



Nx Witness

VIDEO MANAGEMENT SYSTEM

Mobile Client User Manual

Version 25.1 - February 2025

1	Introduction	3
1.1	Requirements	4
2	Connecting to a Site	5
2.1	New Connection	6
2.2	Log in to Cloud	8
2.3	Two Factor Authentication	9
2.4	Server Certificates	10
3	Interface	11
3.1	Client Settings	12
3.2	Device List	13
3.3	Device View	14
3.4	Pan Tilt Zoom	16
3.5	Image Dewarping	17
3.6	Soft Triggers	18
3.7	Motion Search	19
3.8	Object Search	21
3.9	Bookmark Search	23
3.10	Calendar Widget	24
3.11	2-Way Audio	25
3.12	Export Video (beta)	26
3.13	Opening Layouts	27
3.14	Camera Options	28
3.15	Push Notifications	29

1 Introduction

The Nx Witness mobile client is a native application that is installed on devices running supported Apple iOS and Google Android operating systems that enables authorized users to connect to Nx Witness sites on a local network or to Nx Cloud connected sites over any active internet connection the mobile client supports.

Key features of the Nx Witness mobile client:

- Connect to local or Nx Cloud connected sites and systems.
- Automatic discovery of servers located on the local network.
- View live and recorded video archives from any accessible camera.
- Support for analytical plug-ins that perform [Object Search](#)^[21].
- A user interface designed around common mobile device gestures.
- Intelligent [Calendar Widget](#)^[24] to quickly navigate the archive.
- Touch control of [Pan Tilt and Zoom](#)^[16] functions on supported devices.
- Dynamically [dewarp](#)^[17] and rotate circular and fisheye images.
- Two-way audio communication between the mobile client and supported devices.
- Touch activation of [Soft Triggers](#)^[18] to initiate predefined actions.
- Smart [Motion Search](#)^[19] using a user definable region of interest.
- Mobile client can receive [Push Notifications](#)^[29] from cloud-connected sites.
- Authorized users can [Export Video](#)^[26] to the mobile device in .MP4 format.
- Mobile client-control of hardware acceleration, software decoders, and camera resolution.
- Support for [Two Factor Authentication](#)^[9] (2FA) when required by the site.

Note: The Nx Witness mobile client does not handle system administration tasks. Please use the desktop client or cloud portal for tasks related to user permissions, soft trigger configuration, layout management, push notifications, and other advanced tasks.

1.1 Requirements

The Nx Witness mobile client must be installed on a compatible device. Version 25.1 of the mobile client will connect to Nx Witness servers running version 4.2 or later, some features are only available when connected to version 5.x and 6.x servers.

Mobile Device Requirements:

- An Apple iOS or Android device containing hardware that is compatible with the supported operating systems.
- Enabled connectivity services that link the mobile device to sites, servers, or the cloud with sufficient bandwidth.
- The mobile client must be granted permission to access network, storage, and other required services.
- Site settings may require a supported [Two Factor Authentication](#) application to authenticate the user.

Supported Operating Systems:

- Google Android versions: 10, 11, 12, 13, 14, and 15.
- Apple iOS & iPadOS versions: 16, 17, and 18.

Server Requirements:

- Sites and Servers must be running at least version 4.2 of the server component.
- Sites and Servers must be reachable by the mobile client across available networks.
- Established user accounts for the connection method to be used:
 - A local user connecting over the Local Area Network (LAN).
 - A local user connecting over a Wide Area Network (WAN) using appropriate firewall settings or port forwarding.
 - A cloud user with permission to cloud connected sites.
 - User permissions may be required to access specific devices or resources.

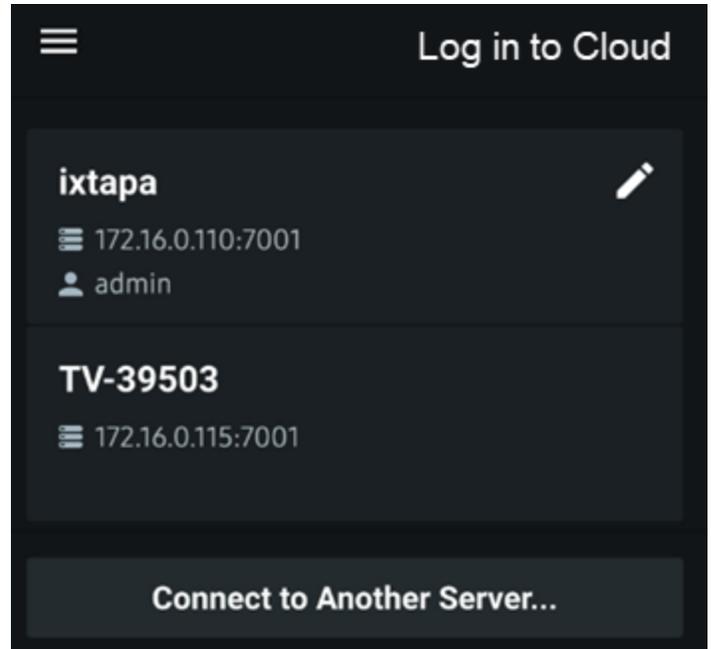
Note: Keep all software components up to date to prevent connection or performance issues.

2 Connecting to a Site

The Nx Witness mobile client can connect to local sites on the same network as the mobile device or to Nx Cloud connected sites over the internet. If the mobile client will try to reconnect to the last successfully connected site when launched, unless it was disconnected before being closed.

The Welcome Screen (Not Connected to Cloud)

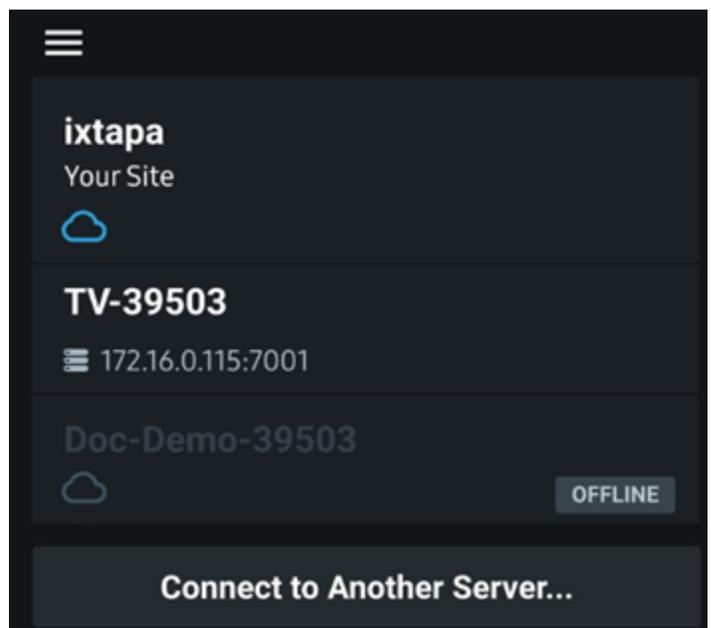
- The three-bar icon opens the Main Menu.
- Touch the [Log in to Cloud](#) text to open the connection dialog.
- Under the site name is the server IP address and the last username used, if known.
- The pencil icon will open the [Network Connection](#) dialog where the IP address and hostname can be revised.
- Tap the **Connect to Another Server...** button to open the [New Connection](#) dialog for sites on the local network.



The Welcome Screen (Connected to Cloud)

- The three-bar icon opens the Main Menu.
- A highlighted cloud icon is shown next to available cloud connected sites while a dim icon and status label is shown for unavailable sites.
- Local sites display their IP address.
- Tap the **Connect to Another Server...** text to open the [New Connection](#) dialog for sites on the local network.

Once the client logs into the cloud, all cloud-connected sites, including any recently added sites, are displayed to the user. The new connection method does not facilitate requesting or granting access to cloud-connected sites.



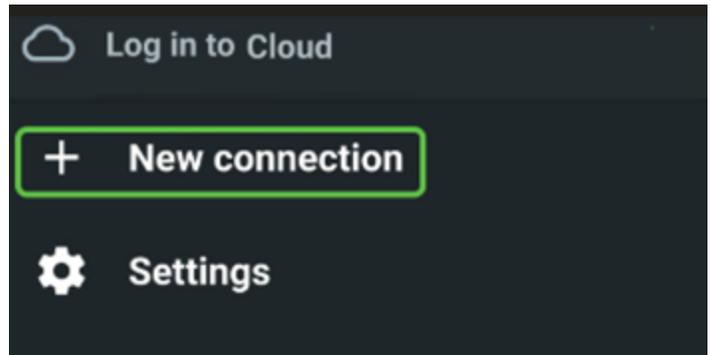
2.1 New Connection

Nx Witness servers broadcast a message on their local network that the mobile client listens for. When a server is recognized the mobile client will show it in the list of available connections. See [Connecting to a Site](#) ⁵.

The subject details how to connect to a known server that wasn't automatically detected, as long as the firewall and port forwarding are configured correctly.

