



CathexisVision Map Editor Setup Manual

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While Cathexis has made every effort to ensure the accuracy of this document, there is no guarantee of accuracy, neither explicit nor implied. Specifications are subject to change without notice.

1. Introduction

This manual details how to create maps for use in CathexisVision. Maps are created in the Map Editor and then uploaded to CathexisVision from within the map tab. The Map Editor is automatically installed with the CathexisVision software suite.

A NOTE ON CAMERA CHANNELS

The CathexisVision software packages have **limits on camera channels**. A multi-head camera is physically a single device (camera) but it **requires a camera channel for each one of the internal cameras**. The same applies to an encoder: a 16-channel encoder will account for 16 camera channels on the CathexisVision software, even though it is a single device.

1.1 Important Information

Please take note of the following information, which is important to the operation of the Map Editor and the maps in CathexisVision.

- Maps can only be created on a Windows PC.
- The Map Editor installs with the CathexisVision software suite. The shortcut can be found in **Start / All Programs / CathexisVision / Map Editor**.
- Maps must be created on a unit which is currently connected or has previously connected, to the site that is to be mapped.
- **Images and saved .map files must reside in the same folder, but *not* in the work folder of the CathexisVision installation.**
- **The user may add custom icons to a map, but custom icons used in maps must *not* be saved to the icons folder of the CathexisVision installation.**
- Object names, such as camera names, which contain a # symbol will not be displayed correctly on maps. For example, a camera named 'Cathexis #Main Entrance', will only be displayed as 'Cathexis'.
- When inserting graphics, supported formats are **JPEG, PNG, and Bitmap (BMP)**.
- When adding a background image, a low-resolution version of the image is used in the Map Editor software. When the map is uploaded to CathexisVision, the full resolution image is used.

1.2 Tips for Creating a Map


- Anticipate how operators will use the maps, and arrange objects on different layers for ease of use (operators are able to hide and show layers, and change the transparency of layers).
- A drawn polygon is a much smaller file size than an imported image.
- Make dome presets and fixed camera fields of view translucent (semi-transparent), so that operators can see the map detail beneath.
- When saving maps, map names must be 30 characters or less.
- Using special characters in map names will cause actions, such as **Connect to Site** and **Hyperlinks**, to function incorrectly. Only use spaces or underscores if special characters are required.

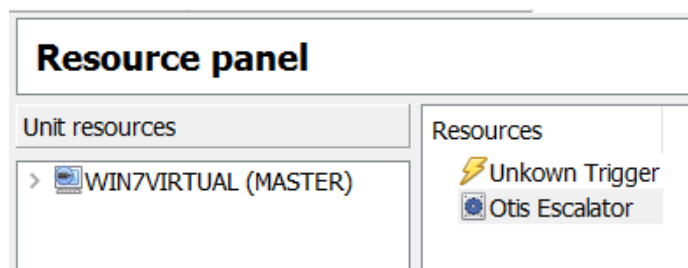
2. Preparing Map Editor

This section describes how to add resources so that they are accessible in Map Editor, how to open Map Editor for normal use, and how to open Map Editor for use with an alarm gateway that maintains a central Site List.

2.1 Adding Site Resources in CathesisVision

In order to load site resources in Map Editor, the user must first make those resources available in CathesisVision.

1. Open CathesisVision and navigate to Setup tab / Resources panel  for the site for which a map is being created.
2. Drag the resources to be mapped into the Resources column on the right.



2.2 Opening Map Editor

2.2.1 Opening Map Editor and Connecting to Site

1. Navigate to **Start / All Programs / CathesisVision / Map Editor**.
2. There will be a prompt to enter the user's CathesisVision site login credentials.

Tip: For ease of use, create a desktop shortcut to the Map Editor.

2.2.2 Connecting Map Editor for a Gateway

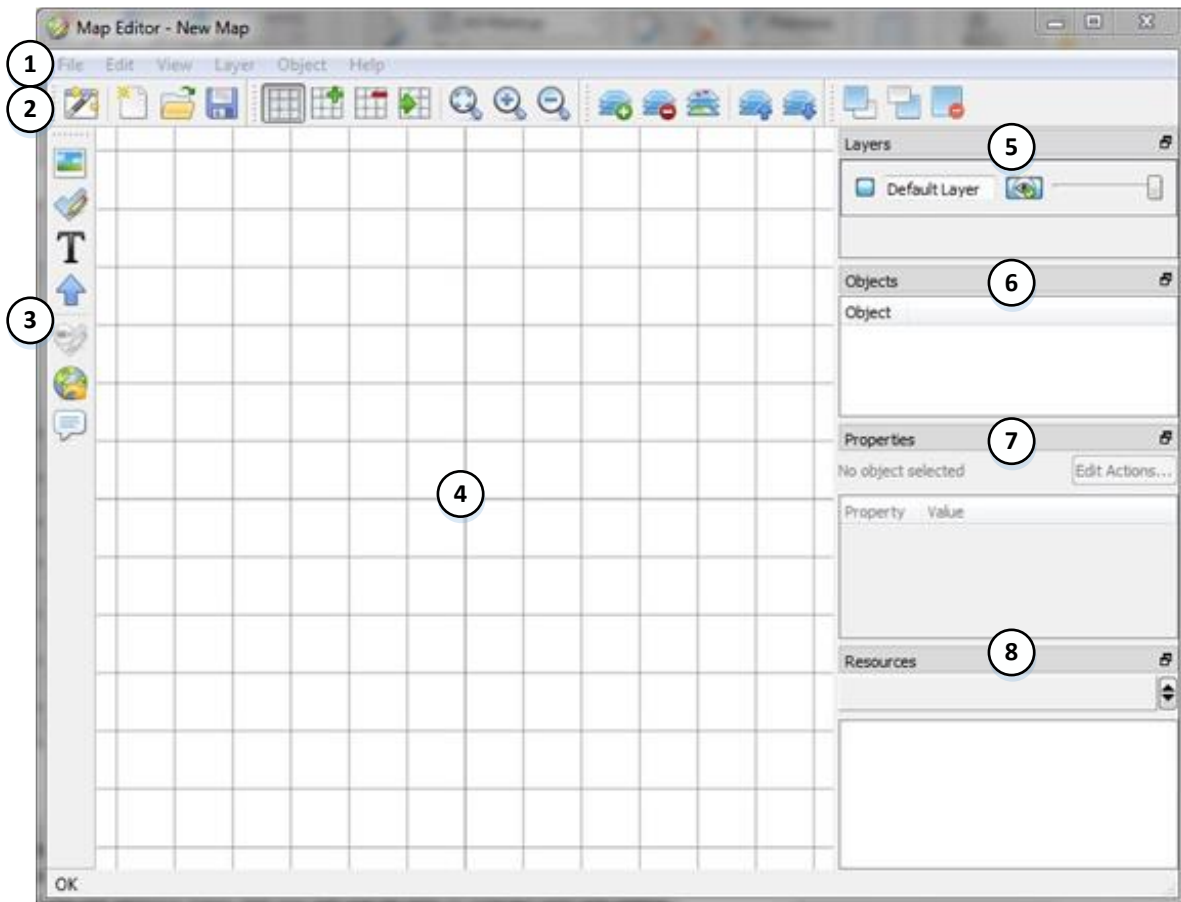
1. Create a Map Editor shortcut on the Desktop.
2. Right-click the Map Editor shortcut. Click **Properties**.
3. Append the target line with **sql_sitelist XXX.XXX.XXX**

Here, X is the IP address of the gateway unit. **Note:** Make sure to leave a space after the target's inverted commas. For example, "... cat_mapeditor.exe"[space]**sql_sitelist XXX.XXX.XXX**

4. Click **OK**.

3. Map Editor Interface

The table and graphic below identify the various elements of the Map Editor interface. All of these elements will be dealt with individually.

