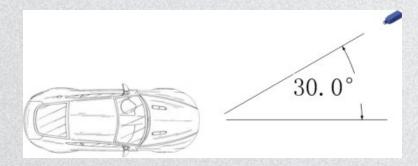


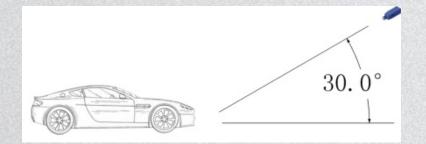
LPR Quick Guide

Camera Installation Guide — Precautions

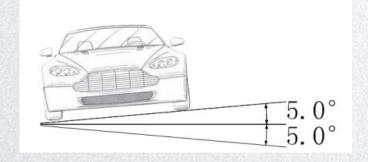
- 1: Ensure that the field of view (FOV) of the camera is not obstructed.
- 2: Ensure that the license plate keeps horizontal in the detection area.
- 3: Ensure that the camera focuses on the license plate.
- 4: Ensure that the horizontal pixel value of the license plate ranges from 100 to 300.



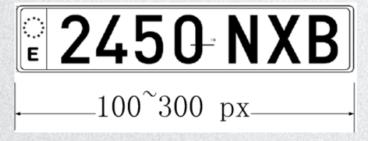
Vertical angle < 30°



Horizontal angle ≤ 30°



Tilt angle < 5°



100 < Horizontal pixel value of the license plate < 300

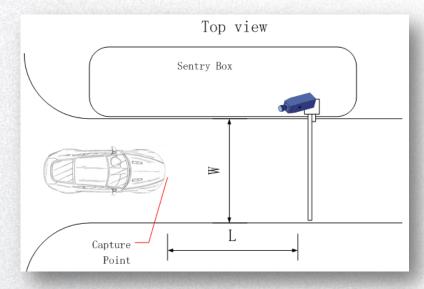


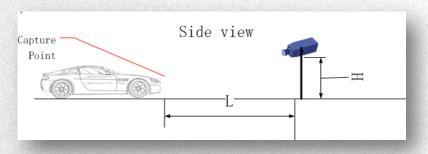


Camera Installation Guide — Installation Solution

- 1: The installation height is preferably 1.5 m to 4 m.
- 2: The detection range (L) is calculated using the formula L = H/tan30°.
- **3:** The FOV of the camera is within 30° for easy movement, that is, the road width (W) is equal to L x tan30°.
- 4: The bollards are used to control the road width.