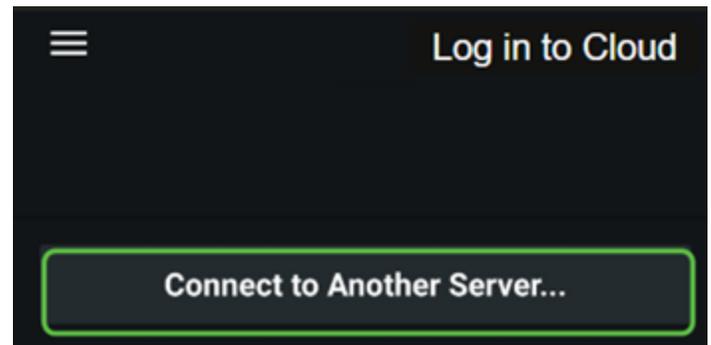
New Connection from the Main Menu

- Tap the **New connection** text located near the bottom of the Main Menu panel to open the new connection dialog.



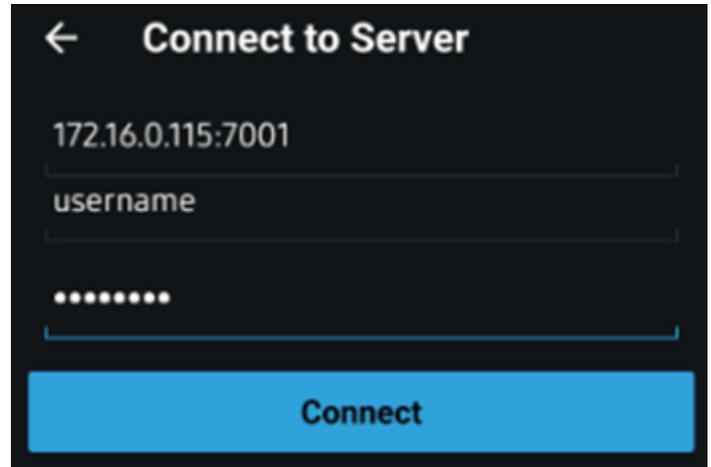
New Connection from the Welcome Panel

- Tap the **Connect to Another Server...** button near the bottom of the welcome panel to open the connection dialog.



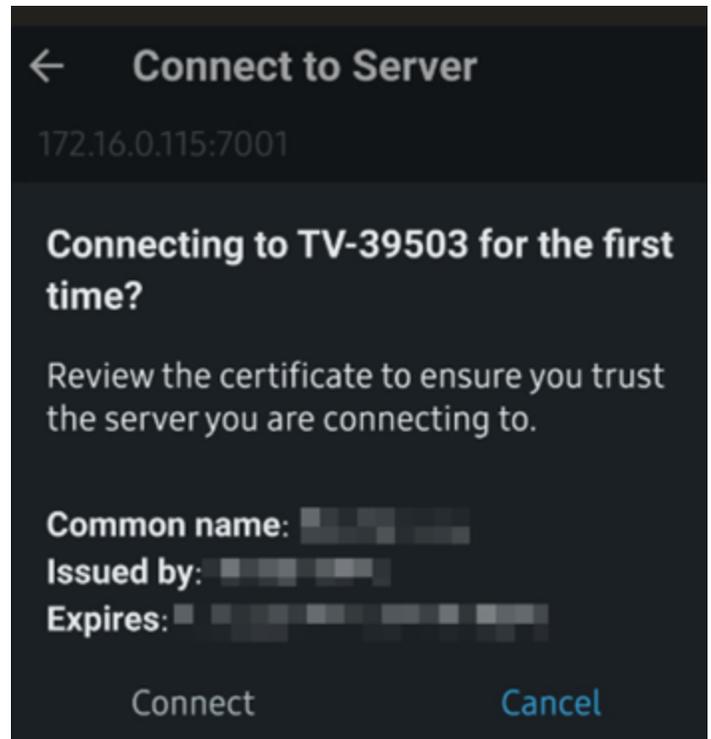
Connect to the Site Server

1. Enter the network address and port of the site server to be connected.
2. Provide the username and password of an active account on the new connection.
3. Click the **Connect** button to establish the new connection.
4. Perform any authentication steps as prompted.



Review the Server Certificate

1. A notice is presented when connecting to a server for the first time.
2. Review the details of the certificate presented.
3. Tap on the **Connect** button text to accept the provided [Server Certificate](#)¹⁰¹ and trust the connection.
4. Tap on the **Cancel** button to exit and reject the connection.



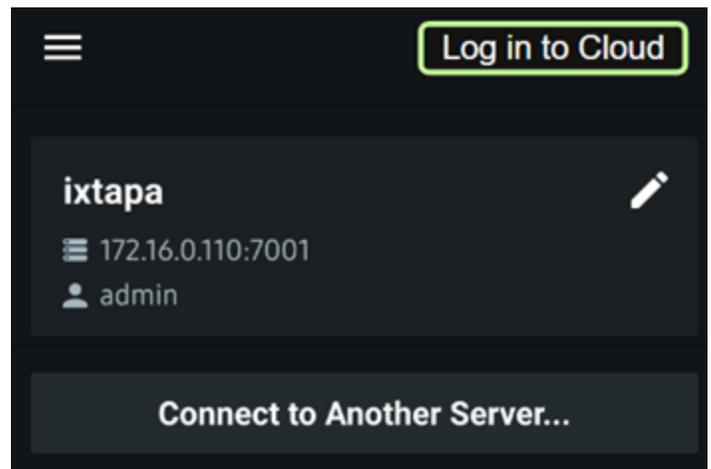
2.2 Log in to Cloud

Logging into the cloud will allow the user to access all sites and system linked to their account without re-entering their credentials when changing connections. Mobile clients that are logged into the cloud can also receive [Push Notifications](#)^[29].

The mobile client has two touch locations that will open the **Log in to Cloud** dialog: one on the Welcome Panel and one on the Main Menu.

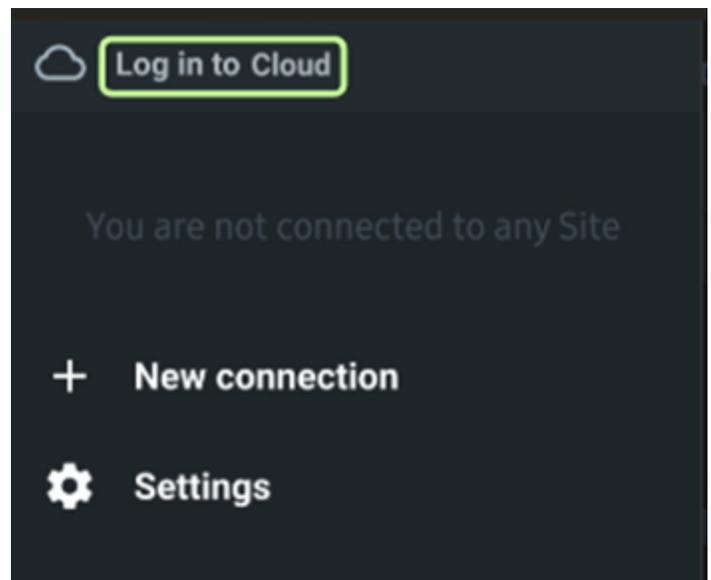
Log in to Cloud from the Welcome Panel

1. Tap the **Log in to Cloud** text at the top of the welcome panel.
2. Enter your cloud account credentials and, if prompted, complete [Two Factor](#)^[9] [Authentication](#)^[9].



Log in to Cloud from the Main Menu

1. Tap the three-bar icon to open the Main Menu.
2. Touch the **Log in to Cloud** text at the top of the main menu.
3. Enter your cloud account credentials and, if prompted, complete [Two Factor](#)^[9] [Authentication](#)^[9].



Note: The list of available sites will refresh after the mobile client connects to the cloud account.

2.3 Two Factor Authentication

The two-factor authentication dialog is presented when required by the site.

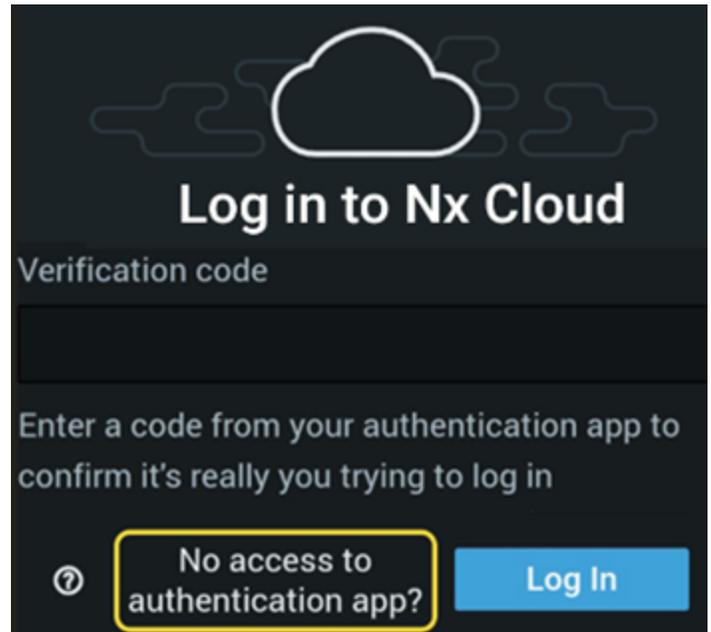
Enter 2FA Verification Code

1. Open the linked authentication application and retrieve the current verification code.
2. Enter the 2FA into the mobile client and tap the **Log In** button