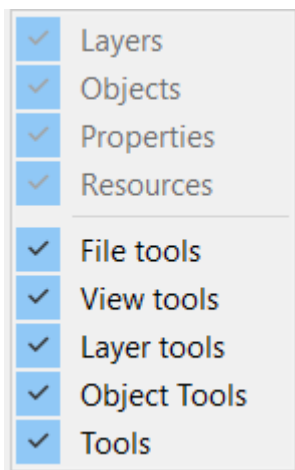


- | | |
|--|--|
| <p>1 Menu Bar
Click through for map options.</p> | <p>2 Tool Bar
Quick access map tools.</p> |
| <p>3 Objects Tool Bar
Quick access object tools.</p> | <p>4 Map Area
Viewable area of the map. Objects outside the white area will not be visible in the maps in CathesisVision.</p> |
| <p>5 Layers List
All map layers appear here.</p> | <p>6 Objects List
The list of objects in the map, according to selected layer.</p> |
| <p>7 Properties Panel
The properties of a selected object will appear here.</p> | <p>8 Site Resources List
Visible site resources will appear here.</p> |

3.1 Customising the Interface

The user may customise which parts of the interface are visible, and where these panels are positioned.

3.1.1 Right-click Menu



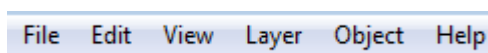
Right-clicking the grey areas in the Map Editor window will bring up this menu. This allows the user to customise which aspects of the interface are shown.

3.1.2 Reposition Panels

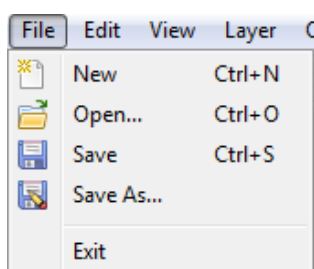
To reposition the panels, simply left-click and hold the dotted line separating each toolbar, then drag the toolbar to reposition.

To **undock/re-dock** the panels, double-click on the top of their frames. The user can also left-click and hold the top of the frames, then drag the panel to reposition.

3.2 Menu Bar



3.2.1 File



New will create a new, blank map.

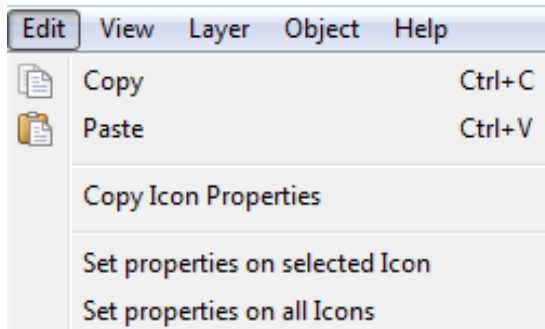
Open... will open a saved map.

Save will save the current map.

Save As... will allow the user to save the current map in a different location.

Exit will close Map Editor.

3.2.2 Edit



Copy will copy a selected element of the map.

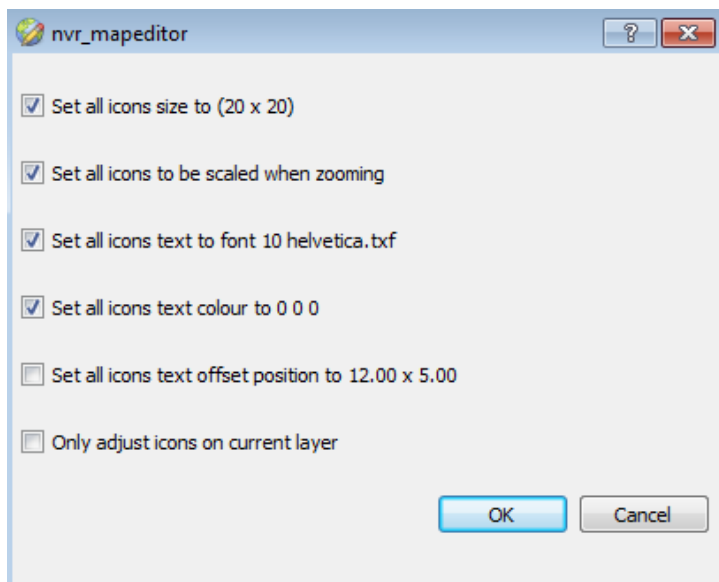
Paste will past a copied element.

Copy Icon Properties will copy the properties of a selected element for pasting onto a new element.

Set properties on selected Icon will bring up the window below to set the properties for the selected icon.

Set properties on all Icons will bring up the window below to set properties for all icons in the map.

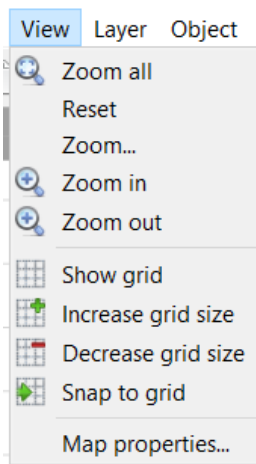
3.2.2.1 Set Properties on Selected/All Icons



The **Set properties on selected Icon** and **Set properties on all Icons** options in the Edit menu will bring up the same window.

The user may set these properties for selected/all icons.

3.2.3 View



Zoom all will zoom the map to fit all the icons to screen.

Reset will reset the map to its original zoom.

Zoom... will let the user manually define the zoom percentage.

Zoom in will zoom in on the map.

Zoom out will zoom out on the map.

Show grid will toggle the grid lines on or off.

Increase grid size will increase the size of the grid. The icons remain the same.

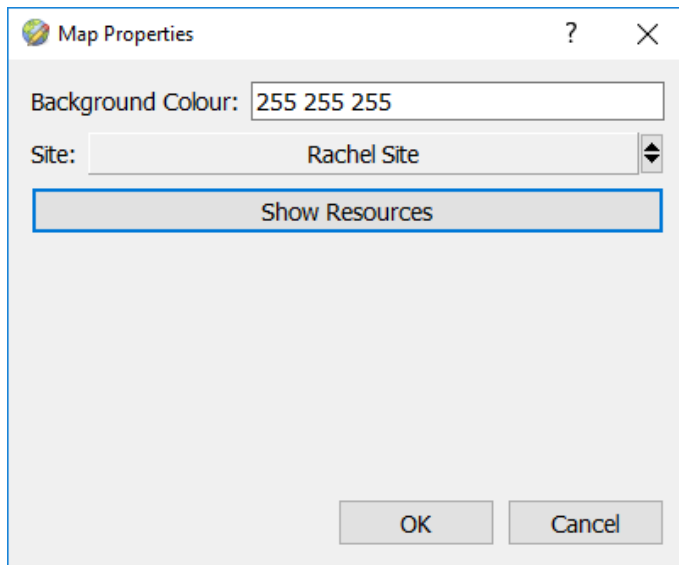
Decrease grid size will decrease the size of the grid. The icons remain the same.

Snap to grid will lock the object's movement along the gridlines.

Map properties... will bring up the Map Properties window below.

3.2.3.1 Map Properties

Clicking on **Map properties...** from the **View menu** in the **Menu Bar** will bring up the following window:



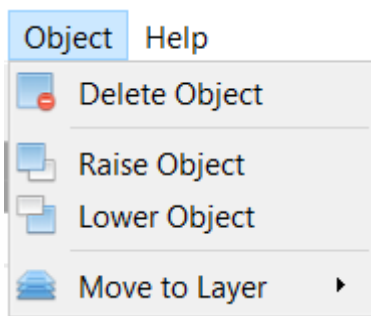
Set the **background colour** behind the map – the default is white.

Select the desired site from the site list drop-down.

Click **Show Resources** to view all resources connected to the selected site.

Click **Ok** to save, and **Cancel** to exit.

3.2.4 Object



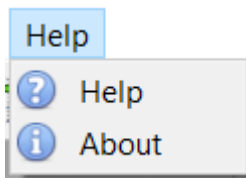
Delete Object will delete a selected object.

Raise Object will bring a selected object forward (only when objects in the same layer overlap).

Lower Object will send a selected object back (only when objects in the same layer overlap).

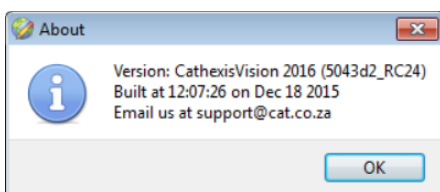
Move to Layer will allow the user to move a selected object to a different layer.

