

1.1 Overview

Cameleon requires that you have a static IP address defined for the server PC the Cameleon server application runs on. Even if the server PC has a static IP address, you may find that circumstances require that you modify its IP address on a permanent basis.

While the Cameleon server application, if restarted, automatically recognizes changes in the server PC's IP address, this is not the case for drivers, backup servers, and for the Cameleon client application. Modifications must be made to the drivers running on the same machine as the server, to the IP address backup servers point to, and to the IP address at which client machines have been configured to log in.

1.2 Instructions

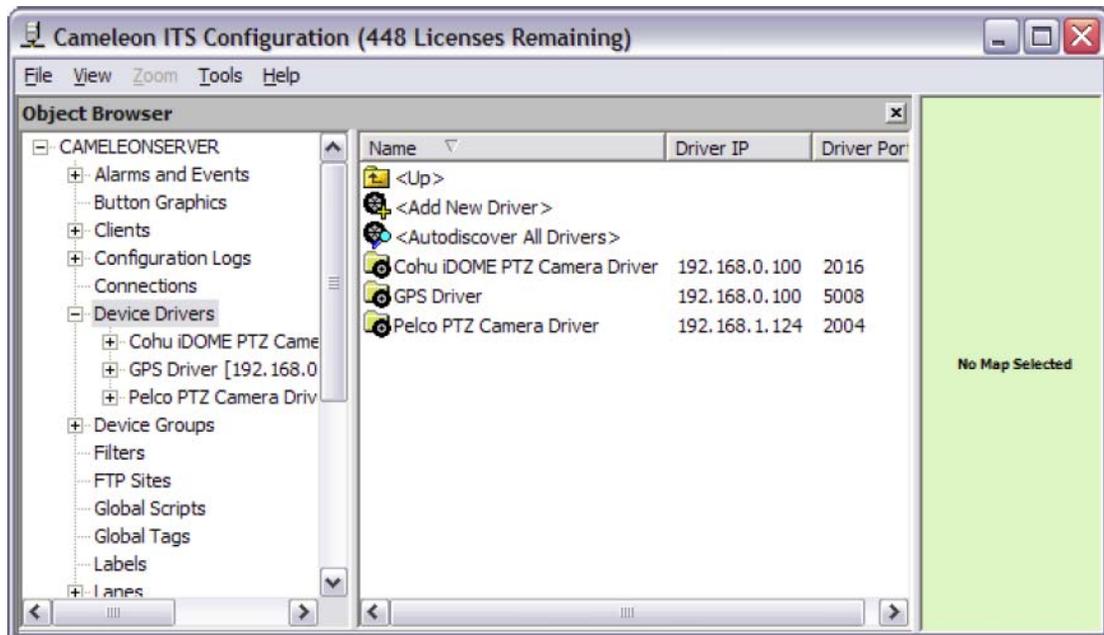
To change the Cameleon server PC's IP address and to configure drivers accordingly follow these steps:

1. **SHUTDOWN SERVERS AND DRIVERS:** Shutdown all running drivers, as well as the Cameleon server application. To do this:
 - (a) **SERVER AND DRIVERS RUNNING AS EXECUTABLES:** Right-click on the icon of each driver that is running as an executable in the task bar, and select **Exit**. Right-click on the Cameleon server icon on the task bar and select **Exit** to stop the Cameleon software from running.
 - (b) **DRIVERS RUNNING AS SERVICES:** To remove a driver that is running as a service, run the driver's executable file. In the Configure Driver dialog box, select the **Remove the driver as a service** option and press **OK**. For more information refer to the Cameleon Server Manual. Repeat this step for every driver that is running as a service.
 - ✓ **TIP:** To find the drivers that are running as services in your system, navigate to **Start > Control Panel > Administrative Tools > Services**. Sort the list by name and look for services that begin with the "CS_" prefix.
2. **UPDATE SERVER PC'S IP ADDRESS:** Update the IP address of your server computer. This does not normally require a reboot.
 - ✳ **NOTE:** If updating the IP address of your server PC does require a reboot, the Cameleon server and drivers may be configured to automatically start. If this is the case, you will need to repeat step 1 after the PC has rebooted.
3. **RESTART THE SERVER APPLICATION:** Start the Cameleon server application using the Start Menu icon or desktop icon if you have one. Select **Configure** from the main splash screen. You will be required to log into the server application using an administrator account.
4. **BROWSE IP ADDRESSES:** In the server application, find the list of drivers you are running by navigating the object browser to **Device Drivers**. Click on **Device Drivers**, and the right hand pane will show the list of drivers.

Technical Note Changing Your Cameleon Server IP

In the example shown in Figure 1.1, notice that there are three drivers listed: two on IP address 192.168.0.100, and one on 192.168.1.124. In this example, the server PC's IP is moving from 192.168.0.100 (OriginalIP) to 192.168.1.124 (NewIP).

