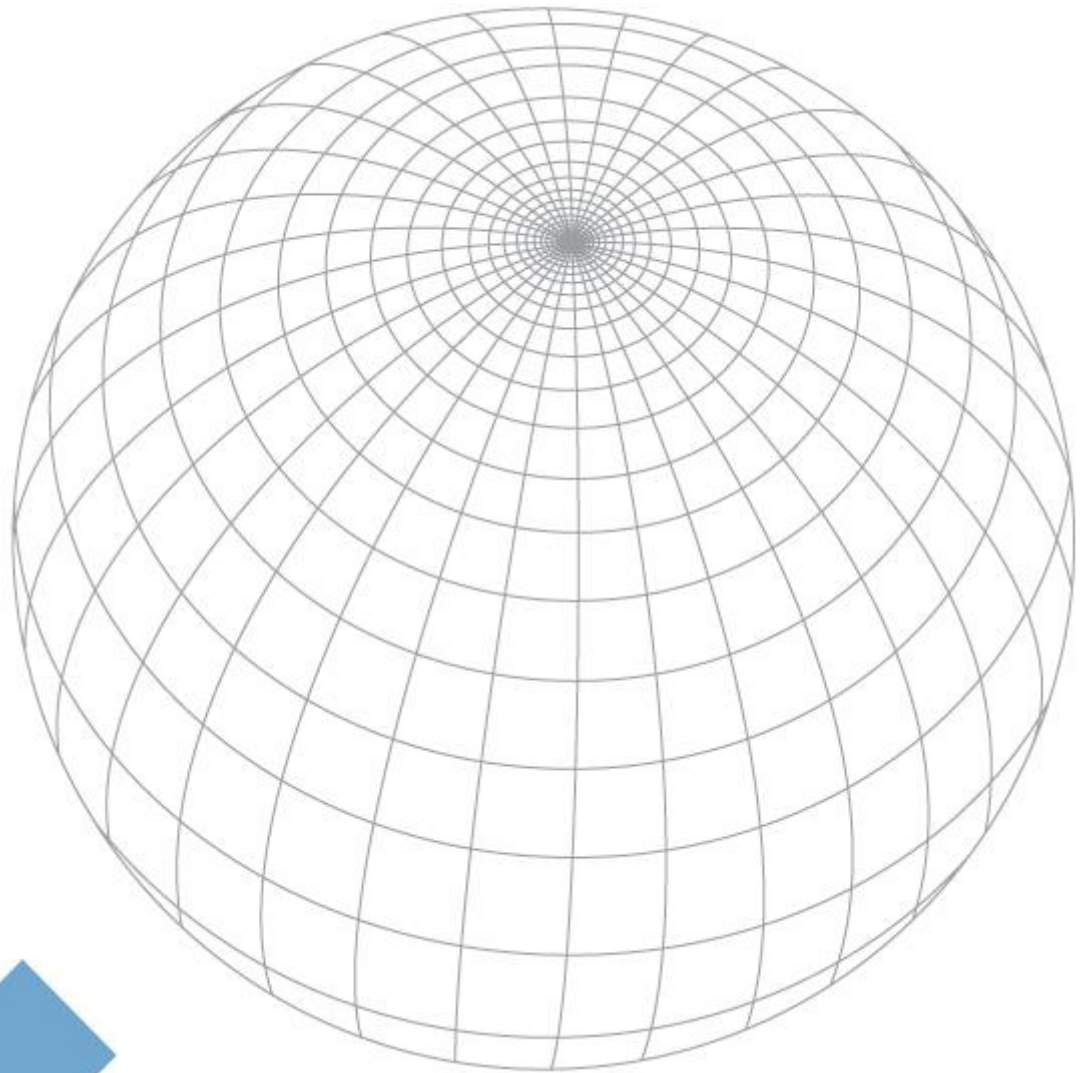


milestone
XProtect

**Event Proxy
Administrator's
Guide**



milestone



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Introduction

This document describes how to use the Event Proxy version 2.6.

Event Proxy is an add-on to Milestone XProtect Enterprise and Milestone XProtect Corporate.

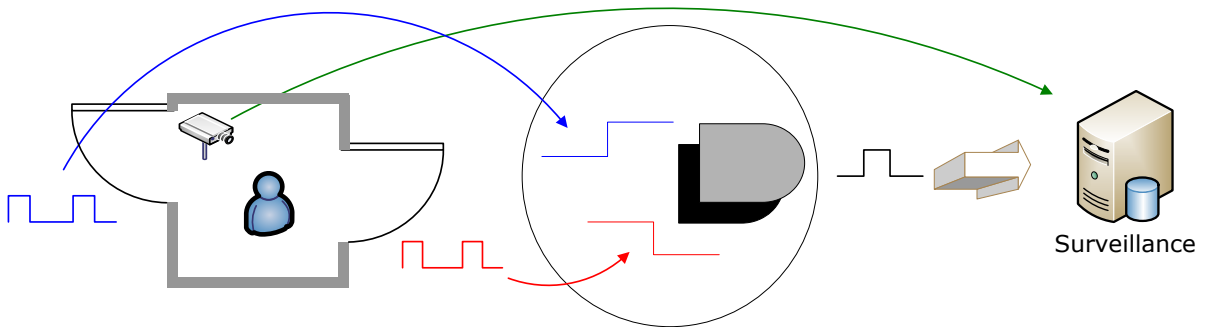
A state can only be triggered by an event and can go either high or low.

One or more events can make the Event proxy generate an output event.

An Event Proxy scenario could be:

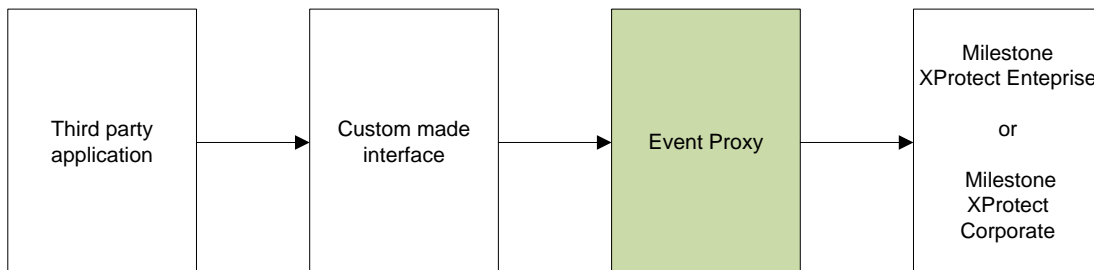
A security gate in a bank or an airport where you want to enter a secured area, and close a door behind you before you can open the next door – you want the Milestone XProtect recording server to receive an event and start recording IF both the first AND second door is open at the same time.

The Event Proxy will, based on a set of rules and the inputs, decide if an event should be sent to the Milestone XProtect recording server and start recording.



Purpose

The purpose of the event proxy is to act as a filter on incoming input events from third party applications to Milestone XProtect recording servers. Third party applications communicate with XProtect Enterprise or XProtect Corporate through a custom-made interface developed by Milestone. The event proxy receives from this interface and sends output to XProtect recording servers.



Application and communication overview



Prerequisites

To make use of the event proxy, a system must have been set up, containing the following:

- A third party application that sends input events that XProtect Enterprise or XProtect Corporate can receive
- XProtect Enterprise or XProtect Corporate
- The Event Proxy add-on



Installation

To install the event proxy, run the *EventProxyInstaller.exe* file and follow the instructions in the setup program.