3.2.5 Help






















Help will open a Help file to guide the user through the Map Editor software.

About will tell the user about the software the is running.



3.3 Tool Bar



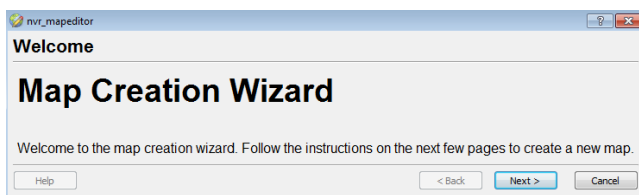
	New map wizard...	This will open the Map Creation Wizard . See below.
	New map	This will open a new, blank map. Clicking this while editing a map will open up a prompt to save any changes to the current map.
	Open...	Open saved maps.
	Save	Save your map. Note: <ol style="list-style-type: none"> 1. Map names must be 30 characters or less. 2. Images and saved .map files must reside in the same folder, but <i>not</i> in CathesisVision\work. 3. Custom icons must <i>not</i> reside in CathesisVision\icons.
	Toggle grid	View/hide grid lines.
	Increase grid size	Increase the size of the grid. The icons remain the same size.
	Decrease grid size	Decrease the size of the grid. The icons remain the same size.
	Snap to grid	This will lock the object's movement along the gridlines.
	Zoom all	This will zoom to fit all the map icons.
	Zoom in	This will zoom in on the map without fitting the map icons.
	Zoom out	This will zoom out on the map.
	Add layer	Click to add a layer.
	Delete layer	Click to delete a layer.
	Show all layers	If you have hidden layers, this will show all layers again. Hide layers is done in the Layers List , explained below.
	Move layer up	This will move the selected layer up. This move is visualized in the Layers List, explained below.
	Move layer down	This will move the selected layer down. This move is visualized in the Layers List, explained below.
	Raise object	If there are overlapping objects, this will bring the selected object forward. This can only be done between objects on the same layer.
	Lower object	If there are overlapping objects, this will send the selected object to the back. This can only be done between objects on the same layer.
	Delete object	This will delete the selected object.

3.3.1 New Map Wizard

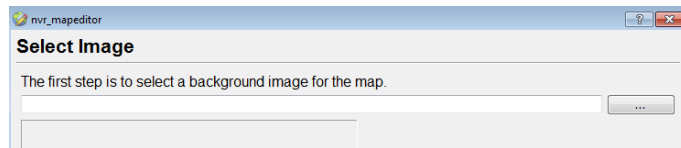
The Map Wizard is an optional step. The same outcome may be achieved by using the **Tool Bar** and **Objects Tool Bar** icons.

The Wizard guides the user through the process of importing a background image, scaling it to size, and saving the **.map** file to a location. The Wizard's outcome is a background layer with an appropriately-sized image, and a Resources layer that is ready to be manually populated with resources. To create a new map using the Wizard, follow the steps below.

1.  Click on this icon to bring up the Map Creation Wizard window shown below. Click **Next**.



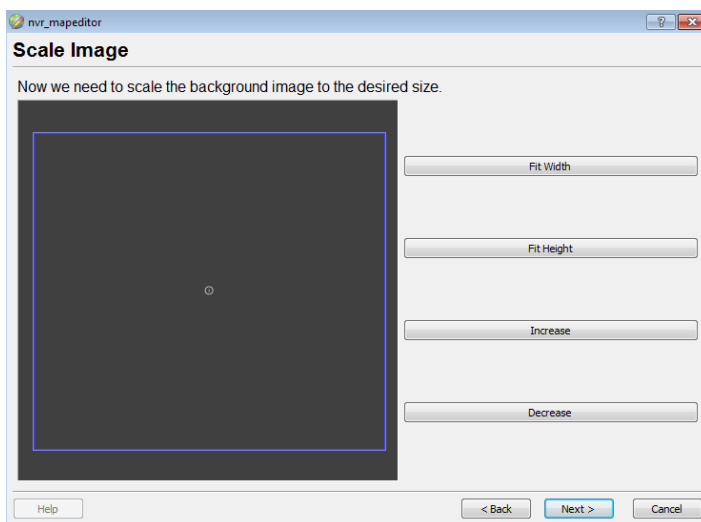
2. Select the background image.



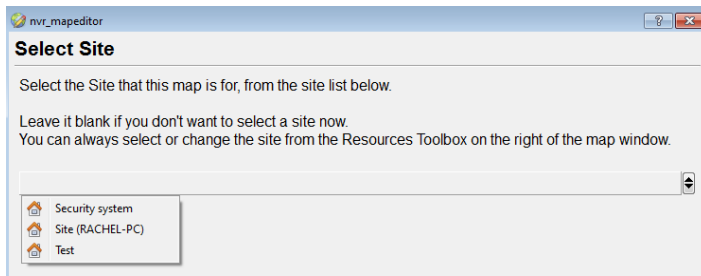
Tip: Select an aerial photograph of the site so that the user can map on top of it.

Note: A low-resolution version of the image is used in the Map Editor software. When the map is uploaded to CathesisVision, the full resolution image is used.

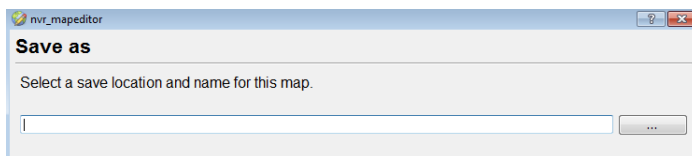
3. Scale the background.



4. Select the relevant site from the drop-down menu.



5. Name and save the map to the desired location.



3.4 Objects Tool Bar

	Add a bitmap...	Load a background image on which to build the map. The New Map Wizard may also be used. Note: <ol style="list-style-type: none"> 1. The image should be full color, 24 bit / 32 bit, 16.7 million colours (NOT 8 bit .bmps). 2. Maximum map image size must be 1024x1024 (maximum of 800x800 is recommended). 3. The images and saved .map files must reside in the same folder, but <i>not</i> in CathesisVision\work. 4. Custom icons must <i>not</i> reside in CathesisVision\icons. 5. A low-resolution version of the image is used in the Map Editor software. When the map is uploaded to CathesisVision, the full resolution image is used.
	Add a polygon	Add a shape with 3 or more sides to the site map.
	Add text	Add text to the site map.
	Add an arrow	Add an arrow to the site map.
	Add a preset zone.	Add a preset zone for the PTZ or fixed camera. Select the camera object and then click the Add preset zone icon.
	Add a layout	If there is a previously saved layout, it may be added to the map.
	Add a hyperlink	Add a hyperlink to the site map.
	Add a comment	Add a comment to the site map.

3.5 Map Area


The white, grid-lined area of the Map Editor represents the viewable area in the maps tab of CathesisVision. Objects which are placed outside of this area will not appear in the map in CathesisVision. If objects have actions assigned to them, they will still perform them, but the user will not be able to interact with the object.

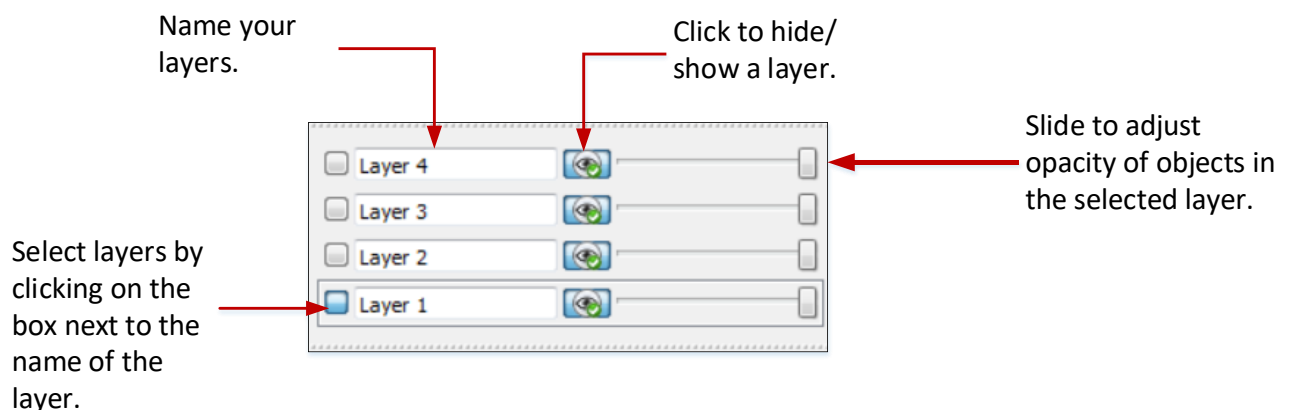
3.5.1 Manipulating the Map Area

Move the map	Left-click on white map space and drag to the desired location.
Zoom in	Scroll up using the scroll wheel on the mouse.
Zoom out	Scroll down using the scroll wheel on the mouse.
Move an object	Left-click and drag an object to where desired.
Rotate an object	Right-click and hold an object, then drag the mouse; left for anti-clockwise and right for clockwise.
Increase object size	Middle-click and hold an object, then drag the mouse down.
Decrease object size	Middle-click and hold an object, then drag the mouse up.

