in the <b>Reaction to alarm</b> window; when you set the <b>Confirm</b> checkbox, nothing happens;</li> </ul> |

## Monitoring PSIM

| Registry section   | String parameter           | Available values | Default | Product version | Description   |
|--|----------------------------|------------------|---------|-----------------|---|
|  |                            |                  |         |                 | <ul style="list-style-type: none"> <li>when you click on the <b>Force error closing</b> button on the toolbar, the window with confirmation of force error closing does not open.</li> </ul>              |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | StreamViewerLowestPriority | 0, 1             | 0       | 1.0 and later   | The key sets low priority of the StreamViewer process when it starts.<br><br>0 – The StreamViewer process starts with normal (medium) priority.<br>1 – The StreamViewer process starts with low priority. |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | SleepAfterDisarm           | integer in msec  | 50      | 1.0 and later   | The key sets the time interval of recording delay in msec after disarming the camera  |

## Monitoring PSIM

| Registry section   | String parameter        | Available values | Default | Product version | Description   |
|--|-------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | SleepAfterRecStop       | integer in msec  | 50      | 1.0 and later   | <p>If the continuous recording mode is enabled, the key sets the time interval of recording delay by camera in msec after it stops.</p> <p>If the camera is armed, the key sets the time interval of camera arming delay in msec after it stops.</p>  |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring)   | KeepVideoDataInBase     | > 0              | 0       | 1.0 and later   | <p>If the parameter isn't created or equals 0, the video data isn't stored in the Monitoring database (MonitorSSTV or ServerSSTV).</p> <p>If the parameter &gt; 0, its value equals the number of days the video data should be stored in the Monitoring database. When this period is exceeded, the video data is deleted from the database.</p> |
| <b>Restricting the Operator's access to the camera's functional menu and its options</b>   |                         |                  |         |                 |   |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_DISABLE_OPTION     | 0, 1             | 0       | 1.0 and later   | <p>The key hides the camera's menu.</p> <p>0 - The menu is displayed.</p> <p>1 - The menu is hidden.</p>  |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_ARM_DISABLE_OPTION | 0, 1             | 0       | 1.0 and later   | <p>The key hides the Arm menu option.</p> <p>0 - The Arm menu option is displayed.</p> <p>1 - The Arm menu option is hidden.</p>  |

## Monitoring PSIM

| Registry section   | String parameter               | Available values | Default | Product version | Description   |
|--|--------------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_REC_DISABLE_OPTION        | 0, 1             | 0       | 1.0 and later   | The key hides the Start recording menu option.<br><br>0 - The Start recording menu option is displayed.<br><br>1 - The Start recording menu option is hidden. |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_CAMS_DISABLE_OPTION       | 0, 1             | 0       | 1.0 and later   | The key hides the Camera menu option.<br><br>0 - The Camera menu option is displayed.<br><br>1 - The Camera menu option is hidden.                            |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_TITLES_DISABLE_OPTION     | 0, 1             | 0       | 1.0 and later   | The key hides the Show titles menu option.<br><br>0 - The Show titles menu option is displayed.<br><br>1 - The Show titles menu option is hidden.             |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_DISABLE_OPTION | 0, 1             | 0       | 1.0 and later   | The key hides the Processing menu option.<br><br>0 - The Processing menu option is displayed.<br><br>1 - The Processing menu option is hidden.                |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_EXPORT_DISABLE_OPTION     | 0, 1             | 0       | 1.0 and later   | The key hides the Export menu option.<br><br>0 - The Export menu option is displayed.<br><br>1 - The Export menu option is hidden.                            |