After installation, the system is ready for configuration.

IMPORTANT: Event Proxy 2.6 is not backward compatible with configurations made in previous versions of the event proxy.

Event Proxy Components

The event proxy installation consists of:

File	Description
VideoOS.EventProxy.EventProxyService.exe	The application. Runs as a Windows service.
VideoOS.EventProxy.ProxySetup.exe	The GUI used to set up the system.
VideoOS.Diagnostics.Logging.dll, VideoOS.EventProxy.Common.dll, VideoOS.EventProxy.EventFilter.dll and VideoOS.EventProxy.ProxyConfiguration.dll	Four dll files used by the application.
VideoOS.EventProxy.EventProxyService.exe.config	The general configuration file for the application.
EventProxyConfig.xml	The specific configuration file for the application containing information on the events and rules that have been set up.
VideoOS.SDK.dll	Milestone SDK is used to connect image server
VideoOS.Common.dll VideoOS.Diagnostics.Logging.dll	Dependencies

Event Proxy License

The Event Proxy is ready to use only if the license file is valid and in right place. The license file should always be placed in the same folder as ExentProxyService. By default, the license file *MilestoneEventProxy.lic* should be placed in
32 bit operating system: C:\Program Files\Milestone\Milestone Event Proxy\



64 bit operating system: C:\Program Files (x86)\Milestone\Milestone Event Proxy\

Error message will be displayed on keyboard Setup form only if license checking failed. For example:

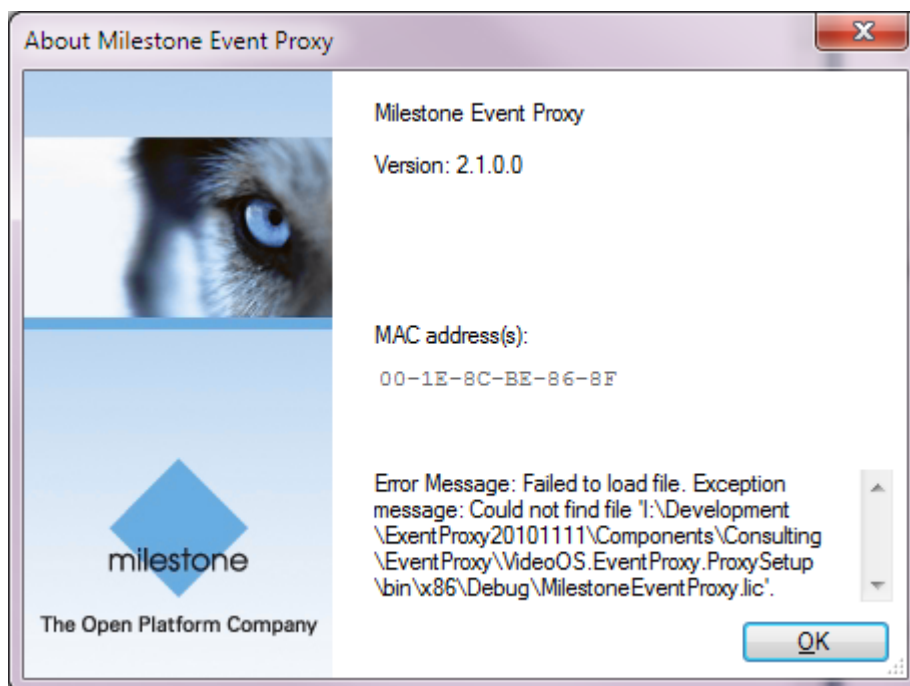
If no license file was found

Failed to load file. Exception message: Could not find file 'C:\Program Files (x86)\Milestone\XProtect [More Info...](#)

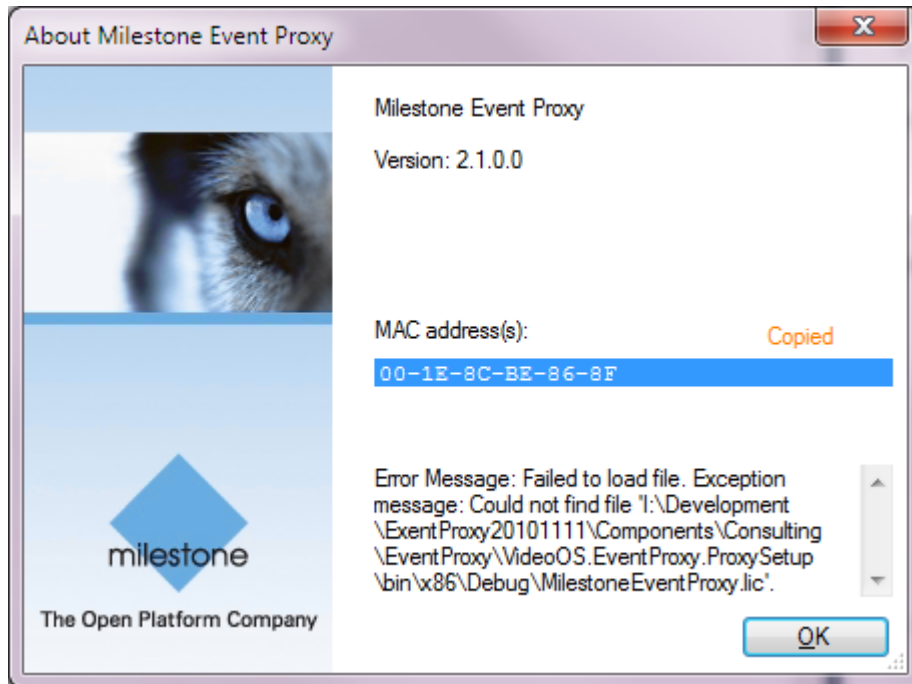
If license has expired

The license has expired. [More Info...](#)

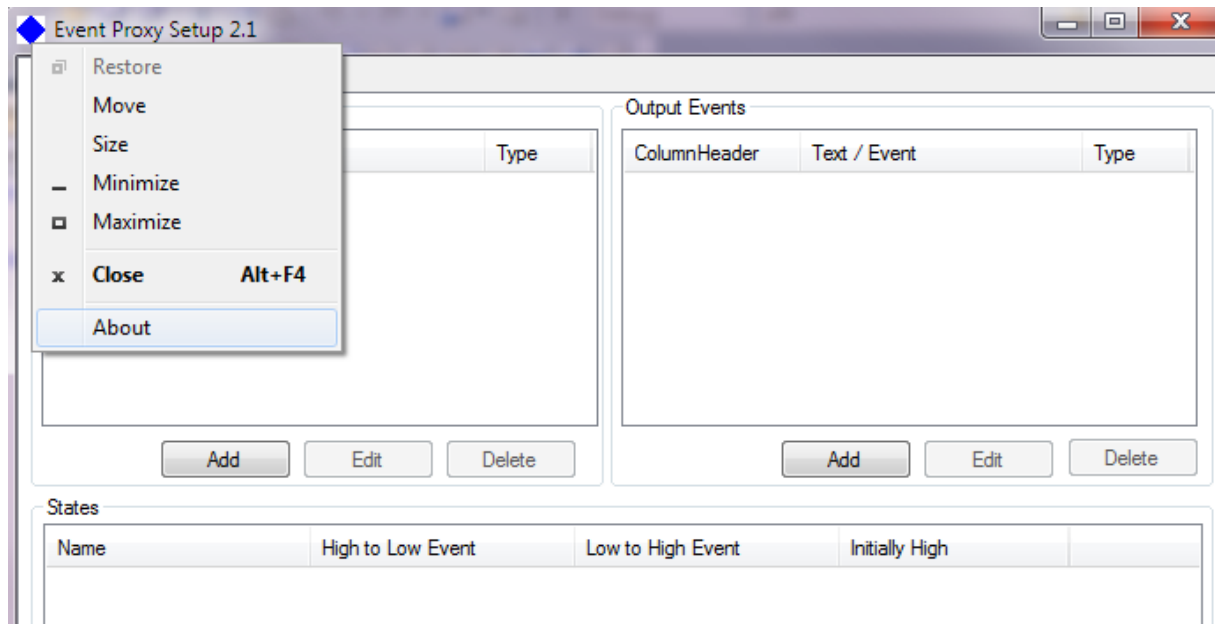
Click on More Info linked button can see error message in details:



Notes: MAC address(s) are also listed. A MAC address can be copied to the clipboard by clicking.