3.6 Layers List

Creating multiple layers is useful to separate resources (such as cameras, background images, IOs, integration devices etc), to make the setup easier and the map simpler to navigate.

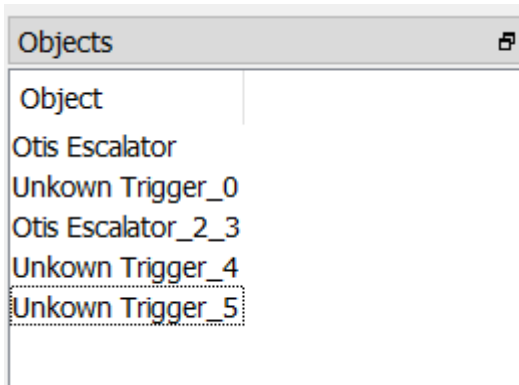
After layers have been created using either the **Add Layer** icon  or via **Menu Bar / Layer / Add Layer**, they will appear in the Layers list to the right of the map area.



Note: the user may only interact with objects on a selected layer. In other words, if the user wants to resize an icon on Layer 2, Layer 2 needs to be selected from the Layers List.

3.7 Objects List

The objects list shows a list of all the objects added to a particular layer.

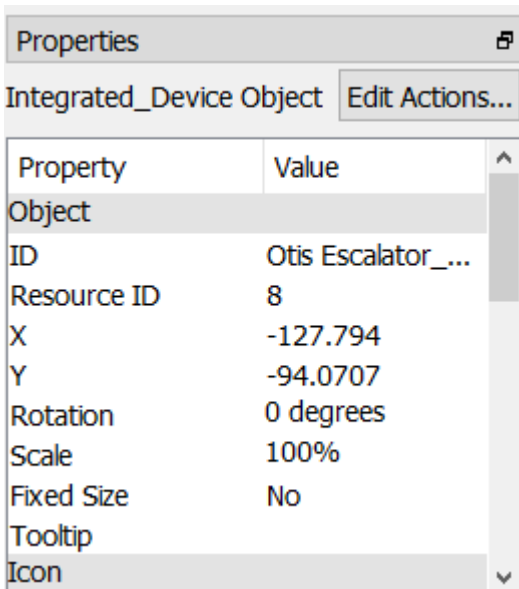


Note:

1. Objects are shown according to layers. To show the objects list of a certain layer, the user must have that layer currently selected in the **Layers List**.
2. If the user selects an object from the list, it will be selected on the map and its properties will be displayed in the **Properties** panel.

3.8 Objects Properties Panel

The Properties Panel displays the properties of the object selected in the Objects List or on the map itself. A description of each property is provided below this graphic.



Clicking **Edit Actions** will allow the user to set actions on the selected object. Please see the next section for more information on this.

All of the object property values can be manually defined by double-clicking on the value of the property to be changed.

3.8.1 Object Property Box Columns

The Object Property Box is separated into three major sections; Object, Icon and Label. These are highlighted in grey in the Map Editor. To view the properties of a map object, select it either on the map or in the Objects List.

Polygon and bitmap objects have slightly different property options than other map icons. The properties common to all objects will be explained in the table below, and the extra properties will be defined thereafter.

3.8.1.1 General Properties

Property	Value
Object	
ID	The name of the object. Changing the ID will change the name of the object in the Objects List.
Resource ID	The ID which the software assigns the resource internally. It is not recommended to change this.
X	The co-ordinates of the object along the X axis.
Y	The co-ordinates of the object along the Y axis.
Rotation	Rotate the object by filling in the degree.
Scale	Increase/decrease the size of the object by a percentage.
Fixed Size	Double-click to change to Yes/No.
Tooltip	Type a description or instruction that operators will see when they mouse-over the object in the maps tab of CathesisVision.

Icon	
Image	Path and filename. Double-click for a browse dialogue.
Width	In units that equate approximately to pixels.
Height	In units that equate approximately to pixels.
Colour Tint	Double-click to bring up a colour chart, which will tint the image.
Opacity	Set the opacity of the object (0% is transparent).

Label	
Text	The text associated with the object as it appears on the map – this is not the same as ID. Changing this will not change the name of the object, only the text on the map.
Font	Double-click to browse for font styles.
Font Size	Set the font size.
X	The co-ordinates of the text along the X axis.
Y	The co-ordinates of the text along the Y axis.
Rotation	Rotate the text by filling in the degree.
Colour	Double-click to bring up a colour chart.
Opacity	Set the opacity of the text (0% is transparent).

3.8.1.2 Bitmap/Imported Image Properties

The following extra options will appear in the Object Properties Box when the user has a bitmap or imported image selected on the map.

Auto scale	Double-click to change to Yes/No. The software will automatically resize the image to fit within the viewing area of the map.
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3.8.1.3 Polygon Properties

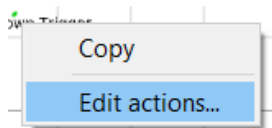
The following extra options will appear in the Object Properties Box when you have a polygon selected on the map.

Line Weight	The thickness of the peripheral line in pixels. Insert a value to decrease/increase thickness. The default is 1.
Line Colour	Double-click to bring up a colour chart and change the colour of the line.
Line Opacity	Change the opacity of the line. 0% is transparent, 100% is opaque.
Background	
Image	Double-click to bring up a browse dialogue. Select the image you want to fill the polygon with.
Horizontal Repeats	Number of times to repeat the image horizontally within the polygon.
Vertical Repeats	Number of times to repeat the image horizontally within the polygon.
Auto Hide	
Enable Auto Hide	Double click to enable/disable. Enabling this will cause the entire polygon (including a filled image) to fade when hovering the mouse over the object in the map in CathexisVision.
Fade Out Opacity	Set the opacity that the polygon will fade out to. The default is 10%. 0% is transparent, 100% is opaque.

3.8.2 Edit Actions Button

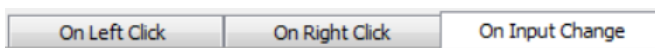
Clicking **Edit Actions** will allow the user to set actions for the right and left mouse clicks, as well as on input/output changes, and also supported integration devices. Each of the specific actions will be dealt with in detail below.

When Editing Actions on a camera, the user will be presented with On Right Click and On Left Click tab options. When Editing Actions on an input/output, the user will be presented with an extra **On Input Change** tab. When editing Actions on a supported integration device, the user will also be presented with the **On State Change** and **On Event** tabs.

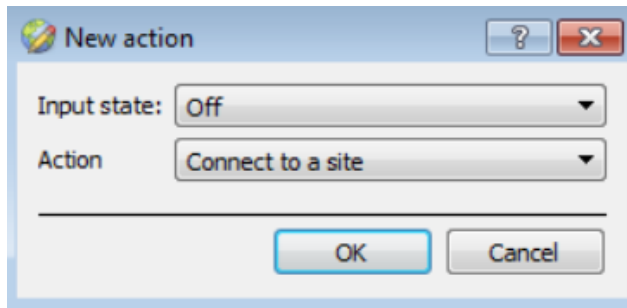


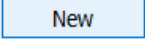
Note: The user may also open the Edit Actions Window by right-clicking on the map object and selecting **Edit actions**.