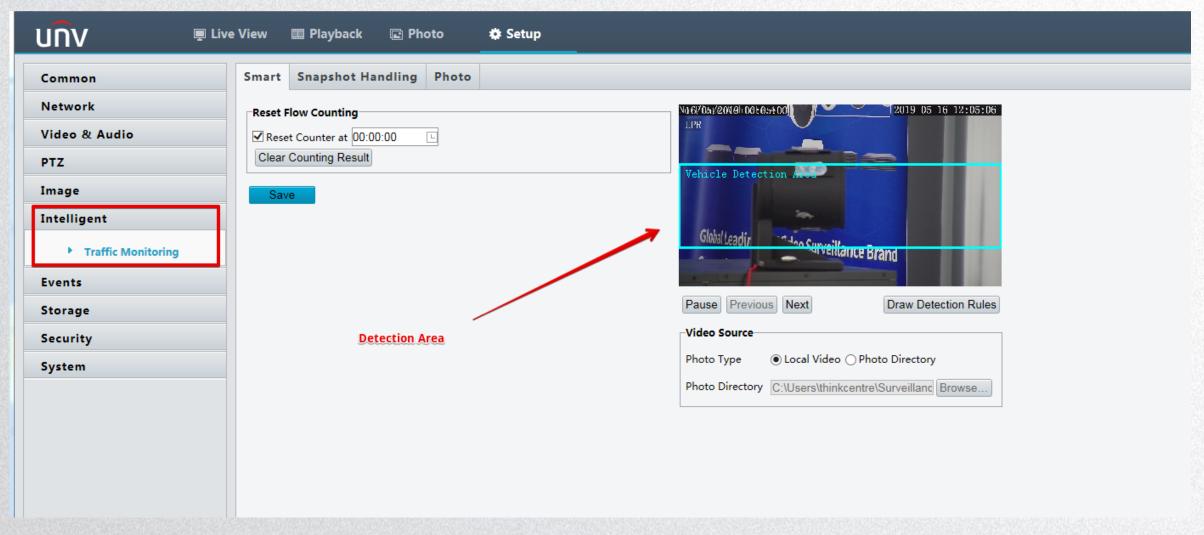






Camera configuration

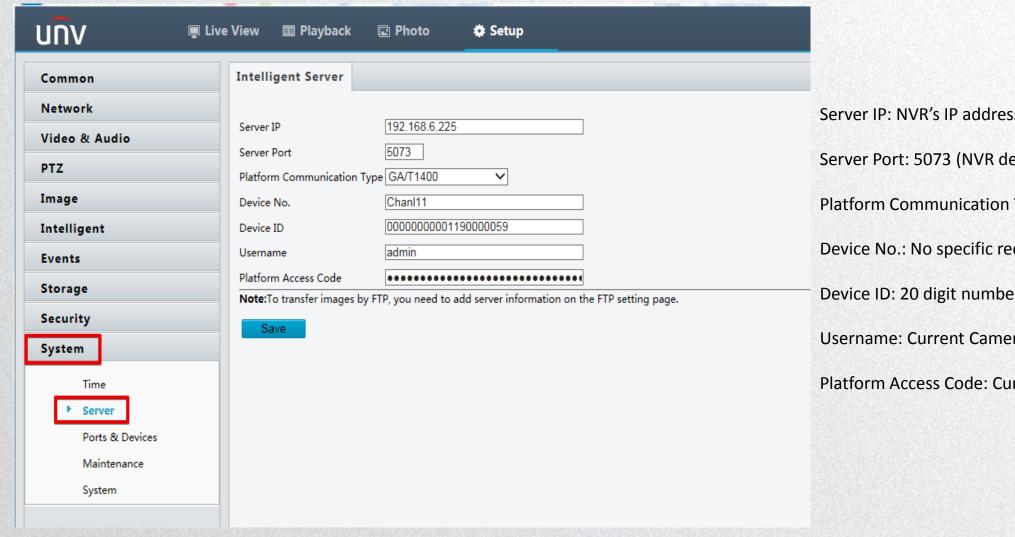
Login camera and draw a detection area





Camera configuration

Intelligent Server setup



Server IP: NVR's IP address

Server Port: 5073 (NVR default port)

Platform Communication Type: GA/T1400

Device No.: No specific requires. Default is fine

Device ID: 20 digit number (must be unique per camera)