About information can always be displayed by right click on system menu of Setup Form:





Configuration

Double-click the *EventProxyInstaller.exe* file to begin the installation. After the installation successfully completes the *Event Proxy Setup 2.6* program can be located in the User's start menu. First locate Milestone to find Milestone Event Proxy and below it Setup which gives you access to all configuration features.

IMPORTANT: [This version of the Event Proxy supports UTF8. Use of national characters anywhere in events or rules may cause the system to malfunction.](#)

IMPORTANT: Always remember to save new or edited settings by clicking the *OK* button in the *Event Proxy Setup* program. The service '*VideoOS Event Proxy Service*' will automatically be restarted for the new settings to take effect.

Tip: You are able to change the *VideoOS Event Proxy Service* service's startup type to automatic, so that the service will start automatically each time Windows is started.

The *Event Proxy Setup 2.6* window consists of four tabs; the '*Rules and Events* tab', '*Senders and Receivers*', '*Server Settings*' and '*Logging*'. These tabs will be described in the following.



Different Event Types

Event Proxy 2.6 supports three types of events:

- **Generic event** contains a simple string sent via TCP or UDP. The string can be analyzed by Event Proxy 2.6, and—if matching specified criteria by Regular Expression—used to trigger output events
Generic event can be used as input and output.
- **User-defined/Manual event** User-defined (custom) event are called manual event with XProtect Enterprise. It may be generated manually by users selecting them in their clients. User-defined event can be used as input and output
- **Status API event (Corporate)** Milestone XProtect Status API, which can be used for remote access to a Milestone XProtect Corporate recording server. Status API Data can be queried for the status of all events, all devices and for the server configuration. Devices can be cameras, microphones, speakers, inputs and outputs
Status API event can only be used as input.
- **Central API event (Enterprise)** Status API in Milestone XProtect Enterprise is called Central API. Central API event can only be used as input.



Rules and Events Tab

Event Proxy Setup 2.3

Rules and Events | Senders and Receivers | Server Settings | Logging

Input Events

Name	Text / Event	Type

Add Edit Delete

Output Events

Name	Text / Event	Type

Add Edit Delete

States

Name	Low to High Event	High to Low Event	Initially High

Add Edit Delete

Rules

Name	Timeout [seconds]	Retrigger	Output event	Logical Expression

Add Edit Delete

OK Cancel

On the *Rules and Events* tab you are able to configure following settings:

- **Input events** (see *Input Events* on page 15 for more information)
- **Output events** (see *Output Events* on page 19 for more information)
- **States** (see *States* on page 22 for more information)
- **Rules** (see *Rules* on page 24 for more information)



Senders and Receivers Tab

Event Proxy Setup 2.5

Rules and Events | **Senders and Receivers** | Server Settings | Logging

Send output events on

TCP UDP Serial Port

Sender Socket Settings

Port: 8888

Host:

Backup Sender Settings

Port: 9999

Host:

Serial Port Settings

COM Port: COM1

Baud: 9600

Parity: None

Stop bit: One

Data bits: 8

Handshake: None

Receive input events on

TCP UDP

Receiver Socket Settings

Port: 1888

Host:

(only necessary if more than one network adapter)

OK Cancel

On the *Senders and Receivers* tab you are able to configure the following settings:

- **How to receive input events** (see *Receiving Input Events* on page 27 for more information)
- **How to send output events** (see *Sending Output Events* on page 27 for more information)



Server Settings Tab

Event Proxy Setup 2.3

Rules and Events | Senders and Receivers | **Server Settings** | Logging

XPCO Server Settings

Image Server Address:

Image Server Port:

Authentication Type:

User Name:

Password:

XPE Server Settings

Recording Server Address:

Recording Server Port:

Authentication Type:

User Name:

Password:

Central Server Port:

Central Server User:

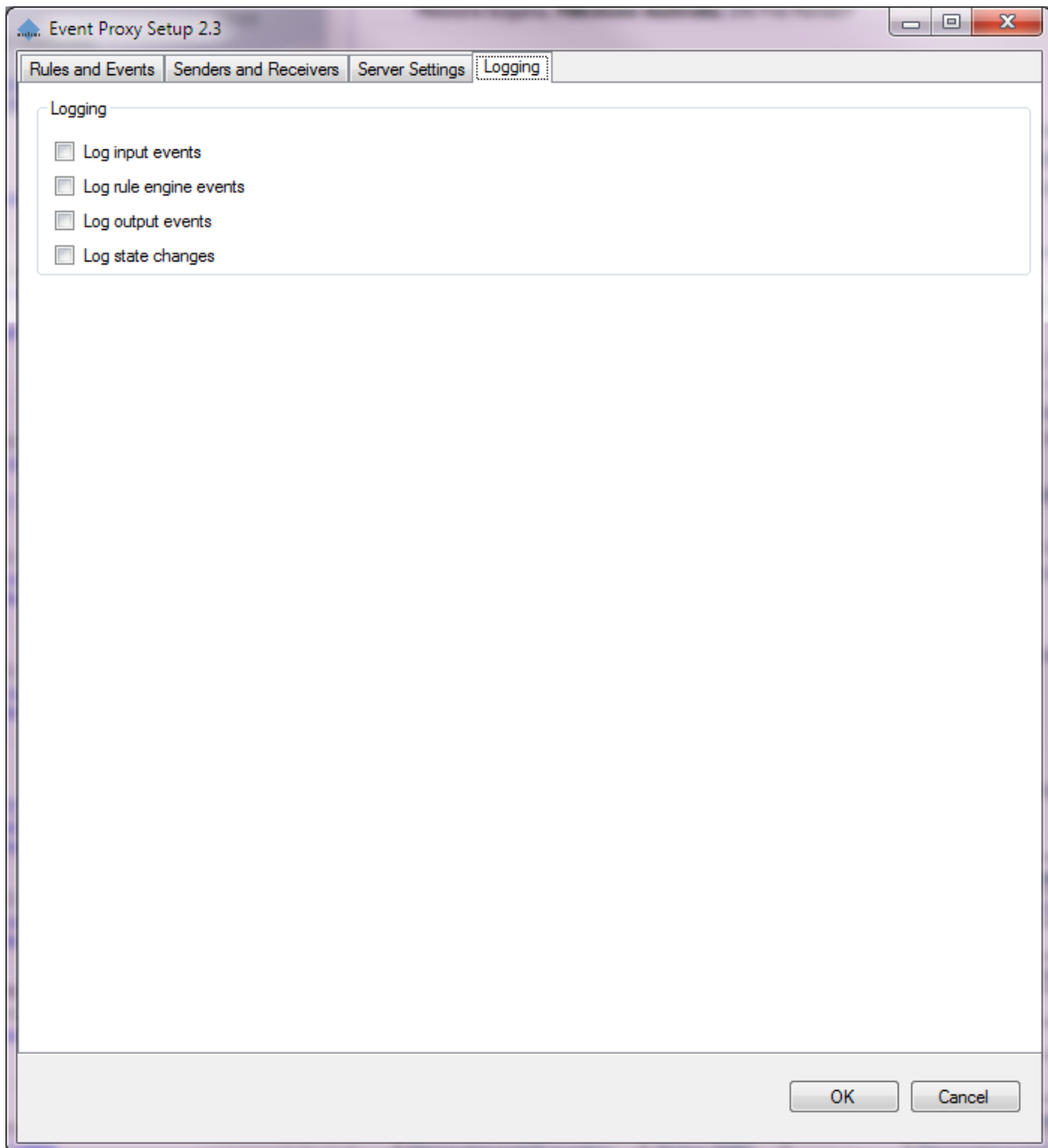
Central Server Password:

On the *Server Settings* tab you are able to configure the following settings:

- **XPCO Server Settings** (see *XPCO Server Settings* on page 28 for more information)
- **XPE Server Settings** (see *XPCO Server Settings* on page 28 for more information)



Logging Tab



On the *Senders and Receivers* tab you are able to configure the following settings:

- **Logging** (see *Logs* on page 32 for more information)

Input Events

You are able to add, edit and delete input events in the *Rules and Events* tab's *Input Events* group box.



Input Events

Name	Text / Event	Type

The *Input Events* group box on the *Rules and Events* tab.

In Event Proxy 2.6, if a Generic Event is chosen as input, text string can be used to match input event text. For example, event text "fence 17 triggered" will match input text "fence 17 triggered", "xxx fence 17 triggered" and "fence 17 triggered xxx".

Note: The text is case sensitive (e.g. "Fence 17 triggered" is NOT the same as "fence 17 triggered").

Regular Expressions also (check Advanced Mode) can be used to match input generic event text.

Example 1 "Camera/d+" will match any string which contain "Camera" with ending digits such as "xxx Camera12345 xxx".

Example 2 Variables can also be added by generic event text, which can be used to match values from input string and replace variable names exist in outputs. E.g.

```
"^(?<proto>\w+)://[^\s/]+?:(?<port>\d+)?/"
```

The above text string can be used to match out any protocol and port number from Inputs and store the matched value to variable dictionary with key name "proto" and "port". For example, the input string "http://www.yahoo.com:8080/letters/readme.html" matches

proto = http

port = 8080

which can be used to replace variable names from outputs such as

```
"$$proto$$://www.milestonesys.com:$$port$$"
```

The output will be

```
"http://www.milestonesys.com:8080"
```

Adding an Input Event

To add an input event, do the following:

1. In the *Input Events* group box click the *Add* button. Alternatively press the *Insert* key on the keyboard when the input events list view is active.

The *Create Input Event* window opens.



◆ Create Event

Generic Event Status API Central API

Event name:

Event text:

Advanced Mode (Regular Expression)

OK Cancel

2. Enter a unique name for the input event in the *Event name* text box.
3. If a Generic Event is chosen, in the *Event text* field, enter the actual text that is used to match the input text from the third party application like above example.
4. Alternatively choose Advanced Mode to support regular expression as a pattern

◆ Create Event

Generic Event Status API Central API

Event name:

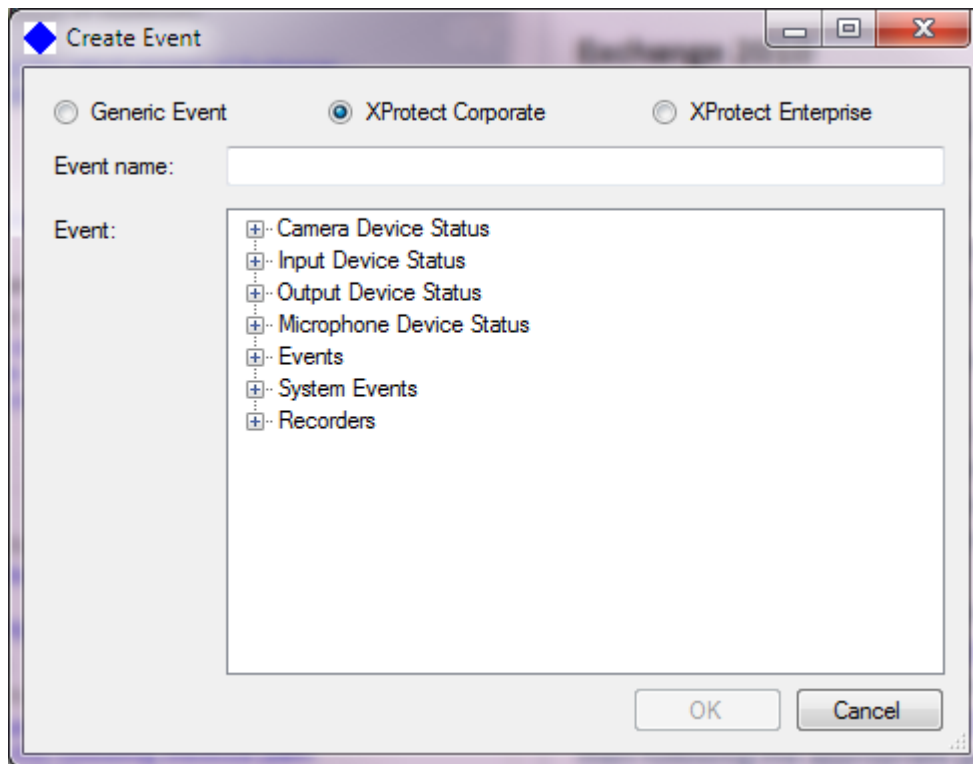
Event text:

Advanced Mode (Regular Expression)