3.8.2.1 Edit Actions for Input/Output



This section will deal only with the **On Input Change** tab, as the left/right-click tab options for an input/output are exactly the same as when editing actions for a camera.

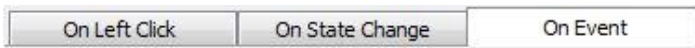


 Clicking **New** in the **On Input Change** tab will bring up this window.

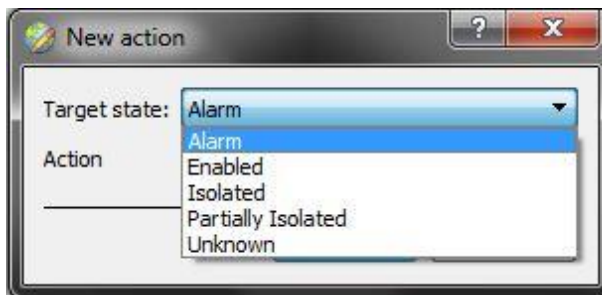
The user can set an action to be triggered when **the input state** changes to either **On** or **Off**.


Please see below for action options.

3.8.2.2 Edit Actions for Integration Devices



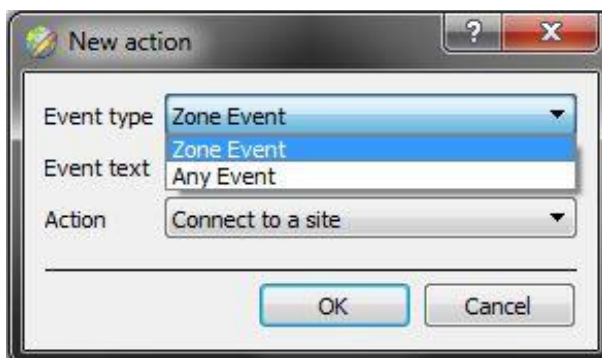
This section will deal only with the **On State Change** and **On Event** tabs, as the left-click tab options for an integration device is exactly the same as when editing actions for a camera.




 Clicking **New** in the **On State Change** tab, will bring up this window. The states listed will depend on the states available for the integration device object.

The user can set an action to be triggered when **the integration device's object state** changes to the **Target state** selected.

Please see below for action options.

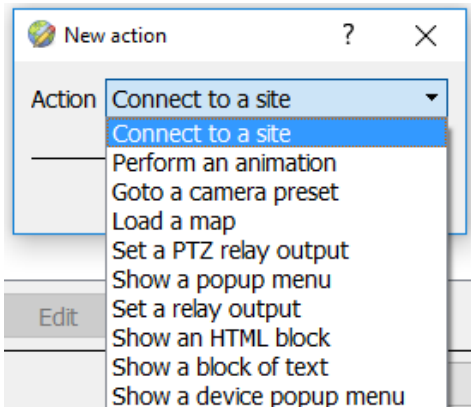


 Clicking **New** in the **On Event** tab, will bring up this window. The event types listed will depend on the events generated by the integration device object.

The user can set an action to be triggered when **the integration device's object event** is generated.

Please see below for action options.

3.8.2.3 Action Options

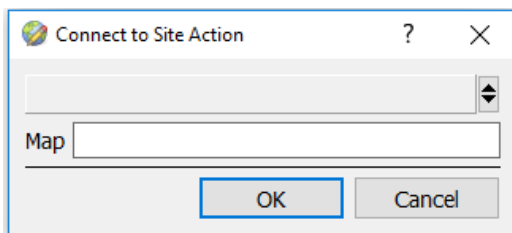


1. In any of the tabs, click **New** to set a new action.
2. In the **New action** window, select an option from the drop-down menu.
3. Select **Ok** to add it to the list of actions.
4. Select **Ok** once you have defined all actions.

Note: The action options are the same for all tabs and the **On Event** tab will also include the **Show a device event notification** action.

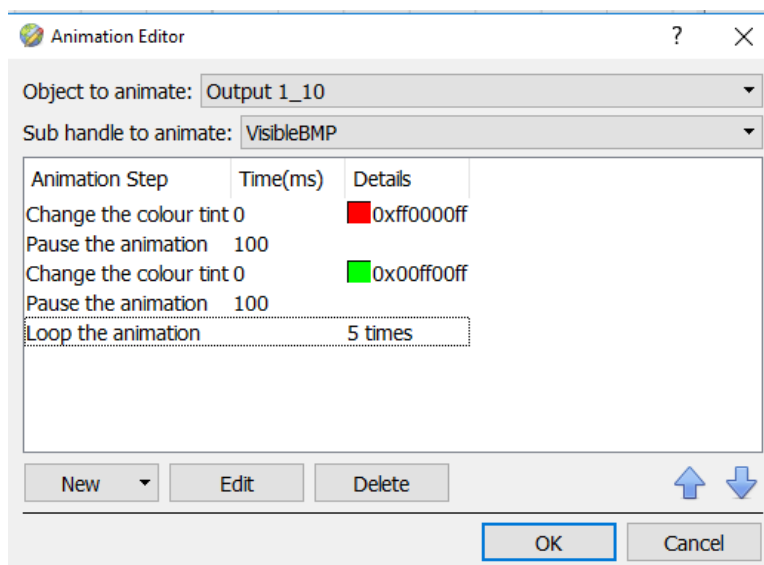
3.8.2.4 Connect to a Site

Selecting this option means that you be connected to a predefined site when an action is triggered. If the user has selected connect to a site, the user will be asked to select the relevant site from the drop-down menu as well as the file name of the map to connect to.



3.8.2.5 Perform an Animation

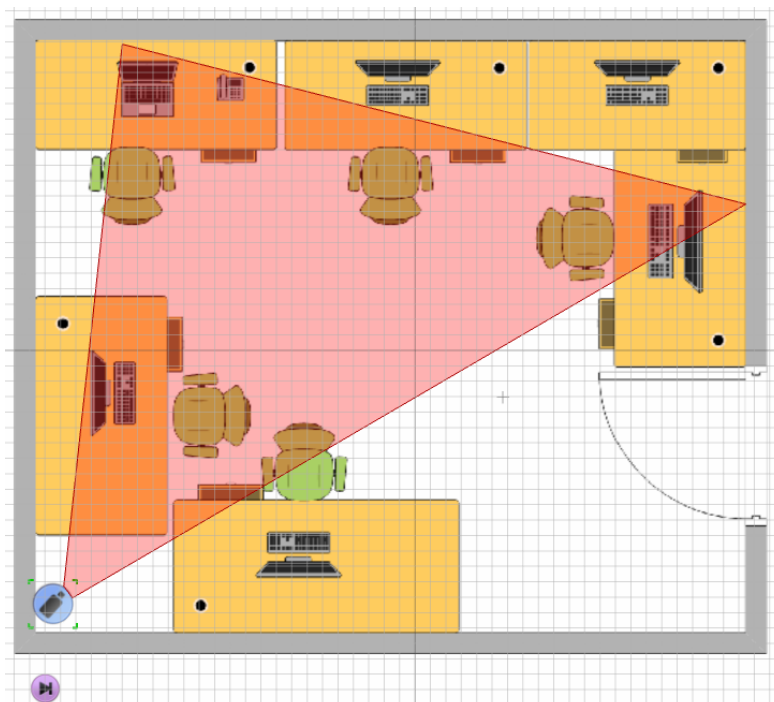
Animations are created on a step-by-step basis. In the example below, the icon of the object will turn red, pause for 100ms, then turn green and pause for another 100ms. This will then loop 5 times.



Object to animate: Select the map object you are animating. The user may set an object to animate another object.
Sub handle to animate: The user can animate either the text or the image attached to the object.
Animation Step: The list of steps in this particular animation.
Time: The time each animation step should last.
Details: Gives details pertaining to a specific step in the animation. E.g., colour, numbers of times to loop, etc.
New: Click for a new animation step.
Edit: Edit an animation step.
Delete: Delete a step in the animation.
Cancel: Cancel the Animation editor.