The following authentication systems are supported:

- Google Authenticator
- Microsoft Authenticator
- Duo Mobile

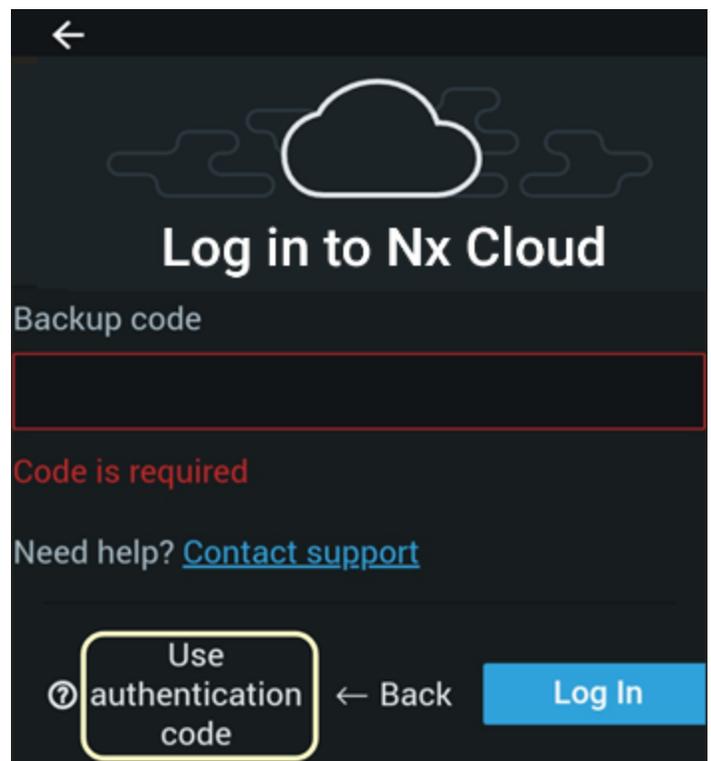
Touch the “**No access to the authentication app?**” text to open the backup code dialog.



Using a 2FA Backup Code

1. Enter a previously generated 2FA backup code.
2. Tap the **Log In** button to authenticate.
 - Backup codes can only be used once.

Tap the **Use authentication code** text or the back arrow to return to the 2FA verification code entry dialog.



2.4 Server Certificates

Server certificate validation occurs during communication between sites, clients, and the Nx Cloud to enhance security.

Validation Levels:

Open the [Client Settings](#) ¹²¹ panel, tap the word **Security** and choose the validation level, or slide the **Security** switch to OFF to disable certificate validation.

Setting	Description
Disabled (not recommended)	The mobile client will bypass the validation process and connect to the server without a warning message.
Recommended (default)	The mobile client can connect to any server with a certificate after active acknowledgment. A warning may appear in these situations: <ul style="list-style-type: none"> • Connected to an UNKNOWN System – When the server provides a custom, self-signed, or public certificate(s) without chain information, a prompt asks, “Connect to the server for the first time?” This indicates that the SSL certificate could not be automatically verified. After the mobile client accepts the connection, the certificate will be stored and the warning message will not appear again until the certificate expires or is changed. • Connected to a KNOWN System — When the mobile client connects to a known System with certificate(s) that cannot be successfully verified, it will prompt a warning message stating that it “Cannot verify the identity of Server.” The user will be prompted to check the certificate for issues. Complete the connection by selecting Connect. This message will appear each time the user tries to connect to the site until the certificate issue has been resolved.
Strict	Servers that use the default self-signed certificates will be rejected by the mobile client forcing the user to connect to servers with only a valid (public) certificate and correct hostname. The user will see a warning message to check the server's SSL certificate validity and information with the desktop client or Web Admin tool.

Notes:

- Valid certificates are issued by a public Certification Authority and contain the completed certificate chain.
- Warning messages do not appear for servers with a valid (public) certificate and matching hostname.
- Public certificates without a certificate chain will be considered invalid.
- Certificates may need to be re-accepted at first connection after updating the mobile client.

Renewing a Certificate:

Renew a self-signed certificates by restarting the server. Contact your site administrator to renew public or other self-signed certificates.

3 Interface

The mobile client's user interface showcases action and control icons mainly at the top and bottom edges of the screen, with the central area reserved for information and video streams.

It's best to use the back arrow in the upper left corner whenever possible. This helps keep Android devices from switching to a different application when the back button is pressed.

The bottom toolbar includes a dynamic and contextually aware set of icons that change according to the current task or the options available on the selected resource. Slide-scroll sideways over the [Soft Trigger](#)^[18] icons as needed to reveal additional options.

The remaining topics in this section focus on specific features and functional tasks of the mobile client.

- [Client Settings](#)^[12]
- [Device List](#)^[13]
- [Device View](#)^[14]
- [Pan Tilt Zoom](#)^[16]
- [Image Dewarping](#)^[17]
- [Soft Triggers](#)^[18]
- [Motion Search](#)^[19]
- [Object Search](#)^[21]
- [Bookmark Search](#)^[23]
- [Calendar Widget](#)^[24]
- [2-Way Audio](#)^[25]
- [Export Video \(beta\)](#)^[26]
- [Opening Layouts](#)^[27]
- [Camera Options](#)^[28]
- [Push Notifications](#)^[29]

3.1 Client Settings

The mobile client has a single settings panel containing all local configuration options. The setting panel can be displayed by tapping the three-bar icon to open the **Main Menu** and then selecting the **Settings** gear icon.

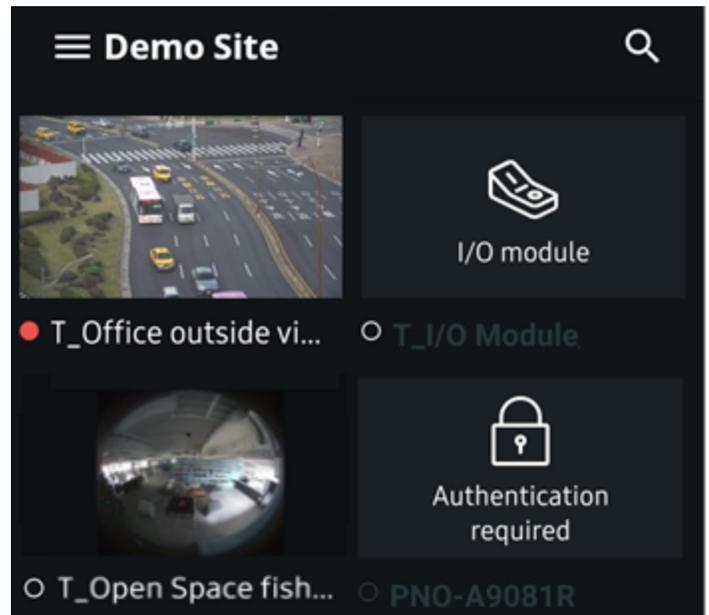
Setting	Description
Live previews	<p>For cameras that have a secondary stream:</p> <ul style="list-style-type: none"> ○ Show LIVE secondary stream when the resolution is less than 800*600. ○ Show secondary stream i-frames if resolution is 800*600 or more. <p>For cameras that have only one stream, or the resource is a RTSP/HTTP feed:</p> <ul style="list-style-type: none"> ○ Show LIVE stream when the resolution is less than 800*600. ○ Show static thumbnail when resolution is 800*600 or more, and update every minute. <p>If “Live previews” are disabled, a static thumbnail is displayed and updated every 60 seconds.</p>
Save passwords	Log in to different Systems without re-entering your credentials.
Security	<p>SSL Server Certificate^[10] verification options:</p> <ul style="list-style-type: none"> • Recommended (default) - Allows connections to servers with valid self-signed and public certificates. • Strict - Only allows connects to Nx Witness servers with valid public certificates. • Disabled - The certificate will not be checked.
Use server time	Timeline markers use server time when enabled and local time from the mobile device when disabled.
Enable hardware acceleration	Hardware decoding is available for H.264 and H.265 streams but may need to be disable if active streams or resolutions glitch or when hardware decoding cannot be enabled.
Enable software decoder fallback	When enabled, the mobile client will switch to software decoding when hardware decoding fails to process video. Software decoding may use extra system resources.
Push notifications	When enabled, the mobile device will display notifications generated by cloud sites while the user is logged in to the cloud. Tap the text next to the switch to define the sites that can push notifications.
Beta Features	<p>Tapping this option opens a sub-menu of beta features that can be switched on or off.</p> <ul style="list-style-type: none"> • Video Download: Option to enable Video Export^[26] and local download. • Speedup connections: The client will attempt to improve network performance when enabled. • Maximum decoders count: Enable to use the maximum number of decoders available.

3.2 Device List

Once connected to a site, the mobile client receives a list of all devices, their names, recording status, and a recent thumbnail - when available.