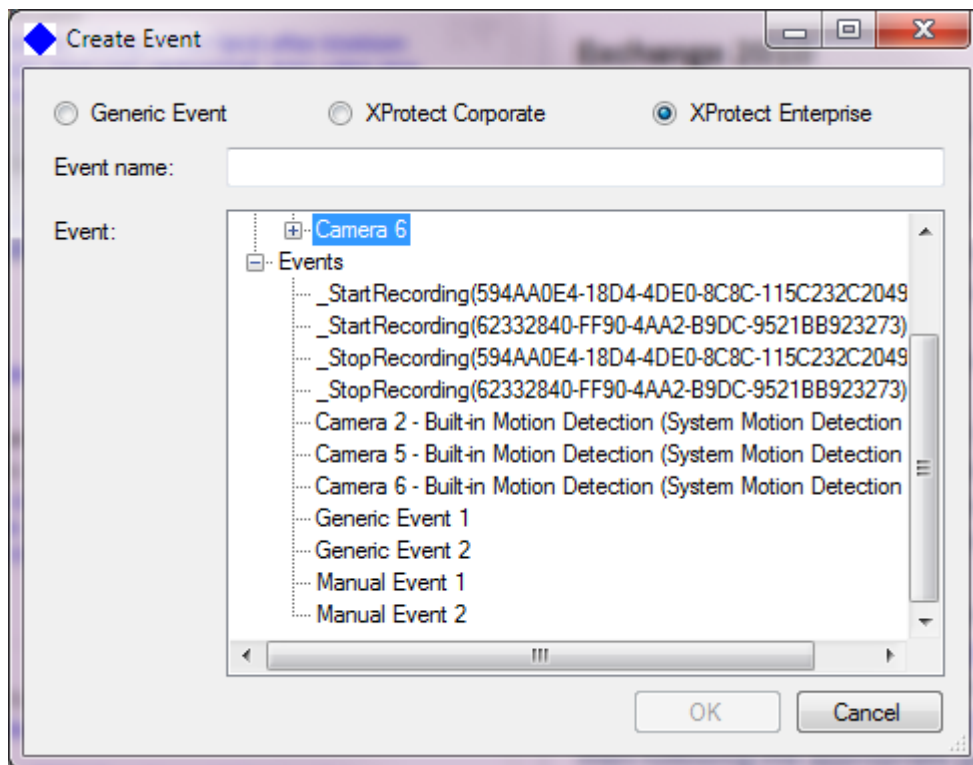
OK Cancel

Note: Remember to tick Advanced Mode CheckBox

5. If a *XProtect Corporate Event* is chosen, events available from XProtect Corporate will be shown on the list for selecting.



6. If a *XProtect Enterprise Event* is chosen, events available from XProtect Enterprise will be shown on the list for selecting



7. Click the *OK* button or press the *Enter* key on the keyboard to accept the entered values.



Editing an Input Event

To edit an input event, do the following:

1. Select the required input event in the *Input Events* group box.
2. Click the *Edit* button, or press the *F2* key on the keyboard.

The *Edit Input Event* window opens.

Change the required settings, and click the *OK* button or press the *Enter* key on the keyboard to accept the changes.

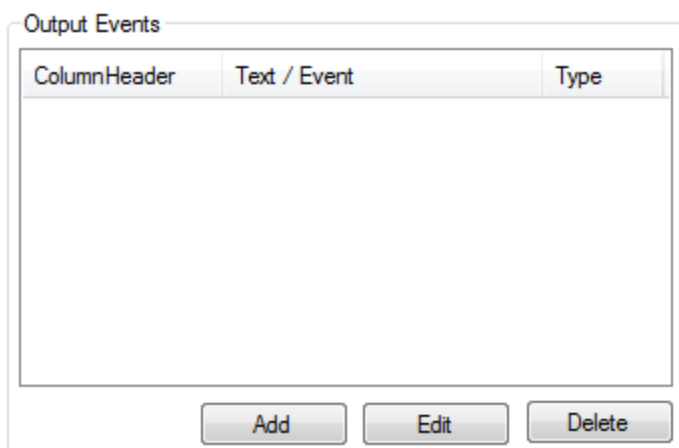
Deleting an Input Event

To delete an input event, select the input event in the *Input Events* group box, and then press the *Delete* key on the keyboard.

Note: If the event is used in a rule, you can't delete it, unless you remove the event from the rule or delete the rule first.

Output Events

You are able to add, edit and delete output events in the *Rules and Events* tab's *Output Events* group box.



The *Output Events* group box on the *Rules and Events* tab.

Note: In Event Proxy 2.6, escape sequences can also be used in output generic event text:

- \' - single quote, needed for character literals
- \" - double quote, needed for string literals
- \\ - backslash
- \0 - Unicode character 0
- \a - Alert (character 7)
- \b - Backspace (character 8)
- \f - Form feed (character 12)



- \n - New line (character 10)
- \r - Carriage return (character 13)
- \t - Horizontal tab (character 9)
- \v - Vertical quote (character 11)
- \uxxxx - Unicode escape sequence for character with hex value xxxx
- \xn[n][n][n] - Unicode escape sequence for character with hex value nnnn (variable length version of \uxxxx)
- \Uxxxxxxxx - Unicode escape sequence for character with hex value xxxxxxxx (for generating surrogates)

For example: output generic event text "\tMy test string in line1\nMy test string in line2" means

" My test string in line1

My test string in line2"

In Event Proxy 2.6, it is possible to send generic events to the secondary output server if sending to the primary output server fails.

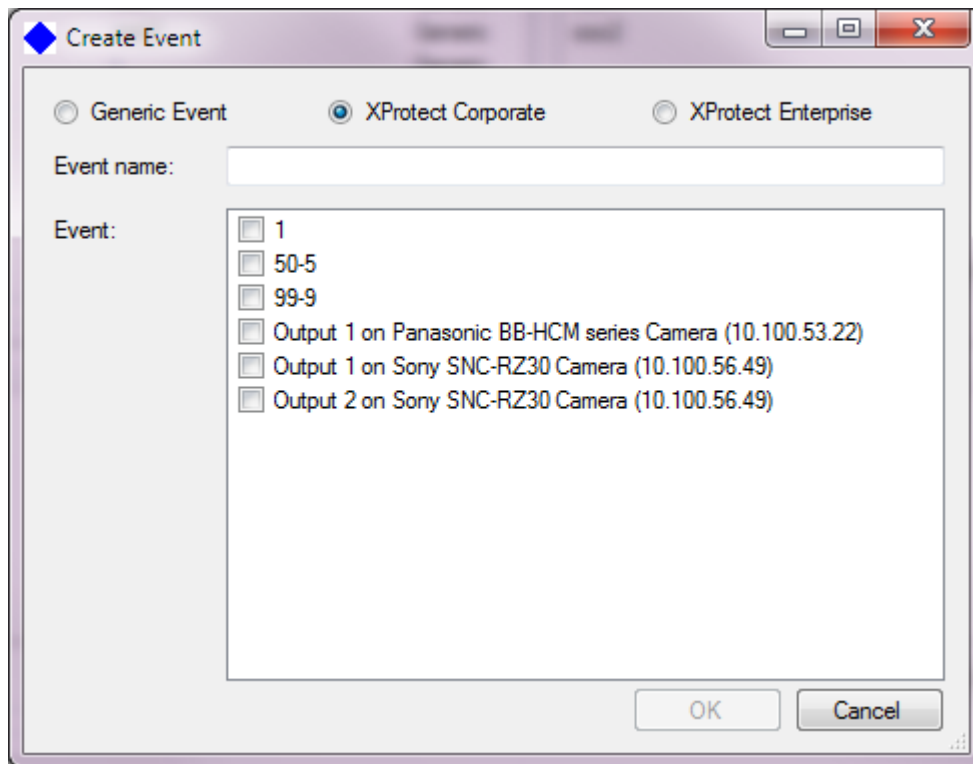
Adding an Output Event

To add an output event, do the following:

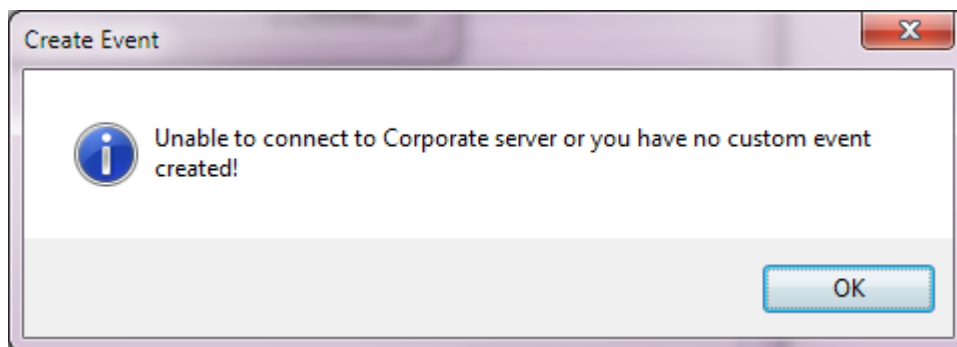
1. Click the *Add* button in the *Output Events* group box. Alternatively press the *Insert* key on the keyboard when the output events list view is active.