Setting triggers to animate map objects

It is a good idea to add triggers to the map, and then set actions on those triggers to animate relevant sections of the map. For this, the user will need to make sure that video analytics have been added to the resources list in CathexisVision, to make them accessible in Map Editor. Please see the example below.



In this example, a layout was drawn in an external drawing program and loaded as the **background image**.

The **camera resource** has been dragged onto the map, and a **polygon** illustrates the camera's field of view.

The **video analytics** for this camera has been added to the white space, so as not to clutter the map.

This icon will still be visible in CathexisVision.

The user may then set an input change to trigger an animation on another object. In this case, the input change of the video analytics will trigger an animation on the polygon. To perform this kind of animation, follow the instructions below.

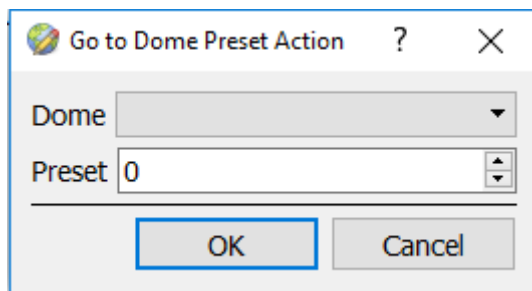
1. Select the video Analytics icon. Right-click and select **Edit Actions**, or click the **Edit Actions** button in the **Object Properties Box**.
2. Select **On Input Change** tab.

3. Click **New** to create a new animation.
4. Set **Input state** to **On**; select **Perform animation**.
5. In the Animation Editor window, select the **polygon** to be animated.
6. Create your animation step-by-step by selecting **New**.
7. Click **Ok** when done.

When the video analytics picks up motion on the camera, the polygon will animate.

3.8.2.6 Go to Camera Preset

If you have a PTZ camera as a resource on the map, the user can set one of right/left-click actions to go to a specific preset. Simply select the dome and the preset number in the window that pops up. This will display it live in the camera desktop.



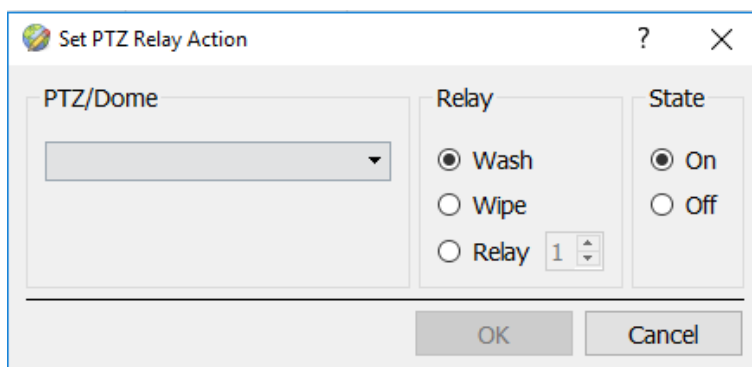
3.8.2.7 Load a Map

The user may set the right/left-click action to load a saved map. Select the file from the saved location.

Note: This will not upload a map to CathesisVision; it will only make the attached map visible when the action is triggered.

3.8.2.8 Set a PTZ Relay Action

This enables the Wash, Wipe and PTZ relay state change via the map.

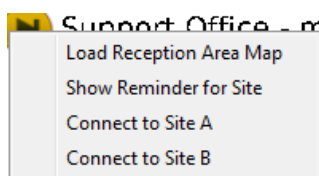


3.8.2.9 Show a Popup Menu

The Popup menu option is particularly useful. It is recommended that if multiple actions are going to be set on map objects, users must create the actions within the popup menu option, on either the right- or left-click. Without doing this, there will be no way to visually engage with multiple actions on a map object.

	<p>Select Show a popup menu from the drop-down action options. Click OK.</p> <p>In the window that opens, the user will create popup menu actions.</p>
	<p>In the Popup Menu Actions window, create actions which will be displayed in the popup menu (which can be set to appear for either right or left clicks, input/output changes, state changes or events).</p> <p>The user may create multiple popup menu actions; all actions for this popup menu will be listed here.</p> <p style="text-align: center;"> </p> <p>Use the arrows to move the actions up/down in the menu.</p> <p>Click New to create a new popup menu action.</p>
	<p>Name the menu item as it will appear in the popup menu.</p> <p>For example, if the menu item will be to load a specific map, it could be named Load Reception Map.</p> <p>Click OK to save this menu item. Click New to create as many new menu items as needed.</p>

This popup menu has been set for the right-click option. Right-clicking on the map object in CathesisVision will bring up a popup menu:

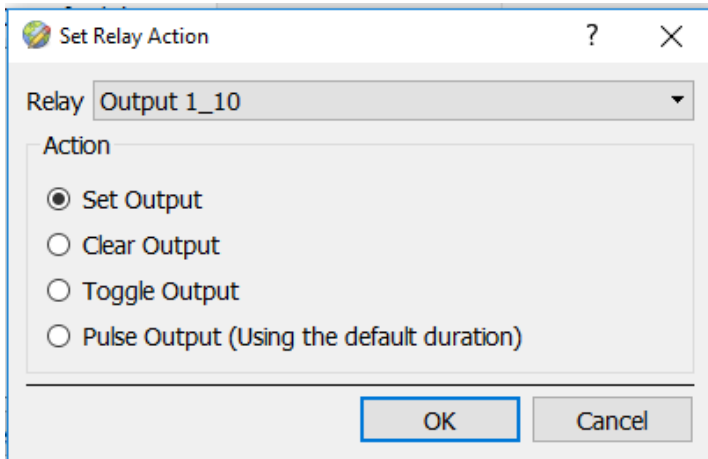


The Load Map menu item has been named **Load Reception Area Map**.

The Show a block of text menu item has been named **Show Reminder for Site**.

There are two Connect to site menu items – they have been named differently as they connect to different sites.

3.8.2.10 Set a Relay Output



3.8.2.11 Show an HTML Block

Choose an HTML file to open.

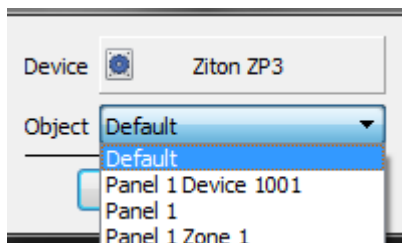
3.8.2.12 Show a Block of Text

This action will open a dialogue box where the user can type text. This box will appear in yellow when this action is selected in CathesisVision.

3.8.2.13 Show Device Popup Menu

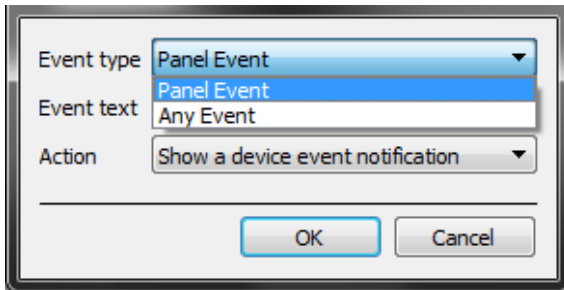
This action will allow the user to select an integration device’s object. When triggered it will pop up the right-click menu of the selected object.

Please note: Not all integration device objects have right-click menus.

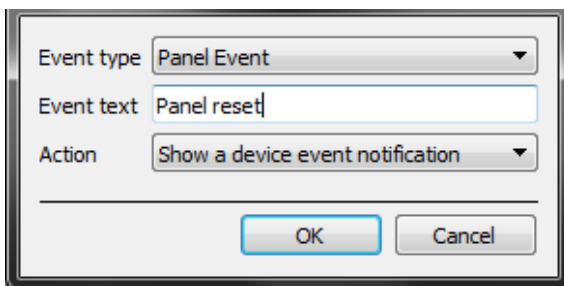


3.8.2.14 Show a Device Event Notification

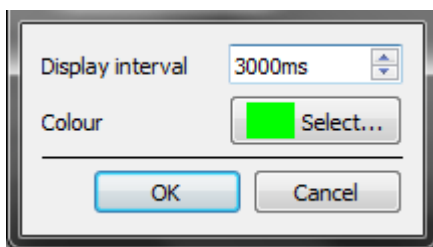
This action is available under the **On Event** tab of integration device objects and will display the device event as a popup message on the map.