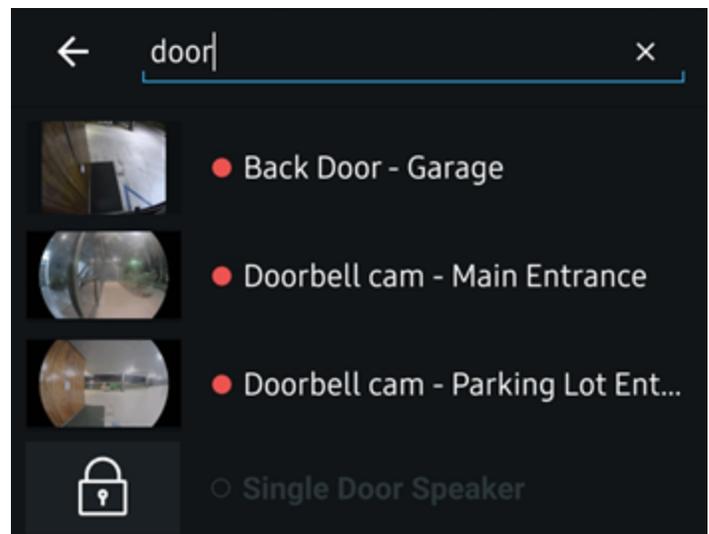
The List of all Devices

- The top banner of the device list displays the **Main Menu** 3-bar button before the name of the connected server, followed by the search icon.
- Scroll vertically to browse all devices.
- Devices marked with a red dot next to their names have recording enabled.
- Offline devices, I/O modules, and devices requiring additional authentication are represented by distinctive icons or informative text.



Search for a Devices

1. Tap the magnifying glass icon to open the device search box.
2. Enter search character to refine the devices displayed in the list.
 - The term "door" is typed into the device's search box in this example.
3. The search results are constantly updated to display only the device names that include the provided input.



Note: Device recording can only be enabled or scheduled using the desktop client or the cloud portal.

3.3 Device View

Selecting a device from the device list, the search results, or the list of devices that belong to an accessible layout will open the viewing panel and display the information or video stream from a single device.

Device Title Bar

- The back arrow returns to the previous screen.
- The active device name is displayed.
- To access the [Camera Options](#) ²⁸ menu, tap the three-dot icon.



Device Viewing Area

- Double-tap to zoom in at the tapped location.
- Use the pinch or spread gesture to control zoom.
- Tap the display to toggle the control and information overlay.
- Touch hold, then drag to pan the image.



Play - Pause - Seek Control

- The outer, single arrows switch to the previous or next device.
- Inner double arrows jump to the previous or next chunk in the active archive.
- The center button toggles between playback and pause mode.



The lower part of the device view includes a timeline marker, timescale, playback status (LIVE or timestamped), and a toolbar that displays the features available on the current device.

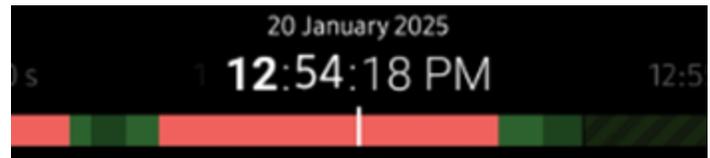
Timeline - Live View

- Tap the timeline to jump to a different position.
- Touch and drag the timeline to seek relative to the timeline scale.



Timeline - Archive View

- Pinch or spread the timeline to adjust the scale.
- Drag the timeline to explore the archive.
- The [Client Setting](#)^[12] of server or device time is used for the the timestamp.
- Bright green sections are recorded video.
- Red sections are motion detected in the archive.
- Use the [Calendar Widget](#)^[24] to quickly change the day, month, and year of the playback position.



Toolbar Icons

The bottom toolbar contains icons representing the device capabilities, user's permissions, and configured [Soft Trigger](#)^[18].



Available toolbar icons can include: [Calendar Widget](#)^[24] | [Motion Search](#)^[19] | [Export Video](#)^[26] | Timeline Zoom | [Soft Triggers](#)^[18] | [Pan Tilt Zoom](#)^[16] | Device Wiper | Device Heater | [2-Way Audio](#)^[25] | LIVE mode



Note: Toolbar icons may be gray or hidden if unsupported by the device or user permissions.

3.4 Pan Tilt Zoom

All devices that are detected as supporting Pan, Tilt, and Zoom functionality will present a PTZ control icon in the right corner of the bottom toolbar when in the single device viewing mode.

The PTZ Icon

Tap the PTZ icon to display the PTZ controls.



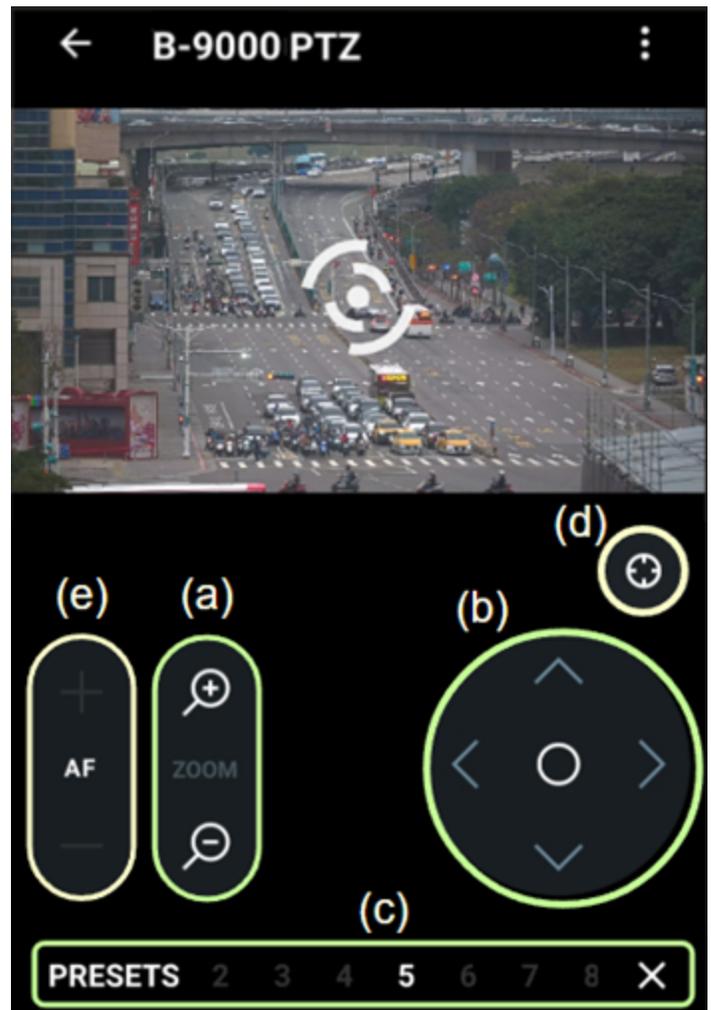
The PTZ Controls

The PTZ control panel has up to five functional areas label (a) through (e) for reference:

- (a) Zoom:
 - Tap the (+) or (-) icons to zoom by one level.
 - Hold the zoom icons for continuous zoom.
- (b) Manual position.
 - Drag across pad or hold a directional arrow to manually change device position.
 - A series of arrows can appear on the display as the device receives movement commands.
- (c) Recall PTZ Presets:
 - Tap a preset number to load the position
 - Side-scroll to see additional presets.
 - Presets can only be defined in the desktop client.

Device dependent controls:

- (d) Pinpoint positioning:
 - Tap the pinpoint position icon above the manual position control (b).
 - Touch a location on the image to automatically reposition to the touched point.
- (e) Auto Focus:
 - Touch or hold the (+) and (-) icons to manually change the focus level.
 - Tap the AF text to auto-focus the image.
 - Auto Zoom action icon shown in example.