Figure 1.1 Device Drivers in the Object Browser



5. UPDATE IP ADDRESS:

*** NOTE:** If a driver is being run as a shortcut with the /e command line switch from the Startup folder, edit the driver's shortcut and change the IP address that is part of the /e switch to the new IP address of the system on which the driver runs. Repeat this step for each driver that is configured in this manner and continue on from step 7. For more information on command line switches and on the /e switch, refer to the *Command Line Switches* technical note available at www.360surveillance.com/technotes.php.

Start up the first driver in the list. In this example, the Cohu iDome driver is started. You will be prompted to update the devices in the database to the new IP address. If the NewIP of your server is listed in the drop-down list, then simply click **Update IP Address**. If your new IP is not shown, choose it from the drop-down list before clicking **Update IP Address**.

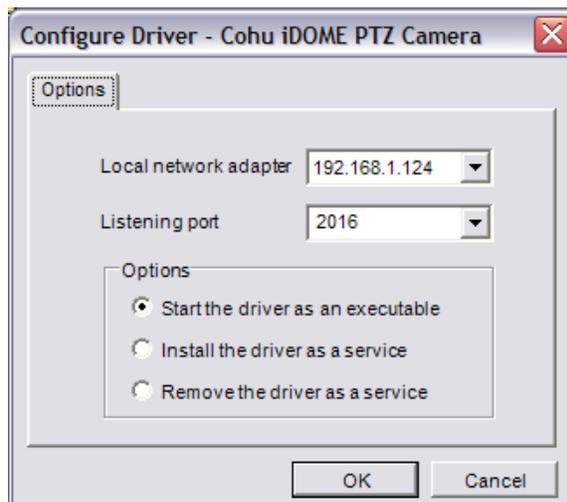
Technical Note Changing Your Cameleon Server IP

Figure 1.2 Select New IP Address dialog box



6. **START DRIVER:** The devices in that driver will be updated, and you will be presented with the standard driver startup dialog. If the driver is to run as an executable, select the **Start the driver as an executable** options and press **OK**. If the driver is to run as a service, select the **Install the driver as a service** option and press **OK**.

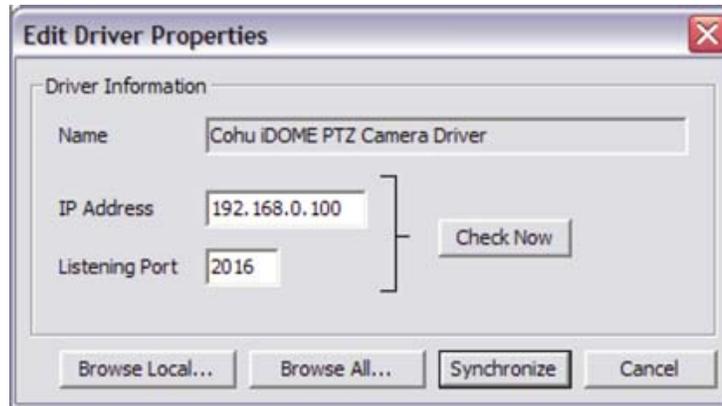
Figure 1.3 Configure Driver dialog box



7. **EDIT DRIVER PROPERTIES:** In the server application, right-click on the driver name and select **Edit**. You will be presented with the Edit Driver Properties dialog.

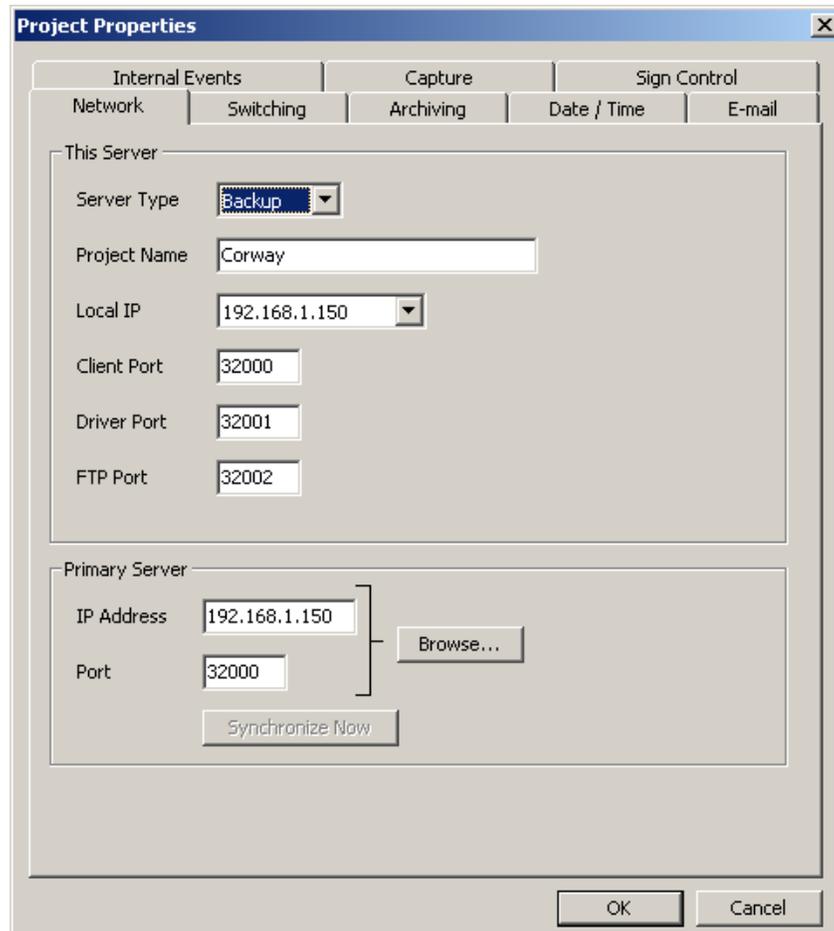
Technical Note Changing Your Cameleon Server IP