The user will be able to select an **Event Type** as a trigger. Different integration devices will have different **Event Types**.



Leaving the **Event Text** blank will display all events on the map for the selected **Event Type**. In this example, only the **Panel reset** event will be displayed as a popup message on the map.

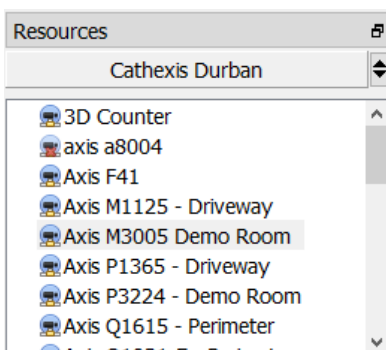


When the user clicks **OK**, the user will then be able to select how long the popup message remains on the map, and its colour. Please remember that the text is always black so use colours that will make it easy to read.

Note: New device event notifications will be displayed on top of older ones.

3.9 Site Resources List

The Site Resources List displays all resources for the selected site, which the user chooses from the drop-down menu.



Select the site from the drop-down menu.

Once a site is selected, the Resources which have been enabled in CathesisVision will appear in the list.

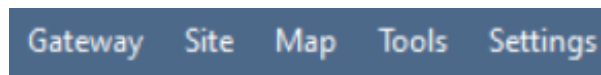
The user can drag these directly onto the map.

Note: resources for a site will only be shown if the user is currently connected to that site through CathesisVision, or if the user has previously connected to the site, in which case the Map Editor software “cached” the site’s Resource IDs.

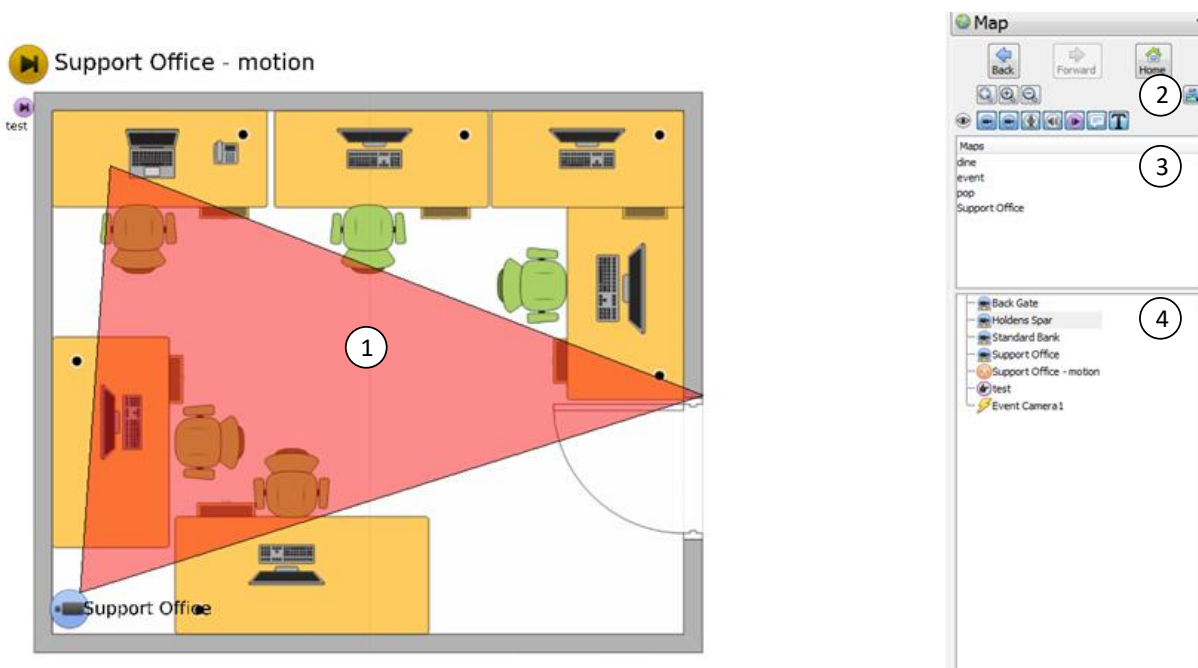
4. Uploading Maps to CathexisVision

Once the map has been created and saved, the user will need to upload the map/s for use in CathexisVision. Multiple maps can be loaded for a site.

4.1 Map Tab



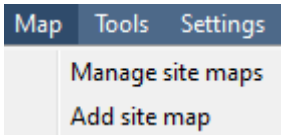
Open the map tab by opening a site / right-clicking on the site tab / Open tab / Map. Once in this tab, a Map option will appear in the menu bar.



1	The map area. Once a map has been loaded, it will appear here.	
2		Click these buttons to navigate backwards/forwards between map selections.
		If a default map has been set up (see below), clicking Home will bring up the default map. If it has not been, the user will return to the No Map screen. The user can still select a map from the maps list.
		Click to Zoom to Fit/Zoom In/Zoom Out .
		Click any of these icons to hide/show corresponding map resources.
		Click to reveal menu to hide/show layers, as well as change their transparency.
3	Maps List. The list of loaded maps will appear here.	
4	Resources List. Site resources will be listed here. Resources cannot be dragged onto the map from here, but users interact with them.	

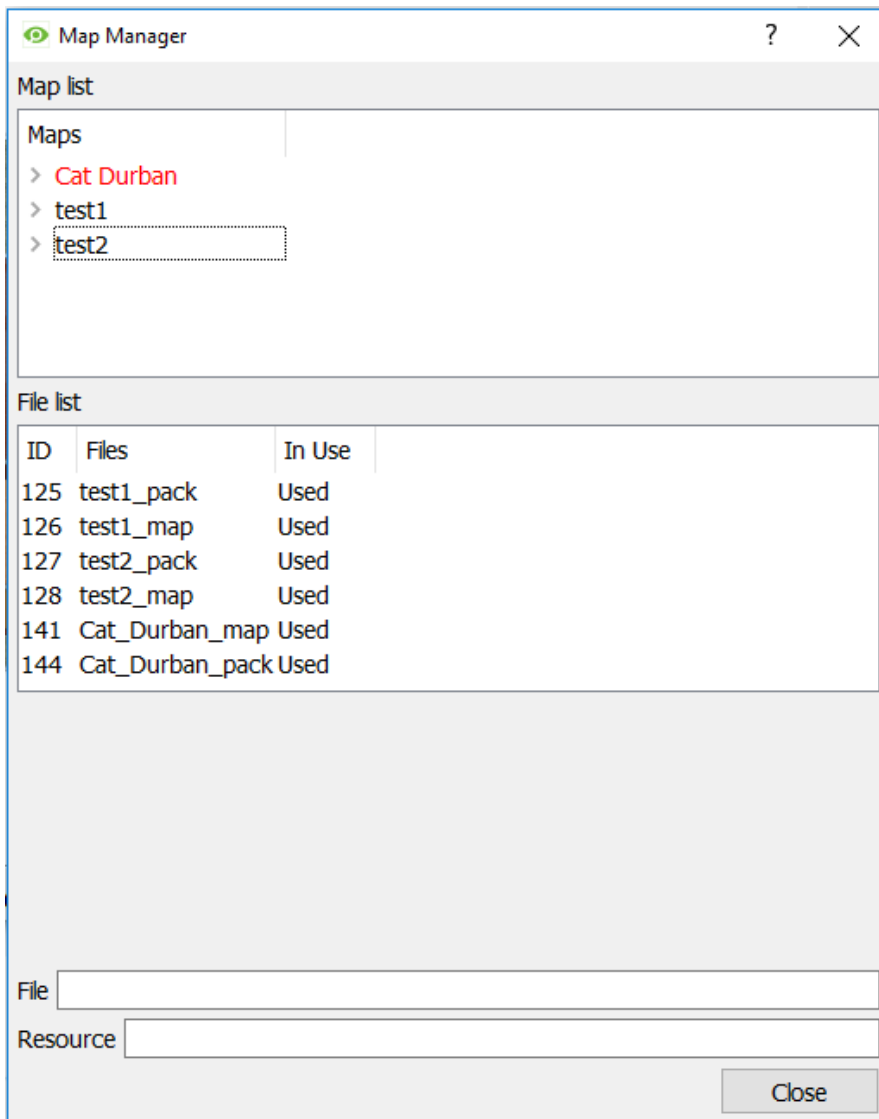
Note: Users can interact with resources on the map and in the resource list by double-clicking, or left/right-clicking on them. The action taken depends on the type of resource.