3.5 Image Dewarping

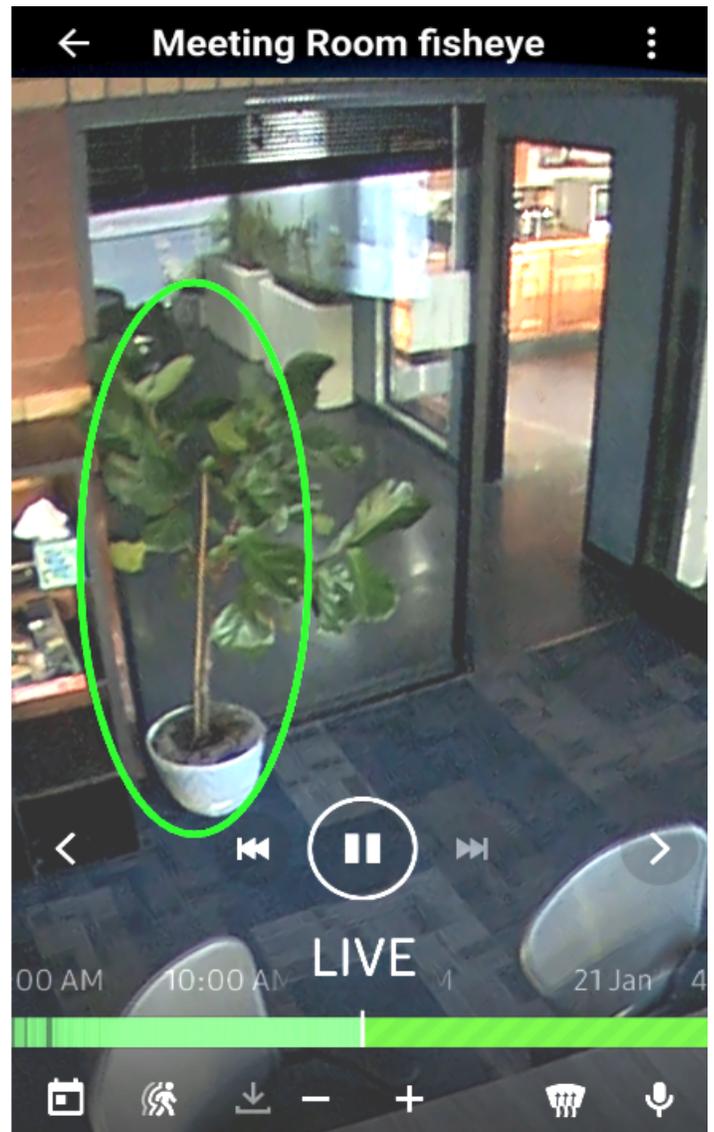
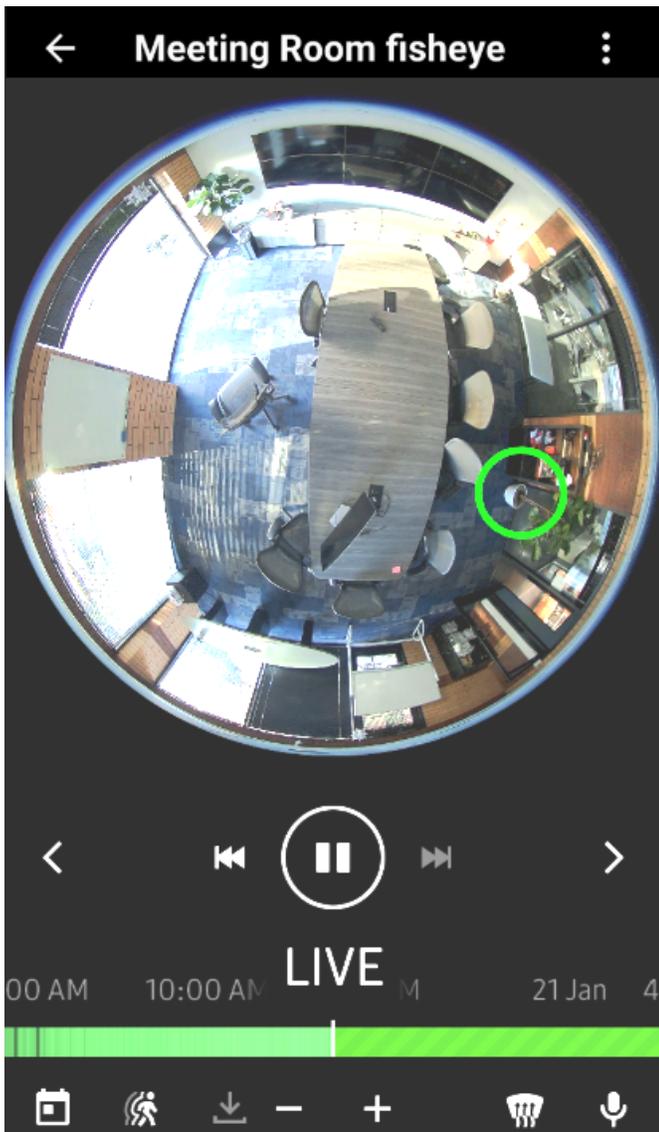
The mobile client can control the level of dewarping and rotate a LIVE or archived video stream when dewarping is enabled on a device. The mobile client cannot enable or disable dewarping on a device.

To Dewarp and Rotate a Device:

1. Open a device that has dewarping enabled.
2. Pinch or Spread the image using two fingers.
3. Drag one finger around the image to rotate it.

In the example below, the image was dewarped and rotated to show the potted plant.

Image Dewarping Example

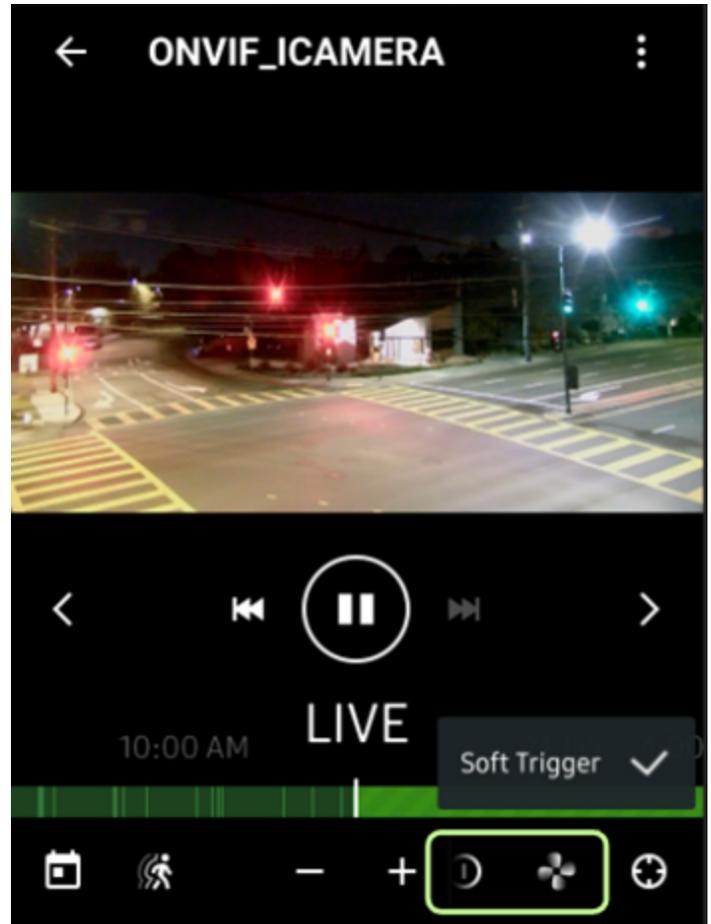


3.6 Soft Triggers

Soft triggers are touch icons that initiate a predefined action (sound an alarm, switch an I/O, send an email or text notification) when pressed. Soft triggers can only be configured in the desktop client and the icon will only be shown on devices defined in the soft trigger settings.

Activate a Soft Trigger

1. Open a [Camera View](#) ¹⁴ with active Soft Triggers configured.
2. Ensure the camera is in the LIVE streaming mode.
3. Find the Soft Trigger icon on the bottom toolbar.
 - Scroll the Soft Trigger icons sideways to display additional options.
4. Press the Soft Trigger to start the action.
5. A confirmation message is temporarily displayed when a Soft Trigger is activated.

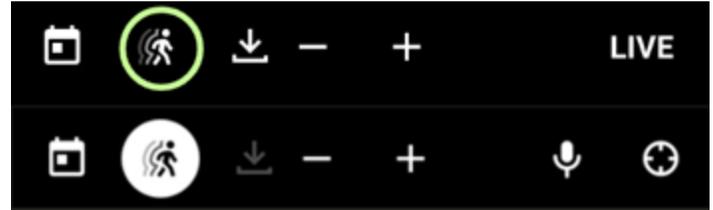


3.7 Motion Search

Motion Search can be applied to the entire video frame or a specified region of interest.

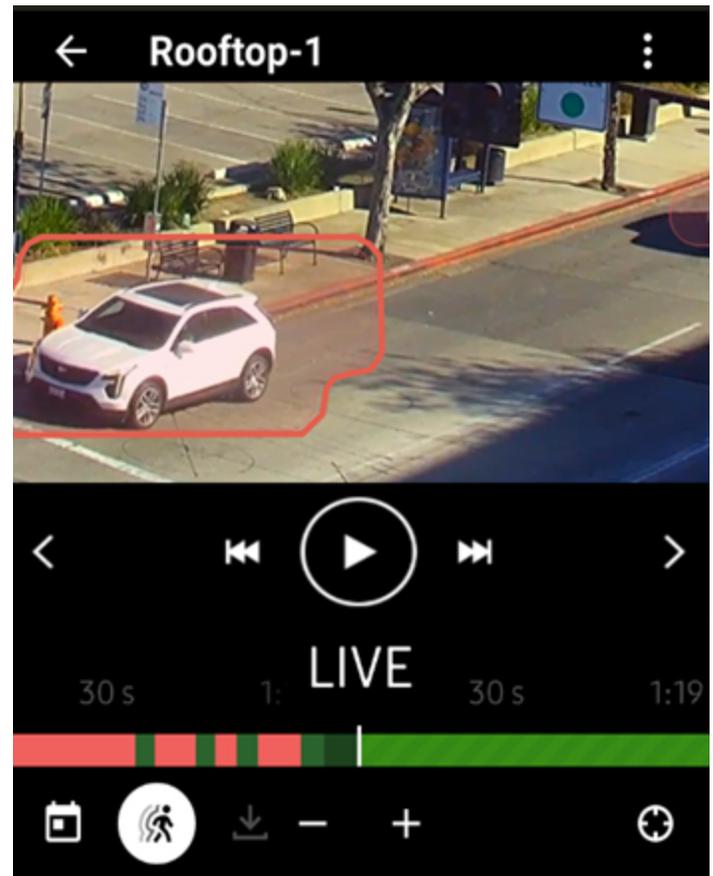
Enable Motion Search

- Tap the moving person icon on the toolbar to activate motion search—the icon is highlighted when motion search is enabled.



