

Proxy Server Introduction

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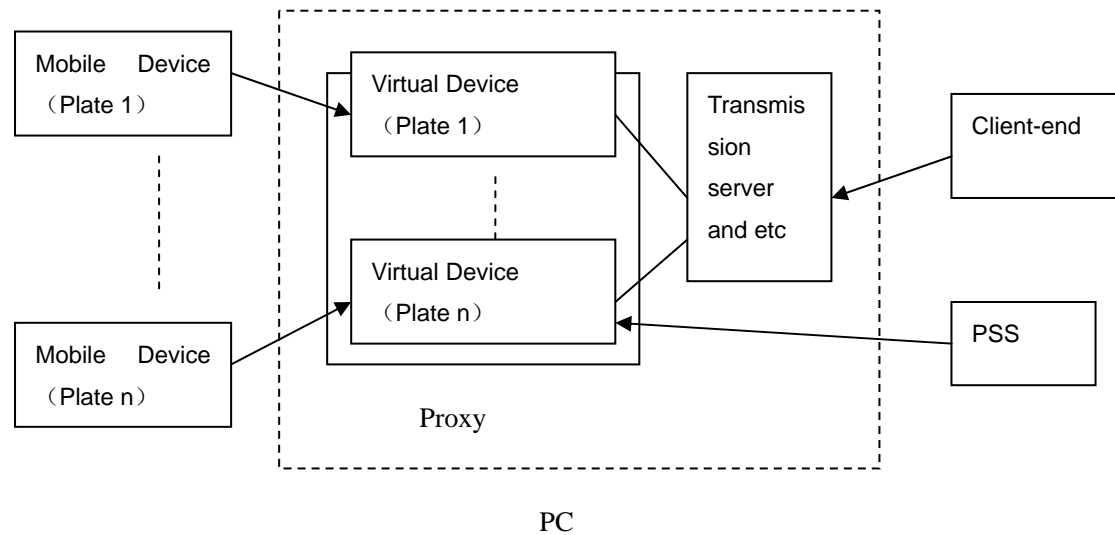
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1 General Introduction

The mobile device usually adopts the wireless 3G network, the central software can not connect to the mobile device. It needs the mobile device to send out the connection request and then register to the central software. In this case, the central software is acting as the server. For the software development, you can not directly call the Login interface to establish the connection to the device as you connect to the DVR. Here we develop the proxy server software to allow the software to connect to the mobile device conveniently so that you can use the “proxy+general SDK” solutions to connect to the mobile device. If your software has connected to our DVR in the past, then you can connect to the mobile device without modifying the code.

2 Proxy+SDK

You can refer to the following diagram for proxy+SDK blueprint information.



- Mobile device: For each mobile device, you can set one unique ID such as the plate. You can use the 3G network to connect to the “virtual device (plate 1)” of the proxy server. Please note the proxy server PC need to use the public IP address.
- PC: The proxy software and the user transmission server are running on the PC. You can add multiple virtual devices to the proxy server and use the plate to identify each virtual device too. Now, the mobile device can establish the connection to the corresponding virtual device. For the virtual device, it has its listening port such as the 37777. (Just like a DVR).

The user transmission server or the PSS can use our network SDK to login the virtual device. For the network SDK, it has the same interface as you login the DVR. You can visit our website to download the network SDK. You can see there are detailed development document and a series of DEMO.

You can use the proxy server to begin the 2nd development to embed the proxy server to your own platform applications. For this kind of proxy setup, you can read the information from the database and set the proxy.

3 Proxy

The proxy server packet includes the dynamic library and applications. Double click the application; you can see an interface is shown as below. See Figure 1.

You can view the virtual devices and their corresponding statuses in the device list.

If you want to embed the proxy server to your own applications so that you can set the proxy server in the database, please call the “DvrProxyServer.h” of “DvrProxyServer.dll” from the development packet.

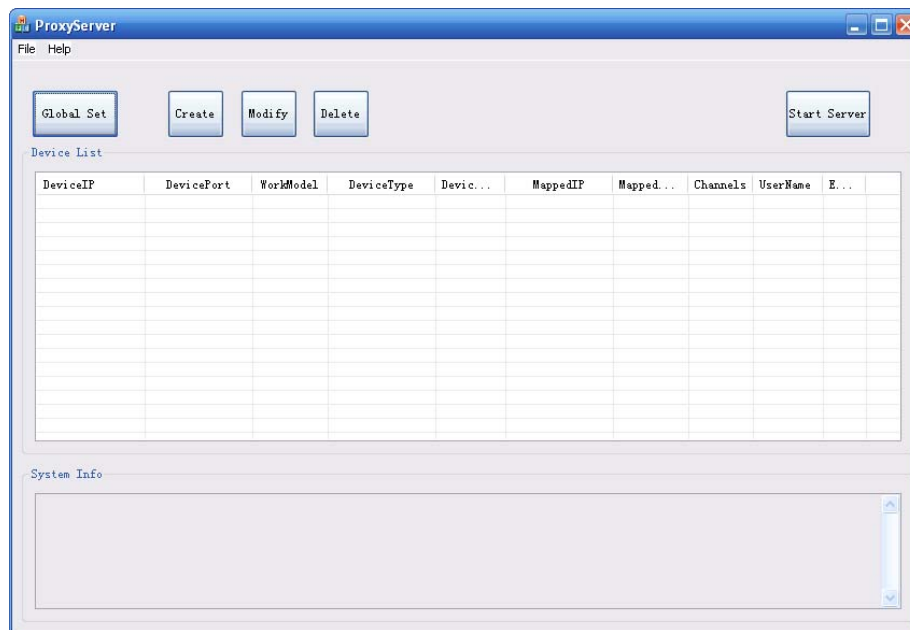


Figure 1

4 Application Development

The application can use the network SDK to login the proxy server. For example:

Login interface:

```
LONG CLIENT_Login(  
    char          *pchDVRIP,  
    WORD          wDVRPort,  
    char          *pchUserName,  
    char          *pchPassword,  
    LPNET_DEVICEINFO lpDeviceInfo,  
    int           *error = 0  
);
```

There is communication between the software and the mobile device if the login call is success. Then you can use this login handle to monitor, view the GPS information and etc.

The IP and the port of the interface are referring to the listening IP and port of virtual device of the proxy server. You can use the unique ID (usually it is the plate) to establish the connection.

Monitor interface:

```
LONG CLIENT_RealPlay(  
    LONG lLoginID,  
    int  nChannelID,  
    HWND hWnd,  
);
```

GPS upload interface:

```
void CLIENT_SetSubscribeGPSCallBack(  
    fGPSRev OnGPSMessage,  
    DWORD   dwUser  
);  
  
struct GPS_Info{  
    NET_TIME  revTime;  
    char      DvrSerial[50];  
    double    longitude;  
    double    latitude;  
    double    height;  
    double    angle;  
    double    speed;
```

```
WORD    starCount;  
BOOL    antennaState;  
BOOL    orientationState;  
};
```

Note

- **This manual is for reference only. Slight difference may be found in the user interface.**
- **All the designs and software here are subject to change without prior written notice.**
- **If there is any uncertainty or controversy, please refer to the final explanation of ours.**
- **Please visit our website or contact your local service engineer for more information.**