Figure 1.4 Edit Driver Properties dialog box



8. **ENTER NEW IP ADDRESS:** Browse to find the driver running on the new IP, or directly type in the new IP.
9. **SYNCHRONIZE:** Click **Synchronize**.
10. Repeat for each driver, from step 7.
11. **UPDATE BACKUP SERVERS:** If your system includes a backup server, follow the steps below. If not, continue on at step 12.
 - (a) **LOAD SERVER CONFIGURATION:** On the backup server PC, run the server application and access configuration mode.
 - (b) **PROJECT PROPERTIES:** Right-click on the project that is the root of the Object Browser tree in the backup server application and select **Edit**. The Project Properties dialog box will appear.

Figure 1.5 Edit Driver Properties dialog box



- (c) **CHANGE PRIMARY SERVER IP:** Change the Primary Server's **IP Address** field to reflect the primary server's new IP address. Press **OK**.
 - (d) **SAVE AND EXIT:** Save and exit the backup server.
12. **UPDATE CLIENTS:** For each client PC that is part of your system, follow these steps:
- (a) **START CLIENT APPLICATION:** Start the Cameleon client application on the client PC. The Client Login dialog box will appear.

Technical Note Changing Your Cameleon Server IP

Figure 1.6 Client Login dialog box

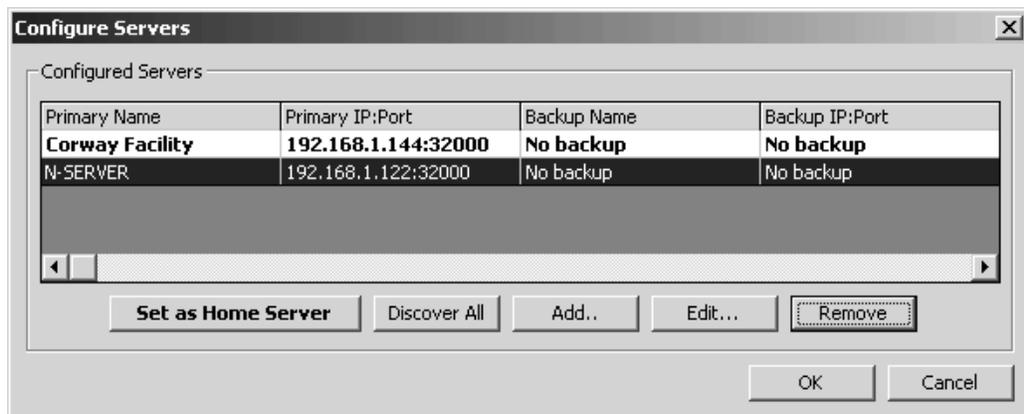


The dialog box titled "Cameleon ITS Client Login" contains the following fields and controls:

- User Information** section:
 - User Name: Operator
 - Password: *****
 - Clear remembered group(s)
- Buttons: Servers..., OK, Cancel

- (b) **SERVERS:** Without logging in, press the **Servers** button. The Configure Servers dialog box will appear.