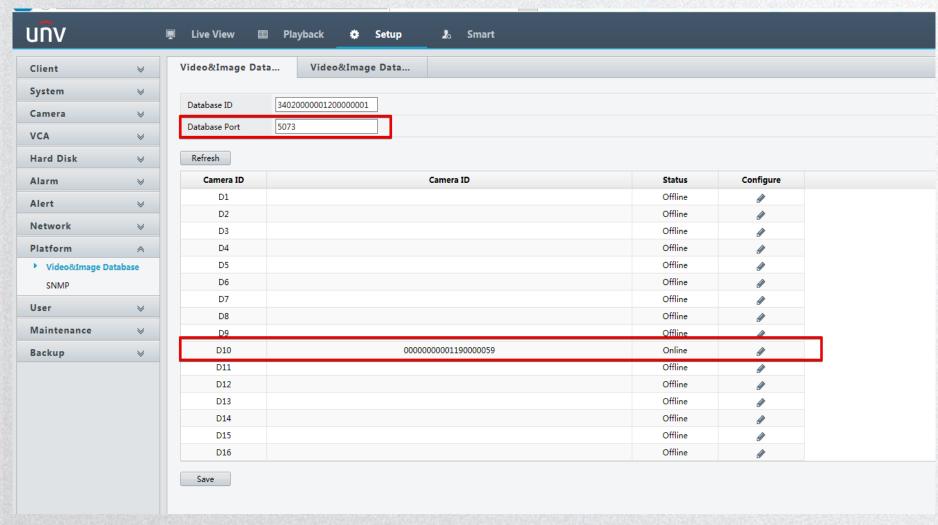
Username: Current Camera's username

Platform Access Code: Current camera's password



NVR configuration

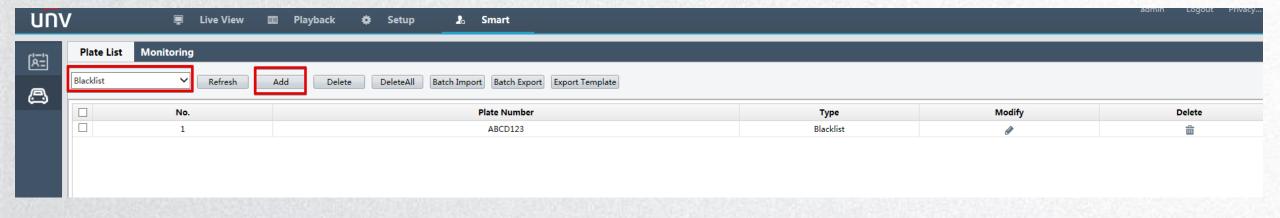
NVR Platform Setup

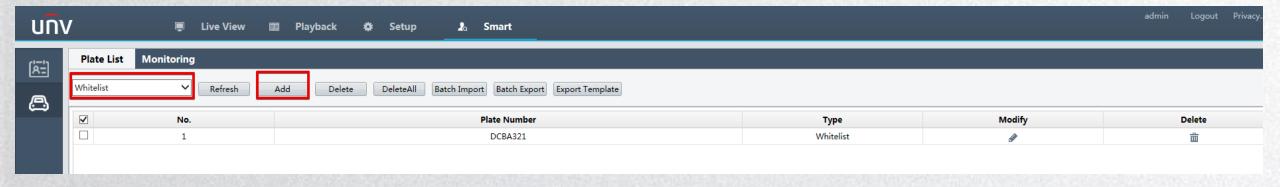


Database port: 5073

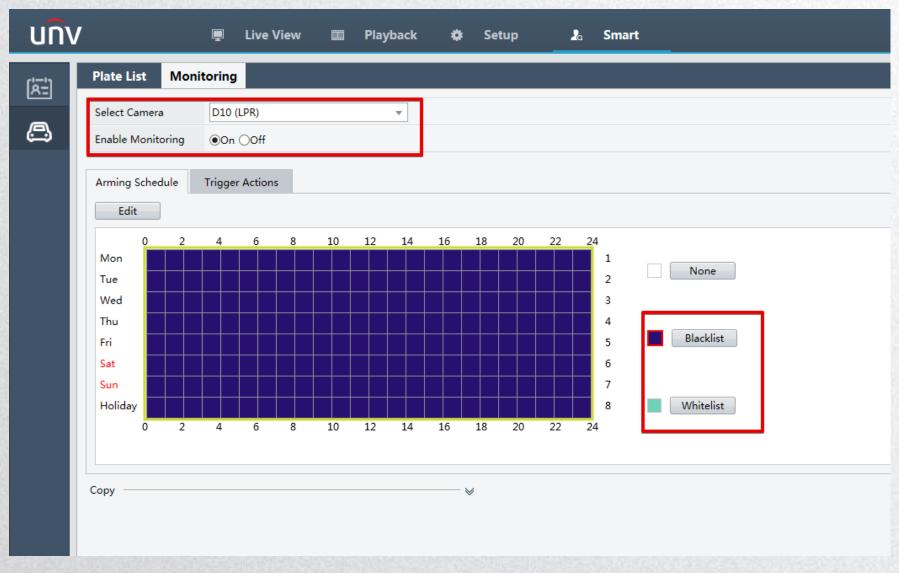
Configure camera channel
Add the Camera ID you made from camera

Blacklist and Whitelist

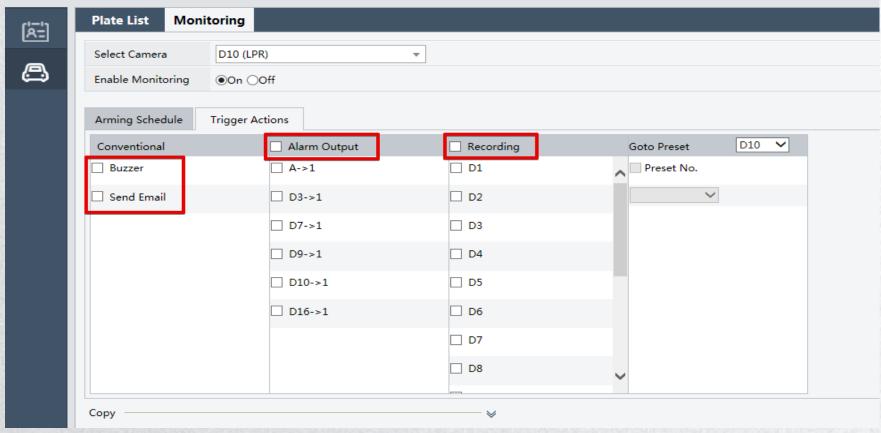




Monitoring Schedule



Trigger Actions



If NVR captures the license plate number which is in the blacklist, you can enable Alarm output to open/close the gate, NVR buzzer, or send you notification email.

If NVR captures the license plate number which is **not** in the whitelist, you can enable Alarm output to open/close the gate, NVR buzzer, or send you notification email.



Real time monitoring