Live stream, full image motion detection

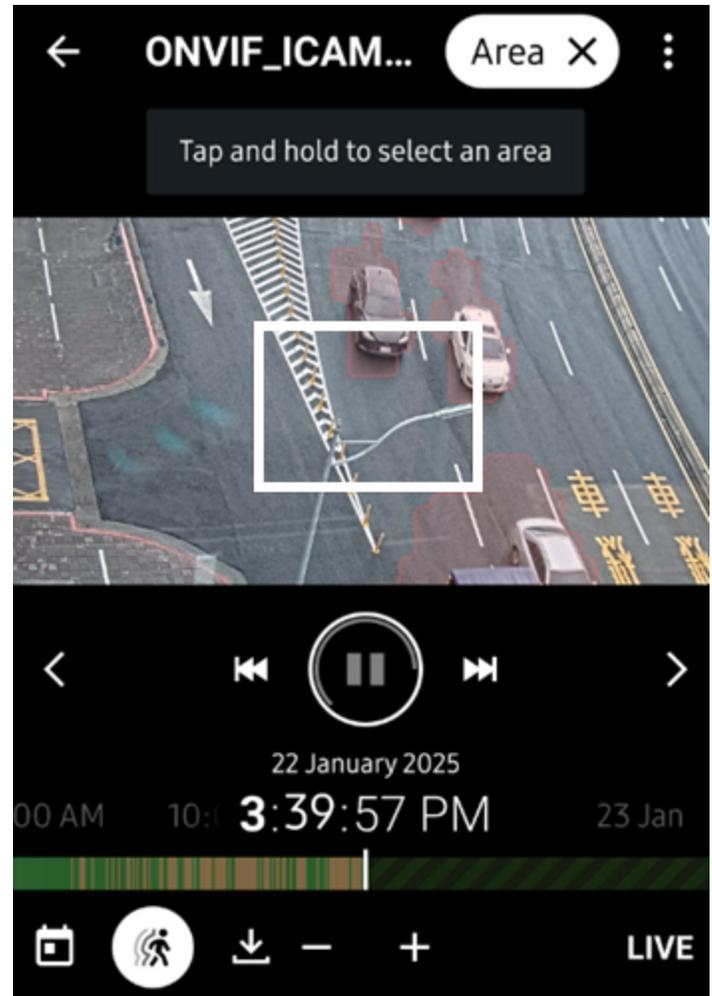
- The back arrow, device name, and 3-button [Camera Options](#) menu icon are displayed in the header of the motion search screen.
- Red squares overlay where motion is detected.
 - In this example, the white vehicle is in motion.
 - An outline of the motion detection squares is added for emphasis.
- Archive parts with motion detection are colored in red.
- The double-arrow buttons on either side of the play-pause control jump to the previous or next chunk of detected motion, when motion search is enabled, or the previous/next chunk of recorded video when motion search is not enabled.



Set a Region of Interest

Motion search of an archive can be limited to a defined region on interest. During playback, all motion in the frame is still be detected, but only motion in the region of interest is used to generate the motion search results.

1. Press and hold the video display at the starting corner of a new area of interest.
2. Drag the region of interest until it covers the desired area.
 - Reset the starting corner by performing the tap-and-hold action again.
 - A white square on the display indicates a defined region of interest.
 - Tap the Area Clear button to remove a region of interest.



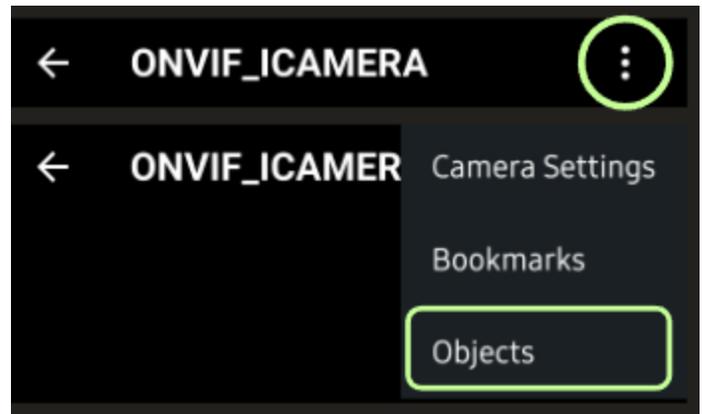
3.8 Object Search

Object search utilizes advanced analytical methods and optional plugins to recognize objects within a video stream. The mobile client can only offer the analytic options that have been configured in the desktop client for the selected device. The performance of object search will vary based on each camera and plugin combination. Contact the equipment vendor or solution provider for more information.

Access Object Search

1. Open the view of a single camera.
2. Tap the 3-dot icon to the right of the camera name to open the camera menu.
3. Select **Objects** from the camera menu.

Default or previously defined filter and object detection settings may provide initial results, or a no objects found message will be displayed until the settings are updated and refreshed.

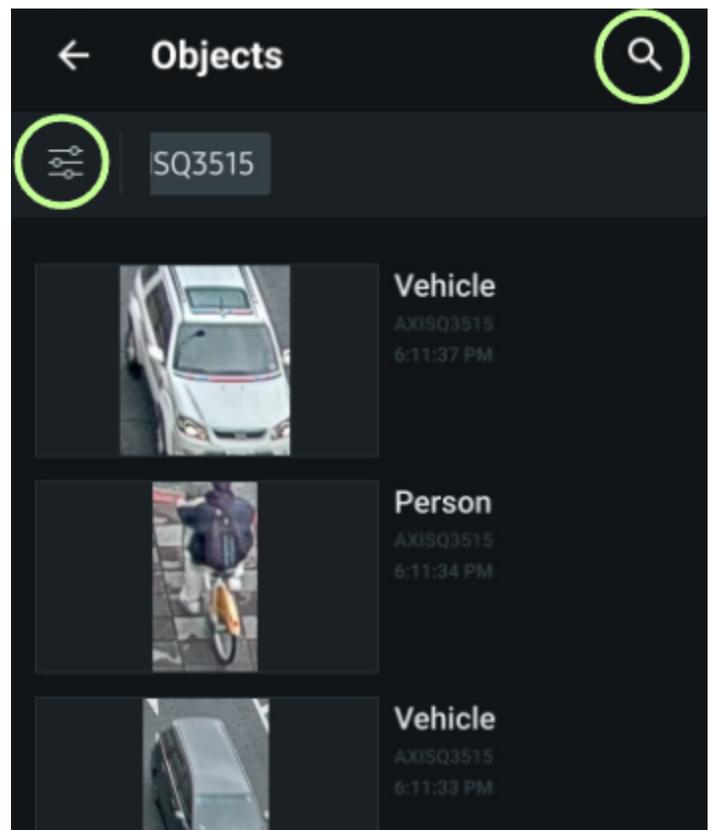


Results Display - Filter and Search

The Objects display screen includes a search function and a filter button that opens a sub-menus for selecting additional object detection parameters.

In the example screen:

- The camera name is SQ3515.
- No search and filters are set (shown next to camera name).
- Multiple '**vehicle**' objects have been identified.
- One '**person**' object has been identified.



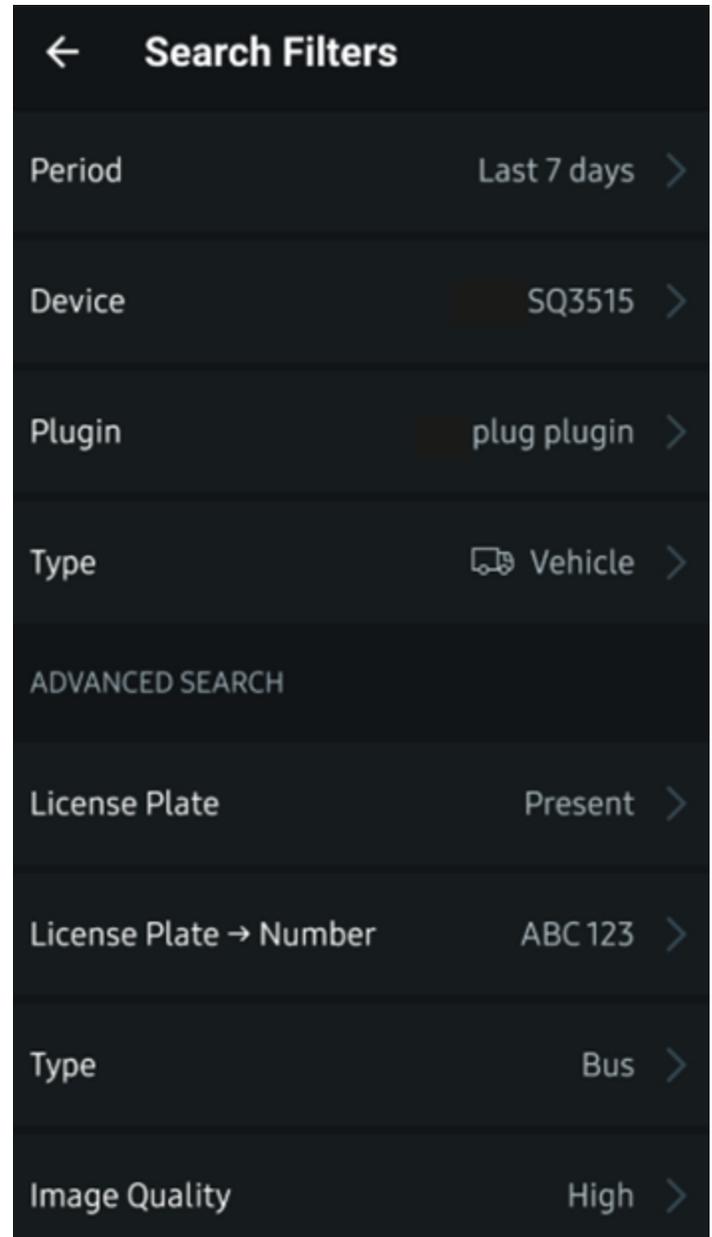
Set Object Filters

The filters and advanced search options vary depending on the device and plug-in combination.

