

## **EPRONVR16 Everfocus 16ch NVR**

Note: For our setup test we used an EPOE16 Switch and EFN3321 IP cameras.

Start by connecting the Switch to the NVR. Now connect the IP Camera /Cameras to the Switch.

Power up all units.

Now connect a laptop computer to the switch.

Put the CD that came with the NVR into the Laptop. Install and run the IP Utility Program.

Log into the IP Utility Program. It will search for IP Cameras automatically.

Once the IP Camera is found highlight the camera. This will make some of the icons at the top of the page available for use.

Click on the Key Icon to log into that camera. Note: The password will vary according to the series of camera used.

Once you are logged into the camera more icons will be made available.

Now click on the icon that says IP. If you hover over the icon with the pointer you will see the designation (Batch Change IP). If you have more than one IP camera attached to the switch you can highlight all of them and then click the Batch Change icon and input the IP address of the first camera and all of the cameras will be set in progressive numerical order.

Once the IP address of the camera or cameras has been set click on the Check Mark icon. It is designated (Apply Changes). This will save the data changes to the camera/cameras.

Now at the NVR, Open the Menu and login. The factory set Username = admin & Password = 11111111

At the bottom of the screen you will see a button labeled AUTO ASSIGN IP TO CAMERA(s). Click it and after a short search the cameras info should show up. Now click ADD ALL. Soon after clicking the video streams will show up on the screen(s).

You can also manually add the cameras. Select: Settings, Display, then IP Channels. Select the IP Channel with the (+) and input the IP Address.

Set the Protocol. It is factory set to Private. This will need to be changed to OnVif (in most cases).

Input the username and password of the IP camera.

Apply the changes. Repeat as needed for the rest of the IP cameras attached to the switch.

The camera view should appear soon after the changes have been applied.

