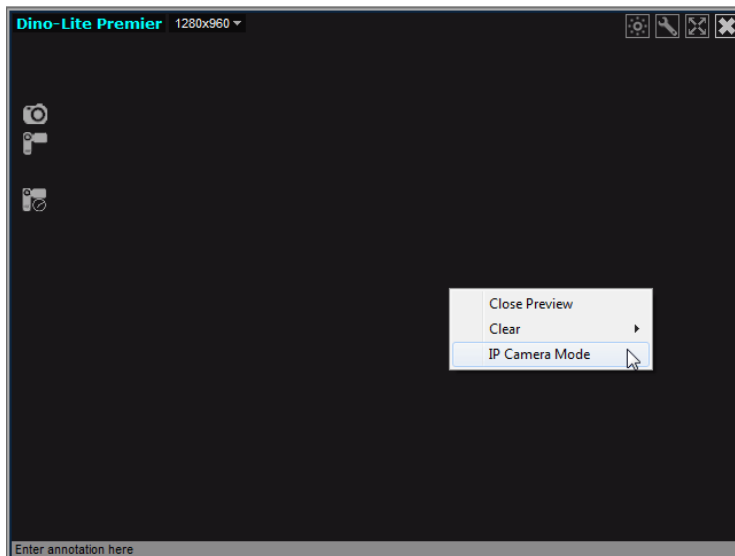# IP Camera Mode Setup in DinoCapture 2.0

You can allow other people to remotely see your Dino-Lite or Dino-Eye by switching your live preview window into IP camera mode, and also be able to view a remote Dino-Lite* with the DinoCapture 2.0 software if they are in this mode too. The IP camera mode is the live preview window of the Dino-Lite* turned into a mode that allows others to see the live video feed in your local area network (intranet), or through the World Wide Web (internet). It is useful for situations where privacy is needed, as the only way to connect to a remote Dino-Lite* to know the others IP address. It can be used for professions such as doctors who require doctor/ patient confidentiality, education where the teacher can see what the students are examining right away, and more.

Switch to IP Camera Mode for others to see your Dino-Lite*

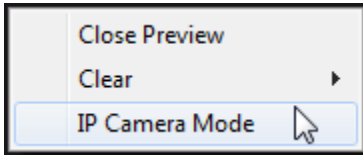Turning your live preview window into IP camera mode allows remote DinoCapture 2.0 users to be able to view the live video feed of your Dino-Lite*.

Switching to IP Camera Mode:

1. Right click in the live preview window

2. Select "IP Camera Mode"

3. Your live preview window will now change into IP camera mode and is now ready for remote DinoCapture 2.0 users to view the live video feed from your Dino-Lite*. In this mode you can take pictures, add a password for additional security, and turn the LED's on the Dino-Lite on/off. You can also see your LAN and WAN** IP address on the top left corner of the window to easily identify your IP address for remote users (others) to connect to your Dino-Lite*. If you are behind a firewall, please check the "When behind a Firewall" section of this instruction sheet.

4. When asking someone to connect over the internet to your Dino-Lite*, have them type the WAN** IP address instead of the LAN** address when attempting to connect.

   When connecting through the intranet, use the LAN IP address.
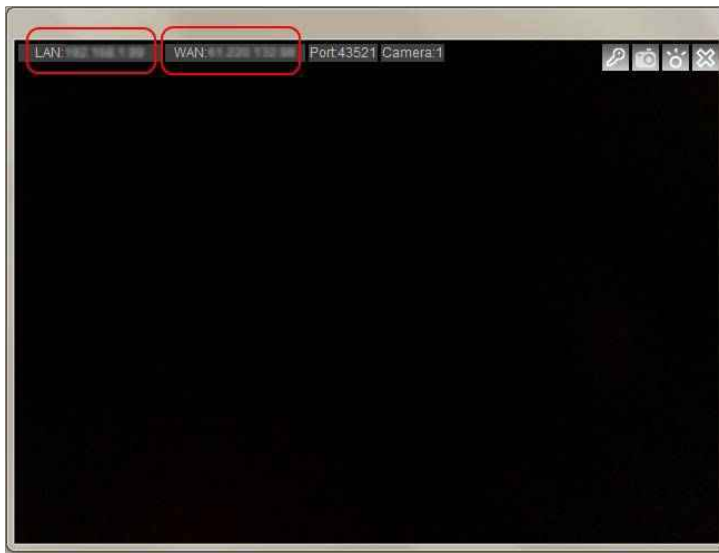
How to connect to a remote Dino-Lite*

You can connect to a remote Dino-Lite*, which allows you to view the live video feed of a Dino-Lite* over the internet or intranet with the DinoCapture 2.0 software.

Connect to a remote Dino-Lite*:

1. Ensure the remote Dino-Lite* you want to connect to has switched its live preview window into IP camera mode.

2. Select "Settings"

3. Move your mouse over to "Connect to IP Dino-Lite or Dino-Eye"

4. Then click on "New"
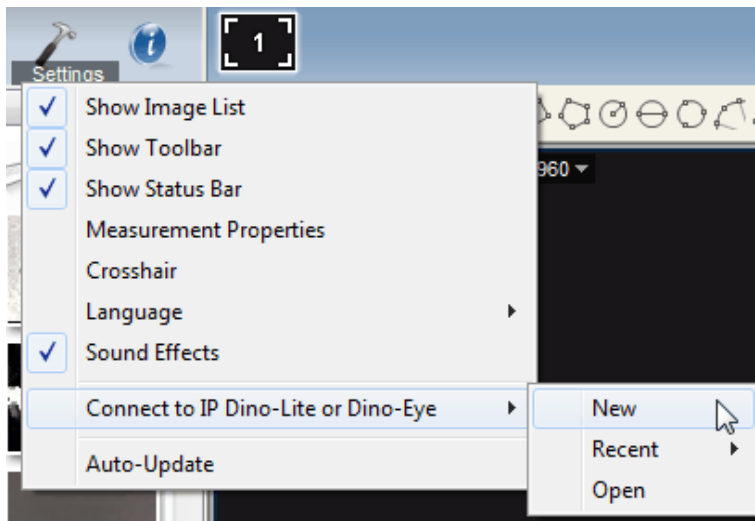
5. The New Connection window will pop up where you can fill in the required information to connect to the remote Dino-Lite*.
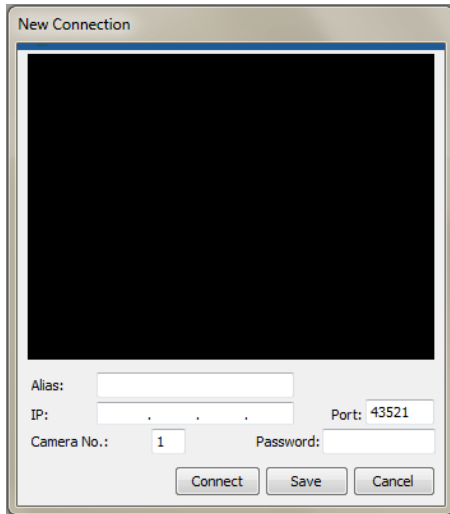
Alias: Create a name for the remote Dino-Lite*(When done, the name will be displayed in "Recent").

IP: Enter the IP address of the remote Dino-Lite*.

Port: Port refers to TCP Port***. The default is 43521 but you can create your own number (1024-65535). If you do not know which TCP Port are being used already, you may want to use the default number.

Camera No.: The assigned number of the Dino-Lite*. If only 1 Dino-Lite is connected normally "1" is the camera number.

Password: Enter password if a password was created.

Connect: Connect to see if it works. If you are not connected, you will only see a black screen.

Save: Save the settings of the remote Dino-Lite* this can be recalled later on in "Recent".

Cancel: Cancel connection setup.


When behind a Firewall

The Dino-Lite* cannot be detected, by other users over the internet, if the router has a firewall set up. Set the router firewall to do Port Forwarding which is like a man made "hole" in the firewall that only exists if you create it. When you are located behind a firewall, port forwarding will allow people to connect to **YOUR** Dino-Lite*.

Setup Port Forwarding:

1. First figure out your LAN** IP address and TCP Port***.

    Turn the live preview window into IP Camera Mode. The LAN and Port can be found on the top left corner of the window.
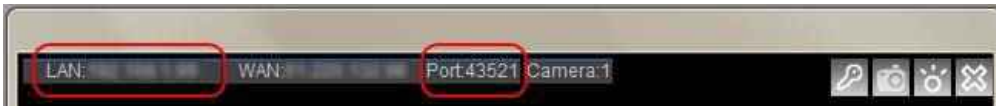
2. Set an fixed IP address instead of a roaming IP address

   Change the Local Area Network Properties to use a set IP address, instead of automatically obtaining a random IP address when connecting to the internet.

3. Set your router to port forward to the desired computer with the set IP address.

   Enter your router settings *and have the router "forward" incoming internet traffic to* **your local computer while still being protected behind a firewall.**

4. Others can now connect to your Dino-Lite* (If your Dino-Lite* is in IP camera mode.)

Additional Information

- If one remote Dino-Lite* has a password protection when in IP camera mode, then the others will also need to set a password to be able to connect.

- If you do not desire to use the default Port, you can change the TCP Port *** after creating a new connection. Simply double click to change it, or change it in the Connection list.
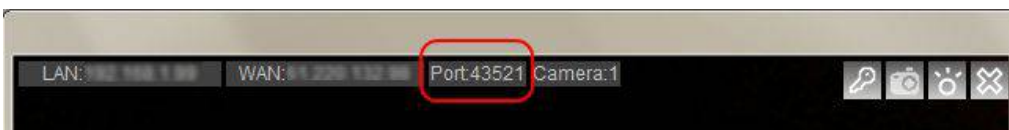
- The amount of IP camera's you can connect to depends on your internet settings and system specifications. For example 10/100mb internet speed connection allows you to connect to about 5 Dino-Lites* in IP camera mode.

- If you are having trouble controlling the LED's on the Dino-Lite* in IP Camera mode, try disabling other video devices such as a built-in webcam and try again.

- If you have multiple IP addresses on one computer, the IP displayed in IP camera mode may not be correct. If so, you may find your IP address by searching it in Windows CMD:

   In Windows go to Run >Type: cmd > Type: ipconfig > under the section: "Ethernet adapter Local Area Connection" you can find your IP Address.

- You can open saved or recent remote Dino-Lite* Connections.

```
New
Recent        ▶
Open
```
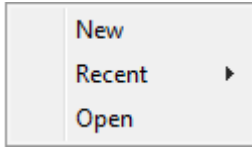
Recent:

Selecting Recent allows you to select or view the latest Dino-Lite* that you have recently connected to.

Open:

Selecting Open allows you to modify the information stored regarding the remote Dino-Lite* (Eg. password, port, and etc.), connect to the remote Dino-Lite/Dino-Eye, or delete the remote Dino-Lite/Dino-Eye from your list.

Notes:

* In all these instances **Dino-Eye or Dino-Eye** is meant.

** LAN- local area network (IP created by router for local computers).

WAN- wide area network (Real IP to connect to the World Wide Web).

***Port =TCP Port= Transmission Control Protocol Port. See Fig.1.

Fig.1