1. Tap on any filter label to access the sub-menus and other options.
2. Press the back button to apply the filter and refresh the results.

The following filters are always available:

- Period (last day, last 7 days, last 30 days).
- Device (select from 1 to all).



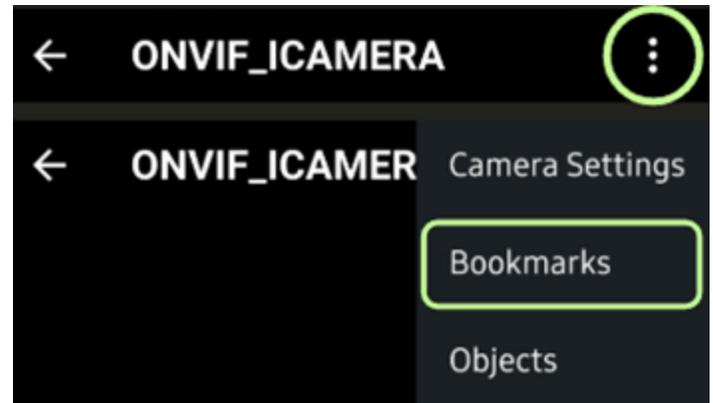
3.9 Bookmark Search

The mobile client can search available archives using device, time period, and keyword filters to find existing bookmarks, and then view and [Export](#)²⁶ bookmarks - the mobile client cannot create bookmarks.

Open Bookmark Search

1. Open the view of a single camera.
2. Tap the 3-dot icon to the right of the camera name to open the camera menu.
3. Select **Bookmarks** from the camera menu.

Previously defined filter settings may provide initial results, or a **no bookmarks found** message will be displayed until the settings are updated and the results are refreshed.



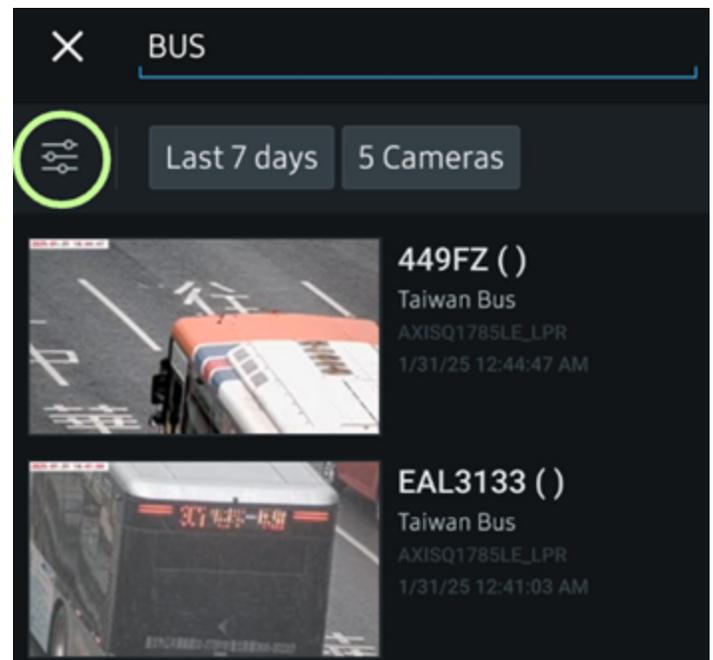
Filter and Display Bookmarks

The Bookmark display includes filters for devices and predefined time periods of the last day, the last 7 days, and the last 30 days - or select no filters to see all bookmark in the archive.

- In the example screen:
 - Five cameras are searched.
 - Only the last 7 days are searched.
 - The keyword BUS is manually entered.

This search example returns multiple, existing archive bookmarks that match the filters.

Tap a thumbnail or play or [Export Video](#)²⁶ the bookmark.



3.10 Calendar Widget

The calendar widget will quickly move the archive position marker to a specific day, month, or year.

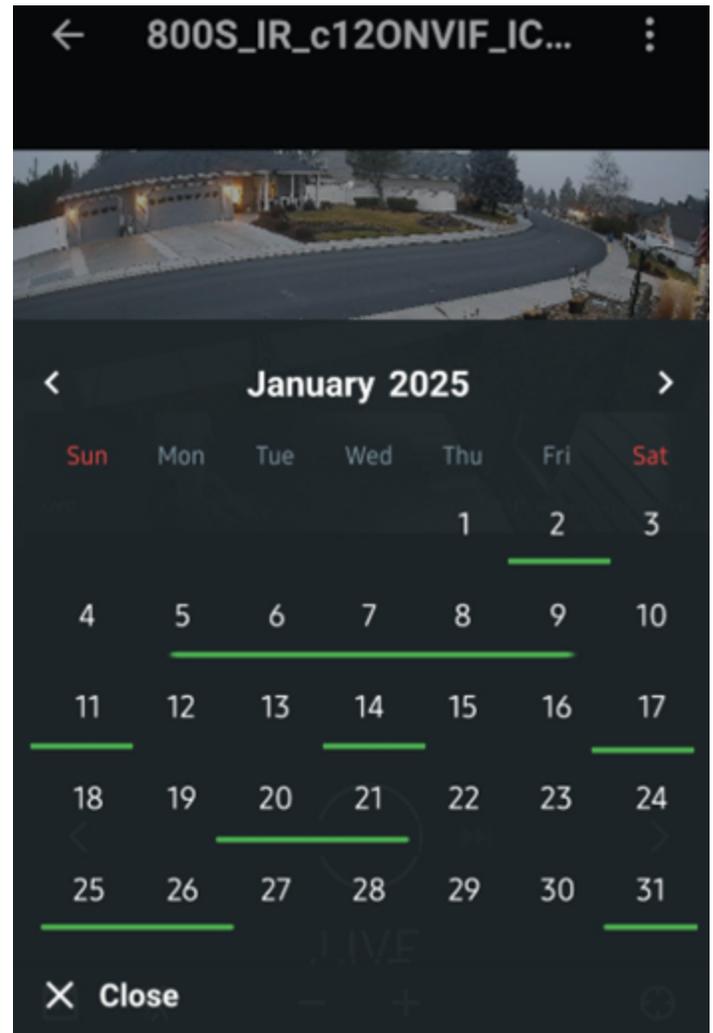
Open the Calendar

- Tap the calendar icon to open the widget.
- The calendar icon is gray or unavailable when the active device lacks archived footage.



Navigating the Calendar

- The name of the device is shown in the heading of the calendar.
- The arrows on either side of the specified month and year adjust the calendar by one month.
- Scrolling up/down will move the calendar forward/backward by one month at a time.
- Dates that are underlined in green have recorded chunks.
- Dates that are underlined in red have recorded motion chunks.
- Selecting a date that does not have an underline will set the playback date to the next available date containing a motion chunk.
- To close the calendar, tap the the [X] button or or touch anywhere outside the calendar.



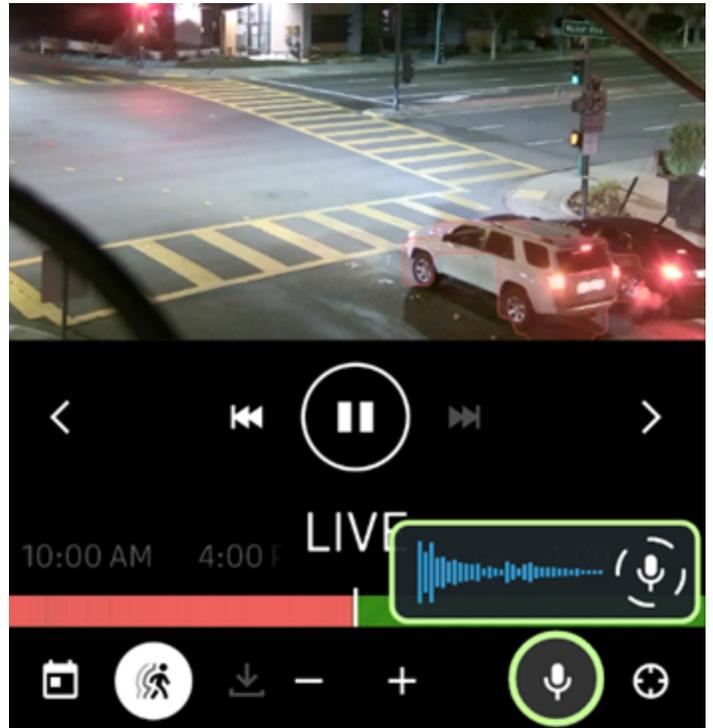
3.11 2-Way Audio

Devices detected to have a speaker will include a microphone icon on the bottom toolbar of the mobile client. User permission to access two-way audio on a device is set in the desktop client.