The *Create Output Event* window opens.

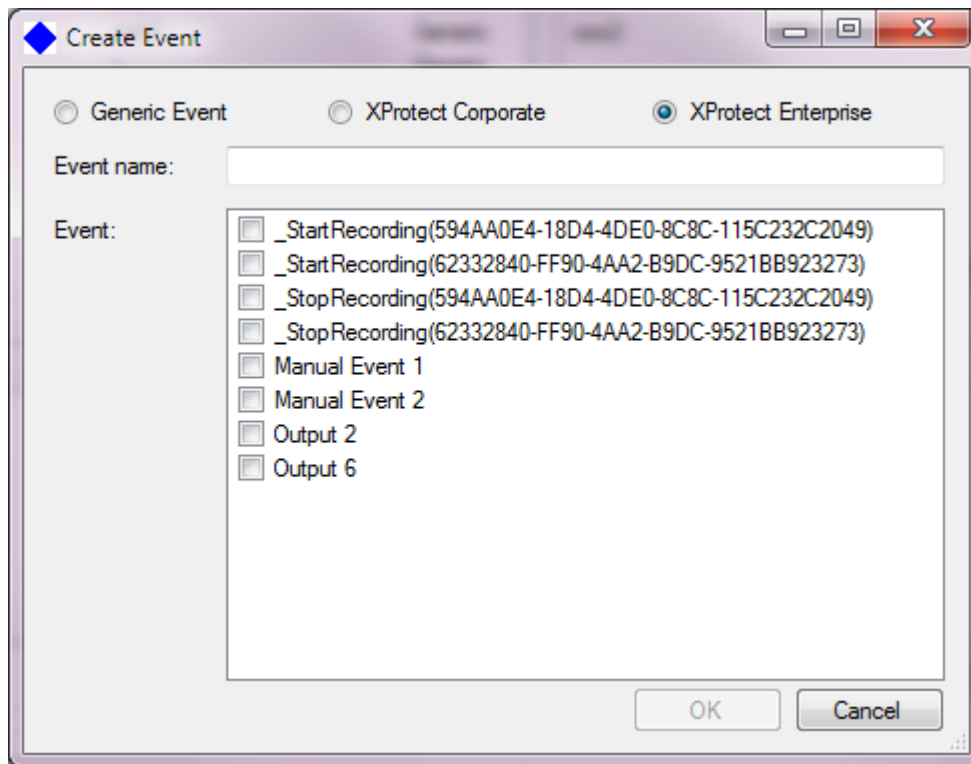
2. Enter a unique name for the output event in the *Event name* text box.
3. If a *Generic Event* is chosen, in the *Event text* field, enter the actual text that is to be sent to XProtect Enterprise when this output event is triggered.
4. Alternatively choose *XProtect Corporate/XProtect Enterprise Event*. Events available from XProtect Corporate/XProtect Enterprise will be shown on the list.



If the Server Settings is not available



XProtect Enterprise is chosen



Click the *OK* button or press the *Enter* key on the keyboard to accept the entered values.

Editing an Output Event

To edit an output event, do the following:

1. Select the required output event in the *Output Events* group box.
2. Click the *Edit* button, or press the *F2* key on the keyboard.

The *Edit Output Event* window opens.

Change the required settings, and click the *OK* button or press the *Enter* key on the keyboard to accept the changes.

Deleting an Output Event

To delete an output event, select the event in the *Output Events* group box, and press the *Delete* key on the keyboard.

Note: If the event is used in a rule, you can't delete it, unless you remove the event from the rule or delete the rule first.

States

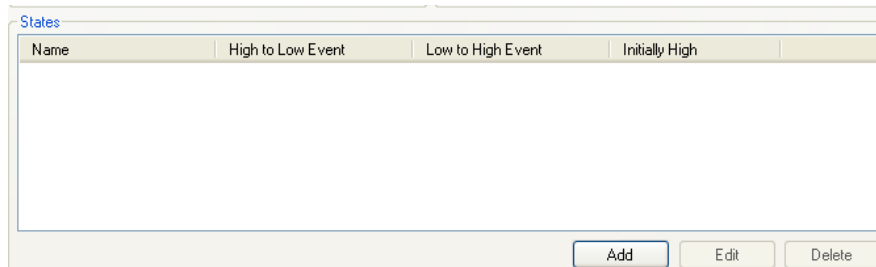
You are able to add, edit and delete states in the *Rules and Events* tab's *Rules* group box.



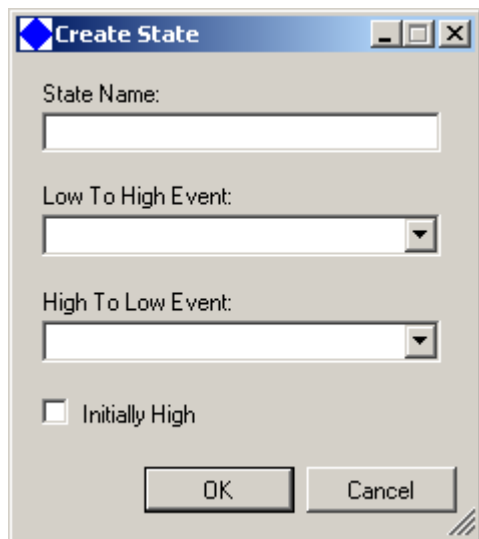
Adding a State

To add a state, do the following:

1. Click the *Add* button in the *States* group box. Alternatively press the *Insert* key on the keyboard when the states list view is active.



The *Create State* window opens:



2. Enter a unique name for the state in the *State Name* text box.
3. In the *Low To High Event* combo box select which input event turns the state from Low (not set) to High (set).
4. In the *High To Low Event* combo box select which input event turns the state from High (set) to low (not set).
5. Select the *Initially High* checkbox if the state should be high (set) initially. Unselect this box if the state should be initially Low.

Click the *OK* button or press the *Enter* key on the keyboard to accept the entered values.

Editing a State

To edit a state, do the following:



1. Select the required state in the *States* group box, and click the *Edit* button, or press the *F2* key on the keyboard.

The *Edit State* window opens.