## Monitoring PSIM

| Registry section   | String parameter                           | Available values | Default | Product version | Description   |
|--|--|------------------|---------|-----------------|---|
| <b>Restricting the Operator's access to the Processing menu within the camera's functional menu</b>  |  |                  |         |                 |   |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_DEINTERLACE_DISABLE_OPTION | 0, 1             | 0       | 1.0 and later   | The key hides the Deinterlacing menu option.<br>0 - The Deinterlacing menu option is displayed.<br>1 - The Deinterlacing menu option is hidden. |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_ZOOM_DISABLE_OPTION        | 0, 1             | 0       | 1.0 and later   | The key hides the Zoom-in menu option.<br>0 - The Zoom-in menu option is displayed.<br>1 - The Zoom-in menu option is hidden.                   |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_CONTRAST_DISABLE_OPTION    | 0, 1             | 0       | 1.0 and later   | The key hides the Contrast menu option.<br>0 - The Contrast menu option is displayed.<br>1 - The Contrast menu option is hidden.                |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_MASK_DISABLE_OPTION        | 0, 1             | 0       | 1.0 and later   | The key hides the Detector mask menu option.<br>0 - The Detector mask menu option is displayed.<br>1 - The Detector mask menu option is hidden. |

## Monitoring PSIM

| Registry section   | String parameter                         | Available values | Default | Product version | Description   |
|--|--|------------------|---------|-----------------|---|
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | MENU_PROCESSING_SHARPNESS_DISABLE_OPTION | 0, 1             | 0       | 1.0 and later   | The key hides the Sharpen menu option.<br><br>0 - The Sharpen menu option is displayed.<br>1 - The Sharpen menu option is hidden. |
| <b>Restricting the Operator's access to the CamMonitor component buttons</b>   |  |                  |         |                 |   |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | BUTTON_ARCH_DISABLE_OPTION               | 0, 1             | 0       | 1.0 and later   | The key hides the Archive button.<br><br>0 - The Archive button is displayed.<br>1 - The Archive button is hidden.                |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | BUTTON_TIME_DISABLE_OPTION               | 0, 1             | 0       | 1.0 and later   | The key hides the time.<br><br>0 - The time is displayed.<br>1 - The time is hidden.  |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | BUTTON_NAME_DISABLE_OPTION               | 0, 1             | 0       | 1.0 and later   | The key hides the camera name.<br><br>0 - The camera name is displayed.<br>1 - The camera name is hidden.                         |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | BUTTON_MENU_DISABLE_OPTION               | 0, 1             | 0       | 1.0 and later   | The key hides the Menu button.<br><br>0 - The Menu button is displayed.<br>1 - The Menu button is hidden.                         |

## Monitoring PSIM

| Registry section   | String parameter        | Available values | Default | Product version | Description  |
|--|-------------------------|------------------|---------|-----------------|--|
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | PANEL_DISABLE_OPTION    | 0, 1             | 0       | 2.0 and later   | The key hides the toolbar that also contains the FPS, frame size, and stream resolution:<br><br>0—the toolbar is displayed<br><br>1—the toolbar is hidden  |
| <b>Restricting the Operator's access to the CamMonitor control via the keyboard and mouse</b>  |                         |                  |         |                 |  |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | KEYS_DISABLE_OPTION     | 0, 1             | 0       | 1.0 and later   | The key disables the control over the CamMonitor component using the hotkeys available for Video Monitor (see <a href="#">Video surveillance monitor</a> ).<br><br>0 - The control over the CamMonitor component using the hotkeys is enabled.<br><br>1 - The control over the CamMonitor component using the hotkeys is disabled. |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | TELEMETRY_ENABLE_OPTION | 0, 1             | 0       | 1.0 and later   | The key enables the Telemetry control using the CamMonitor component (see <a href="#">Telemetry control</a> ).<br><br>0 - The Telemetry control using the CamMonitor component is disabled<br><br>1 - The Telemetry control using the CamMonitor component is enabled.   |