4.2 Map Menu



4.2.1 Manage Site Maps

From this window the user may set default maps, delete maps, and inspect the files and resources associated with each map.



The **Map List** lists all the maps loaded for the site. Each map consists of a **.map** file and a **.pack** file.

The **Files List** presents the **.map** and **.pack** files associated with the respective maps. Each files is given an ID number.

Selecting a map from the parent Map name from the **Maps List** will display the **File** and **Resource IDs** in this bottom section.

4.2.1.1 Set Default Map

Setting a default map will open a specific map when opening the map tab.

Right-click on the parent map name (without expanding it), and select **Set default**.



Once this has been done, clicking on the Home icon will also take the user back to this map, if another map is open.

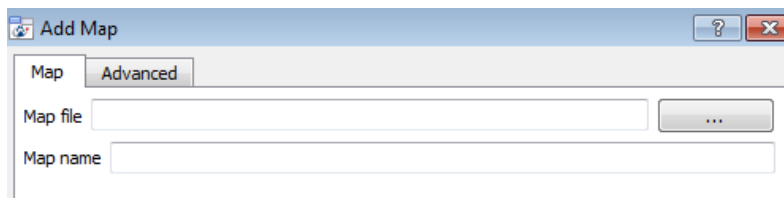
4.2.1.2 Delete Map

To delete a map, right-click on the parent map name in the Maps List and select **Delete Map**.

4.2.2 Adding Site Maps

In most cases, the add maps procedure is simple.

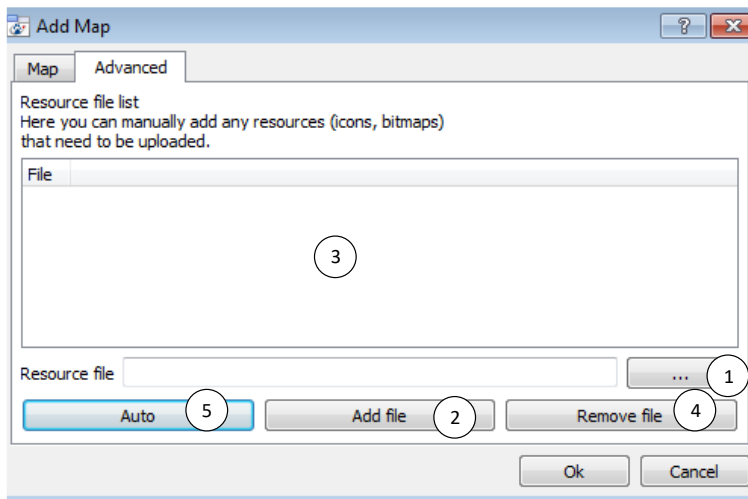
4.2.2.1 Simple



1. Browse for the saved map.
2. Give the map a descriptive name as it will appear in the maps list.

4.2.2.2 Advanced

The user may also manually add resource files, which will be added to the **.pack** file for upload.



①	Browse for Files	Click to browse for resource files needed by the map.
②	Add file to Files List	Select the file and click this button to add it to the files list.
③	Files List	After a file has been added, it will appear in this list.
④	Remove File	Selecting a file from the files list, and click to delete it.
⑤	Auto	Click this button to automatically populate the list with the resources (like image files) that are needed by the map.

4.3 Updating Maps

If a map is uploaded to CathesisVision, and then a change is made to the map in Map Editor, **this change will not reflect** in the CathesisVision map.

The user will need to save the changes in Map Editor, remove the map from CathesisVision and then upload the new map in CathesisVision.

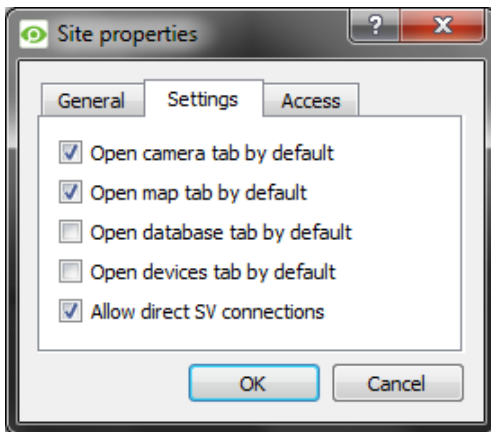
5. Handling Alarms and Maps

In an Alarm Gateway environment, it is possible to also open the Map tab when handling a site's alarm.

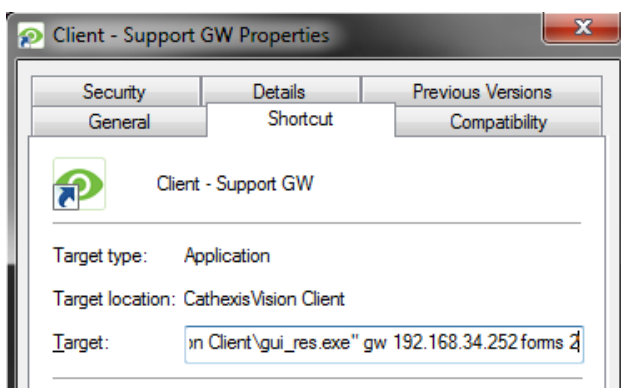
For more detailed information on the setup and operation of an Alarm Gateway, please consult the relevant Alarm Management Gateway document.

5.1 Requirements

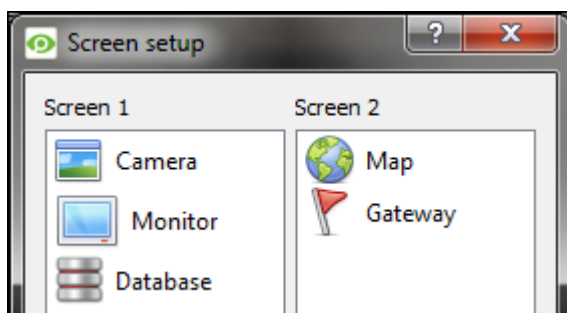
- Properties** Locate the site in the Enterprise manager, right-click on it and select **Properties**. Click on the Settings tab and select the Open map tab by default, as per the example below.



- If the user selects multiple tabs to open by default it is recommended that two or more instances of the user interface be opened on different screens, and have only the Map tab open on the one screen.



Edit the CathesisVision Desktop icon and append “ **forms n**” in the **Target** box, where **n** is the number of instances you want to open. The example will open two user interfaces.



Start CathesisVision and go to **Settings / Screen** and make sure that the **Map** tab does not open on the same screen as the **Camera**, **Database**, or **Device** tabs.

5.2 Connecting to a site when handling alarms

When an alarm is handled from the incoming alarm queue it will connect to the site that generated the alarm and open the default tabs as specified above.

5.3 Handling alarms for a connected site

When an alarm is handled from the incoming alarm queue and the site is already connected, it will open/go to the default tabs as specified above. Please ensure that none of the default tabs are open on the same screen as the Map tab.

5.4 Opening a specific map when handling an alarm

It is possible to open a specific map when handling an alarm from a site that has multiple maps.

To do this, create an event which calls the relevant Base-station, and then add that event to the map to be opened.

When that event triggers and calls the Base-station, handling the alarm will open the map tab and display the map (to which the event was added).

6. Conclusion

This manual was designed to specifically deal with the CathesisVision Map Editor. For further information about the CathesisVision software, please consult the main manual (<http://cathesisvideo.com>)

For support, contact support@cat.co.za

USEFUL LINKS

To view **tutorial videos** on CathesisVision setup, visit <https://cathesisvideo.com/resources/videos>

Find answers to Cathesis **Frequently Asked Questions**: <https://cathesis.crisp.help/en/?1557129162258>