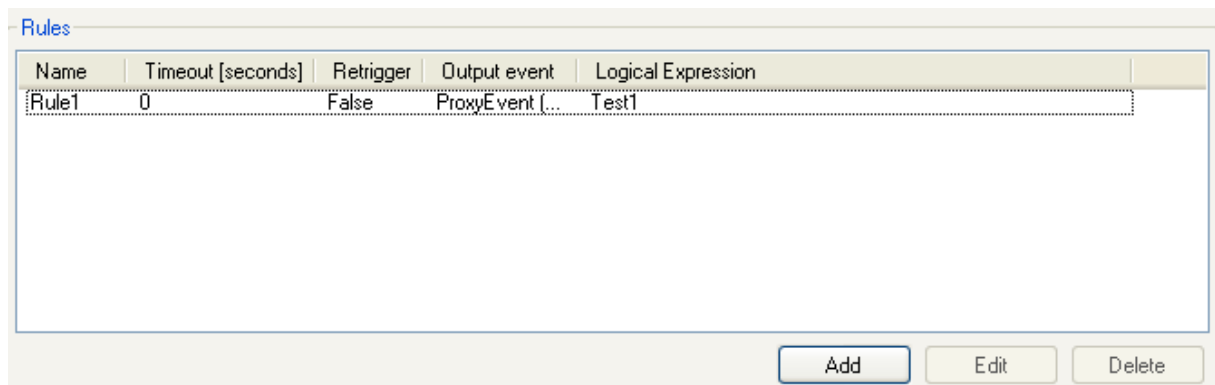
2. Change the required settings.
3. Click the *OK* button or press the *Enter* key on the keyboard to accept the changes.

Deleting a State

To delete a state, select the required state in the *States* group box, and press the *Delete* key on the keyboard.

Rules

You are able to add, edit and delete rules in the *Rules and Events* tab's *Rules* group box.



The *Rules* group box on the *Rules and Events* tab.

Adding a Rule

To add a rule, do the following:

1. Click the *Add* button in the *Rules* group box. Alternatively press the *Insert* key on the keyboard when the rules list view is active.

The *Create Rule* window opens:



2. Enter a unique name for the rule in the *Rule name* text box.
3. In the *Output event* combo box select which output event to trigger when the conditions of the rule (input events and logical expression) are fulfilled.
4. Enter how many seconds the rule should be active by entering the number of seconds in the *Rule timeout (seconds)* control.

Select whether to retrigger the timer by toggling the *Retrigger timer* check box.

- When the *Retrigger timer* check box is selected, the rule will be active for the selected number of seconds after arrival of the last input event used by this rule.
- When the *Retrigger timer* check box is NOT checked, the rule will be active for the selected number of seconds after arrival of the first input event used by this rule.

Note: Only if all the input events used by the rule arrive within its active period, the conditions of the rule are fulfilled. When the rule times out, it is reset and is no longer active, until a new relevant input event arrives.

5. Set up a logical expression for the rule by clicking input events in the *Available input events* list box, and states in the *Available States* list box, and clicking the logical operator buttons (AND, OR, NOT, "(" and ")"). Selected objects will be appended to the end of the existing logical expression.

Alternatively a logical expression can be set up by writing it directly in the *Logical expression* text box.



The logical expression can be written and shown using either operator symbols or operator text (i.e. "&" or "AND") by toggling the *Show operator as symbol* check box.

6. Click the *OK* button or press the *Enter* key on the keyboard to accept the entered values.

Logical Operators

- **AND:** event 1 AND event 2 AND ...
 - Means that all events must be High at the same time before an event is sent to Milestone Xprotect
- **OR:** event 1 OR event 2 OR ...
 - Means that at least one of the events must be High before an event is sent to Milestone Xprotect
- **NOT:** Indicates that the "true" state is low instead of normal high
 - The state NOT will in a rule be combined with the logical operators "AND" or "OR"
- **"(" and ")":** Is used to group logical statements, e.g. (event 1 AND NOT event 2) OR event 3
 - Means that if either event 1 is High and event 2 is Low at the same time or event 3 is High an event is sent to Milestone Xprotect
 - Meaning that if event is high and event 2 is Low an event is sent to Milestone Xprotect regardless of what state event 3 is in.
 - Likewise if event 3 is High an event is sent to Milestone Xprotect regardless of the state of event 1 and event 2

Editing a Rule

To edit a rule, do the following:

1. Select the required rule in the *Rules* group box, and click the *Edit* button, or press the *F2* key on the keyboard.

The *Edit Rule* window opens.

2. Change the required settings.

Tip: You are able to edit a logical expression directly in the *Logical expression* window.

3. Click the *OK* button or press the *Enter* key on the keyboard to accept the changes.

Deleting a Rule

To delete a rule, select the required rule in the *Rules* group box, and press the *Delete* key on the keyboard.

Please note that as of version 2.4 of the Event Proxy, rules consisting solely of states are no longer supported.



Communication

Receiving Input Events

You are able to configure how input events from a third party application should be received by the event proxy in the *Senders and Receivers* tab's *Receive input events on* group box.

A screenshot of a configuration window titled "Receive input events on". It contains two radio buttons: "TCP" (selected) and "UDP". Below this is a "Sockets Settings" section with a "Port" field set to "1234" and an empty "Host" field. A note below the host field reads "(only necessary if more than one network adapter)".

Receive input events on

TCP UDP

Sockets Settings

Port:

Host:

(only necessary if more than one network adapter)

The *Receive input events on* group box on the *Senders and Receivers* tab.

To configure how the event proxy should receive input events from a third party application, do the following:

1. From the *Senders and Receivers* tab, select the *TCP* or *UDP* option button depending on whether it is a TCP or UDP-based event.
2. Enter the port number for the communication in the *Port* field.
3. If the computer has more than one network adapter and a specific one must be used, specify the host name or IP address in the *Host* field. If the computer does not have more than one network adapter, you can leave the *Host* field empty.

Sending Output Events

You are able to configure how output events should be sent to XProtect Enterprise in the *Senders and Receivers* tab's *Send output events on* group box.



Send output events on

TCP
 UDP
 Serial Port

Sender Socket Settings

Port:

Host:

Backup Sender Settings

Port:

Host:

Serial Port Settings

COM Port:

Baud:

Parity:

Stop bit:

Data bits:

Handshake:

The *Send output events on* group box on the Senders and Receivers tab.

To configure how the event proxy should send output events to XProtect Enterprise, do the following:

1. From the *Senders and Receivers* tab, select the *TCP*, *UDP* or *Serial Port* option button depending on whether it is a TCP, UDP or Serial Port based event.
2. Either:
 - a. Enter the port number for the communication in the *Port* field for TCP or UDP and enter the host name or IP address in the *Host* field for TCP or UDP.
 - b. To configure a secondary output server, enter the port number and host name.
 - c. Or choose the COM Port, Baud, Parity, Stop bit, Data bits and Handshake setting.

XPCO Server Settings

Set up the image server of XProtect Corporate.



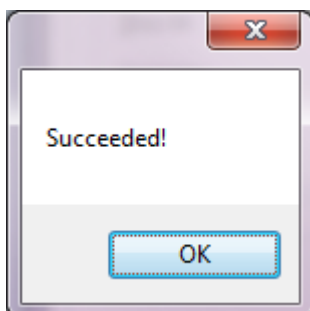
XPCO Server Settings

Image Server Address:	<input type="text" value="dkvs-joc-05"/>
Image Server Port:	<input type="text" value="80"/>
Authentication Type:	<input type="text" value="Windows"/>
User Name:	<input type="text" value="administrator"/>
Password:	<input type="password" value="*****"/>
<input type="button" value="Test"/>	

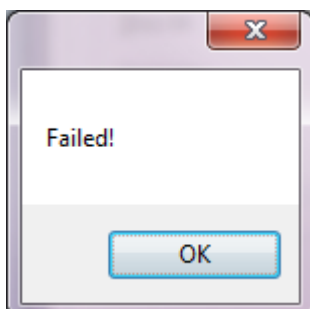
To set up the server, do the following:

1. Specify the *Server Address* and *Port Number*.
2. Select *Authentication Type* and specify *User Name* and *Password*.
3. Can be tried by clicking *Try* button.