Figure 1.7 Configure Servers dialog box



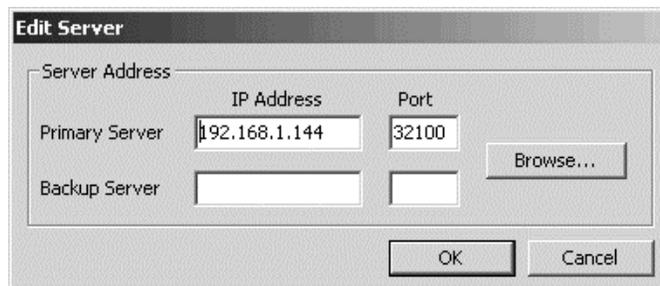
The "Configure Servers" dialog box displays a table of configured servers:

Primary Name	Primary IP:Port	Backup Name	Backup IP:Port
Corway Facility	192.168.1.144:32000	No backup	No backup
N-SERVER	192.168.1.122:32000	No backup	No backup

Buttons at the bottom: Set as Home Server, Discover All, Add.., Edit..., Remove, OK, Cancel.

- (c) **SELECT SERVER:** Select the server from the Configured Servers list that has had its IP address changed. Press **Edit**. The Edit Server dialog box will appear.

Figure 1.8 Edit Server dialog box



The "Edit Server" dialog box contains the following fields and controls:

- Server Address** section:
 - Primary Server: IP Address (192.168.1.144), Port (32100)
 - Backup Server: IP Address, Port
 - Browse... button
- Buttons: OK, Cancel

- (d) **ENTER NEW SERVER ADDRESS:** Update the server's IP address and press **OK**. You will return to the Configure Servers dialog box.
- (e) **SELECT SERVER:** Select the server again and press **OK**. You will now be able to log in to the server at its new IP address.

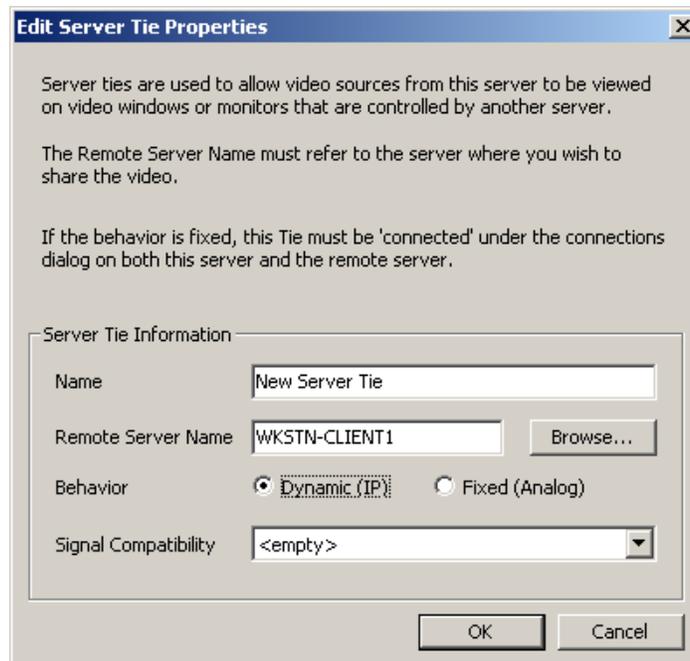
1.3 Server Ties

If your system contains additional servers follow these steps to synchronize the remote server to the new IP.

1. **UPDATE SERVER TIE:** To update the remote server's tie to the server whose IP has changed, double-click the server tie in the Object Browser, or right-click the server tie and select **Edit** from the pop-up menu.

⇒ The Edit Server Tie Properties dialog will open.

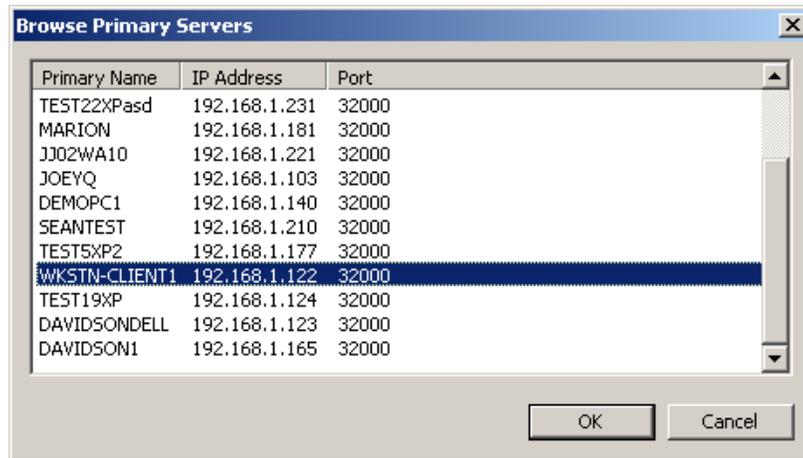
Figure 1.9 Edit Server Tie Properties dialog box



2. Click **Browse**.
3. Select the updated server from the list.
4. Repeat steps 1 to 3 for any other server ties in your system.

Technical Note Changing Your Cameleon Server IP

Figure 1.10 Browse Primary Servers dialog box



(f) Click **OK**.