## Monitoring PSIM

| Registry section   | String parameter           | Available values | Default | Product version | Description   |
|--|----------------------------|------------------|---------|-----------------|---|
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | ARCH_DELETE_ENABLE_OPTION  | 0, 1             | 0       | 1.0 and later   | The key activates the Delete menu item which is used to remove the recordings from the archive (see <a href="#">Delete videos from archive</a> ).<br><br>0 - The <b>Delete</b> item is hidden.<br><br>1 - The <b>Delete</b> item is displayed.  |
| <b>x32:</b> HKEY_LOCAL_MACHINE\SOFTWARE\BitSoft\VHOST\CamMonitor<br><b>x64:</b> HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\BitSoft\VHOST\CamMonitor | ARCH_PROTECT_ENABLE_OPTION | 0, 1             | 0       | 1.0 and later   | The key activates the Protect menu item which is used to protect the archive recordings from rewriting (see <a href="#">Protection of separate record and disable of protection</a> ).<br><br>0 - The <b>Protect</b> item is hidden.<br><br>1 - The <b>Protect</b> item is displayed. |

## Monitoring PSIM

| Registry section  | String parameter              | Available values | Default | Product version | Description  |
|---|-------------------------------|------------------|---------|-----------------|--|
| <p><b>x32:</b> (x32-Monitoring)</p> <p><b>x64:</b> (x64-Monitoring)</p> | RequestFullStatisticOnStartup | 0, 1             | 0       | 1.0 and later   | <p>By default, the <i>Central Server Of Control</i> requests a complete package of statistics from all <i>Servers Of Control</i> only once, when it first connects to the <i>Servers Of Control</i>.</p> <p>The key activates the request on the <i>Central Server Of Control</i> for a complete statistics package from all <i>Servers Of Control</i> every time the <i>CentralNetServer.exe</i> communication module is launched.</p> <p>0 - disabled.</p> <p>1 - a complete statistics package will be requested from all <i>Servers Of Control</i> each time the <i>CentralNetServer.exe</i> communication module is launched.</p> <p><i>Attention!</i><br/>Requesting a complete statistics package is a resource-intensive operation. It is only necessary to activate this key if absolutely necessary.</p> |

## Monitoring PSIM

| Registry section  | String parameter  | Available values | Default | Product version | Description  |
|---|---|------------------|---------|-----------------|--|
| <p><b>x32:</b> (x32-Monitoring)</p> <p><b>x64:</b> (x64-Monitoring)</p> | <p>RequestFullStatistic[N]</p> <p><i>Note. [N] is the internal identifier of the Server Of Control object in Axxon PSIM</i></p> | 0, 1             | 0       | 1.0 and later   | <p>By default, the <i>Central Server Of Control</i> requests a complete package of statistics from all <i>Servers Of Control</i> only once, when it first connects to the <i>Servers Of Control</i>.</p> <p>The key activates the request for a complete statistics package from a specific <i>Server Of Control</i> once. The request will be executed when the <i>CentralNetServer.exe</i> communication module is launched, and the value of this key will automatically change to <b>0</b>.</p> <p>0 - disabled.</p> <p>1 - a complete statistics package from a specific <i>Server Of Control</i> will be requested once when the <i>CentralNetServer.exe</i> communication module is launched.</p> <p><i>Attention!</i><br/> <i>Requesting a complete statistics package is a resource-intensive operation. It is only necessary to activate this key if absolutely necessary.</i></p> |

## Monitoring PSIM

| Registry section   | String parameter | Available values | Default   | Product version | Description  |
|--|------------------|------------------|---|-----------------|--|
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | FtpPath          | Text             | <Axxon PSIM installation directory>\Vhost\DATA\FTP\                                   | 1.0 and later   | Sets the path to the FTP directory on the <i>Server Of Control</i> for working with the <i>Central Server Of Control</i> . |
| <b>x32:</b> (x32-Monitoring)<br><b>x64:</b> (x64-Monitoring) | ExportPath       | Text             | DISK:\Export\<br>, where DISK is the drive on which the operating system is installed | NA              | Sets the path to the export directory on the <i>Server Of Control</i>  |

[TABLE OF CONTENTS](#)