The connection was established successfully when you see this window:



Otherwise





XPE Server Settings

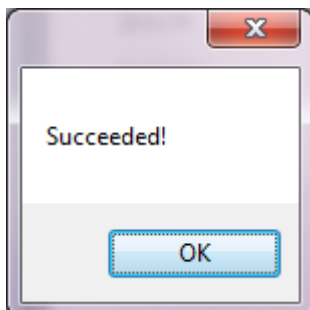
Set up the recording server and Central API of XProtect Enterprise.

A screenshot of the 'XPE Server Settings' dialog box. It contains two sections. The first section is for the recording server, with fields for 'Recording Server Address' (localhost), 'Recording Server Port' (81), 'Authentication Type' (WindowsDefault), 'User Name', and 'Password'. Below these is a 'Test' button. The second section is for the central server, with fields for 'Central Server Port' (1237), 'Central Server User' (Name), and 'Central Server Password' (masked with asterisks). Below these is another 'Test' button.

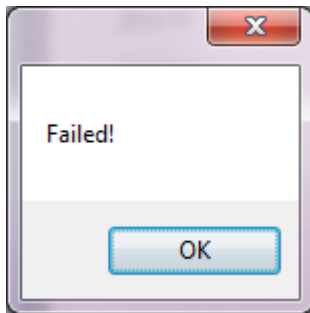
To set up the server, do the following:

1. Specify the *Server Address* and *Port Number*.
2. Select *Authentication Type* and specify *User Name* and *Password*.
3. Can be tried by clicking *Try* button.

The connection was established successfully when you see this window:



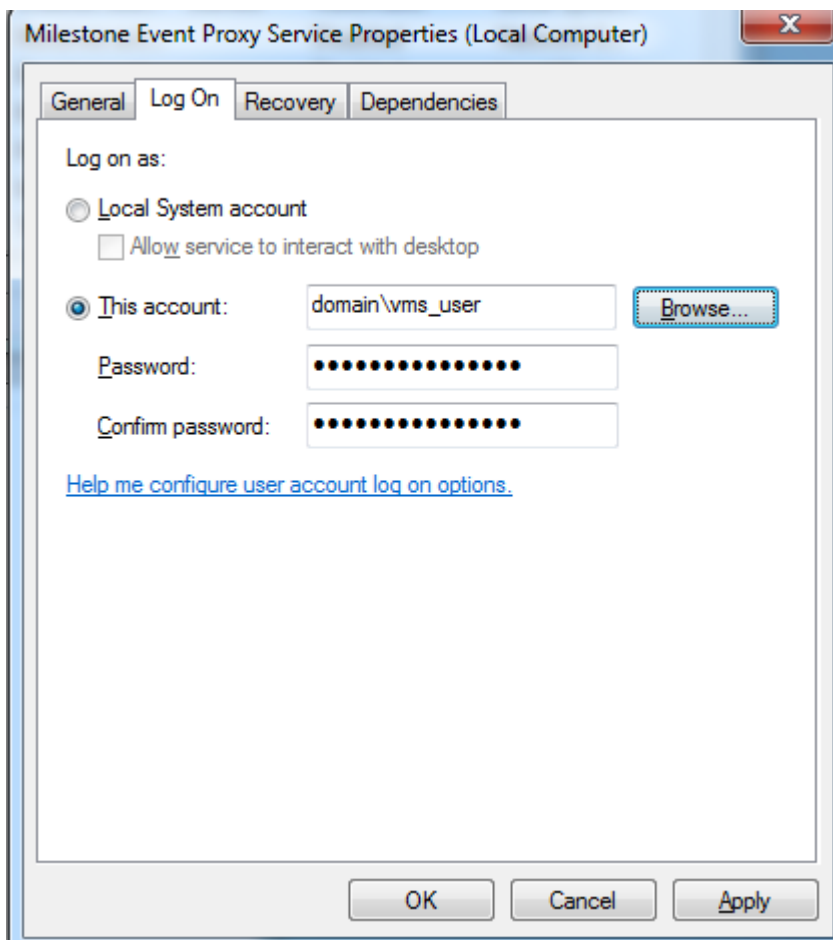
Otherwise



To set up the central API, do the following:

1. Specify the *Port Number*.
2. Specify *User Name* and *Password*.
3. Can be tried by clicking *Try* button.

If *Authentication Type* is set to *WindowsDefault* the Event Proxy service must be started by a user that has sufficient rights to access the VMS system (XPE and/or XPCO). To configure this, open *Windows Services* and double click the *Milestone Event Proxy Service*:





Restart the Event Proxy service after the proper credentials are configured.

Logs

You are able to configure how much information you would like to log in the *Communication* tab's *Logging* group box.

Logging

- Log input events
- Log rule engine events
- Log output events
- Log state changes

The *Logging* group box on the *Logging* tab.

To configure how much information you would like to log, select or deselect the following check boxes:

Check box	Description
Log input events	Logging of input event arrivals.
Log output events	Logging of output events sent.
Log rule engine events	Logging of rule engine events. A rule engine event is when the conditions of the rule (input events and logical expression) are fulfilled.
Log state changes	Logging of state changes

Input, output and rule engine events are by default logged in a file called *EventProxy.log* in Event Proxy's installation folder (typically the C:\Program Files\Milestone\Milestone Event Proxy folder).

Warnings and errors are by default always logged. They are logged in Windows *Event Viewer*. To open *Event Viewer* and view the log file, select *Run* in Windows *Start* menu. Then type *eventvwr* in the *Run* window, and in the *Event Viewer* window, select the *EventProxy.log*.

All event log settings can be altered by editing the *VideoOS.EventProxy.EventProxyService.exe.config* file.

```
<VideoOS.Diagnostics.Logging>
  <Logger name="TraceLogger">
    <Appender type="File" level="debug" filename="~\EventProxy.log"
archive=".\EventProxyArchiveTmp"/>
    <Appender type="EventLog" level="info" logname="EventProxy"/><!-->
```




```
<Appender type="Console" level="warning"/>
</Logger>

</VideoOS.Diagnostics.Logging>
```

- Type – log type can be one of File / EventLog / Console
- Level – can be one of: debug / info / warning / error
- Filename – specifies the file where a file logger must write its log entries.
 - If filename specifies a full path, that path is used directly.
E.g. "C:\Temp\MyLog.txt"
 - If filename is relative - the log file will be relative to the users TEMP directory - as returned GetTempPath().
E.g. ".\MyLog.txt"
 - If filename starts with a tilde (~) then the tilde is replaced with the path to the directory of the executing assembly.
E.g. "~\MyLog.txt"
 - If filename is empty then the log file will be placed in the users TEMP directory - as returned GetTempPath() - and the file will get the name specified in the <Logger> name attribute.
- Archive -- specifies the location of the archive folder.
 - The archiving will be doing every time when the Service starts up and every day at midnight.
 - The same apply as for the "filename" attribute except for the empty value which disables archiving.

Note, that the settings in the *VideoOS.EventProxy.EventProxyService.exe.config* file take precedence of the settings defined in the *Communication* tab's *Logging* group box.



Milestone Systems offices are located across the world. For details about office addresses, phone and fax numbers, visit www.milestonesys.com.