Send Audio to a Device

To send audio to a device:

1. Press and hold the microphone icon until the audio input meter appears.
2. Speak slowly and clearly into the mobile device to record audio.
3. All audio captured by the mobile device microphone will be transmitted.



Notes:

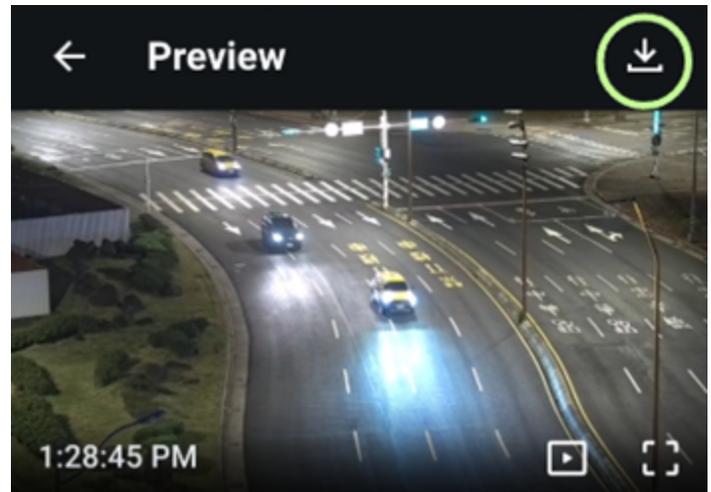
- Network capacity can impact the fluidity of two-way audio.
- There is no confirmation that transmitted audio was received or played on the target device
- There are many device settings and site configuration options related to audio, please check the following when having issues with two-way audio:
 - The mobile client has permission to access to mobile device microphone.
 - The user has permission to access audio on the device or site resource.
 - The output device is configured to receive and perform audio playback.
 - Volume controls and microphone sensitivity settings are in a useful range.

3.12 Export Video (beta)

Authorized users connected to version 6.0 or later servers can export existing archive chunks or manually selected video segments to the mobile device as an .MP4 file. Exported video files are saved to the download location specified by the default internet browser of the mobile device.

Export Video from Bookmark or Object Preview

1. Use [Bookmark Search](#)^[23] or [Object Search](#)^[21] functions to open a chunk of video in the preview panel.
2. Touch the export icon in the upper corner to export the .MP4 video to the mobile device.

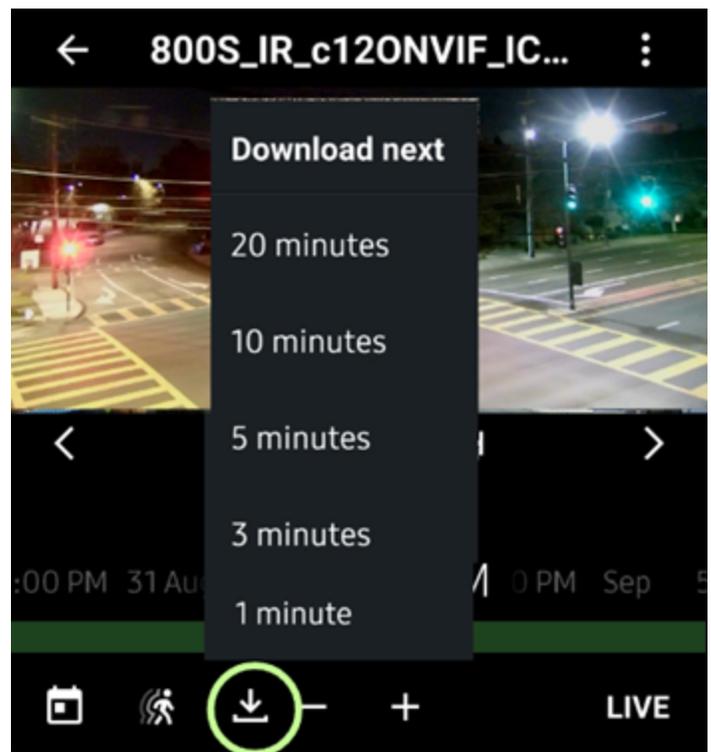


Manually Select Video to Export

1. Open the device containing the video to export.
2. Pause the playback and set the position at the starting point of the video segment to export.
3. Tap the Export icon on the toolbar.
4. Select the duration of video to export starting at the current position from the options available in the "Download next" menu.

Known Issues with this beta feature:

- Exported video can be longer than selected.
- UTC timestamps are not supported.
- Exported quality can be low when transcoding.
- Playback issues on iOS when resolution changes.
- Audio may be incomplete or distorted.



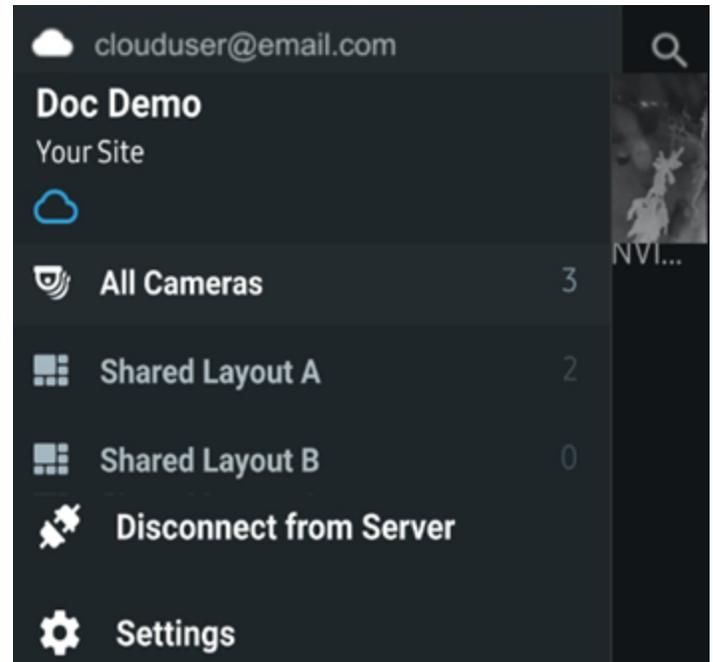
3.13 Opening Layouts

The mobile client can open existing layouts as a list of devices. Multiple devices cannot be viewed on the same screen in the mobile client and only the desktop client can create or modify layouts.

View Available Layouts

To view available layouts:

1. Tap the 3-bar icon to open the Main Menu.
2. Tap on a layout name to open it.
 - A count of devices on the layout is provided.
3. A list of all devices in the layout is presented.
4. Select a device from the list to open the [Device View](#) ¹⁴.

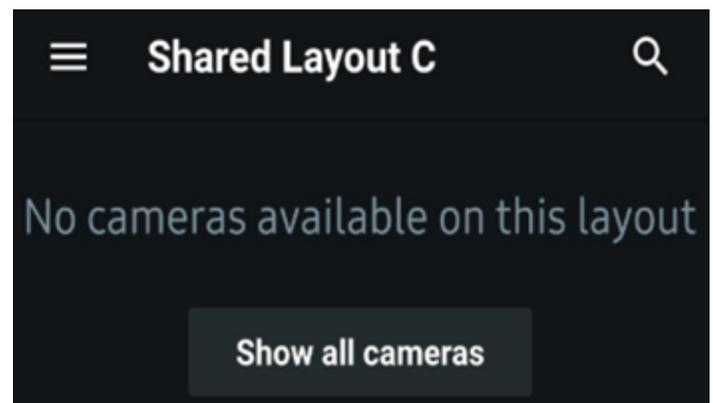


No Cameras Message

In the following instances, a layout will open and display a message indicating that no cameras are available:

- The layout was created without cameras.
- User does not have permission for any camera on the layout.
- Cameras were deleted after the layout was created.

Tap the Show All Cameras button to return to the [Device List](#) ¹³.



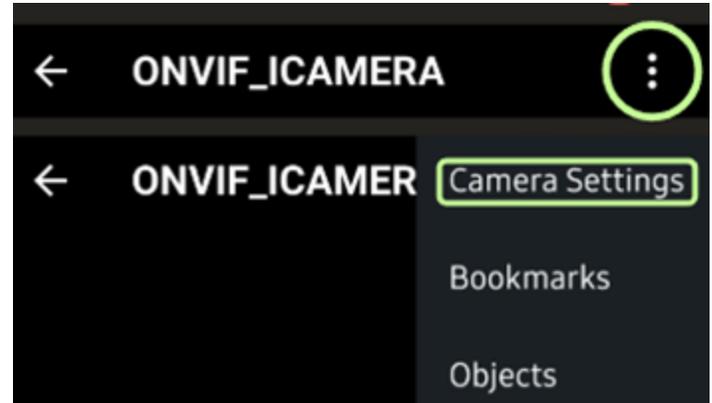
3.14 Camera Options

The mobile client can display camera information over the video stream, toggle if audio received from a device, and change the video resolution received from a camera. These are local settings only applicable to the mobile client experience and will not change site settings for other users.

Open the Camera Setting Menu

To open the camera settings menu:

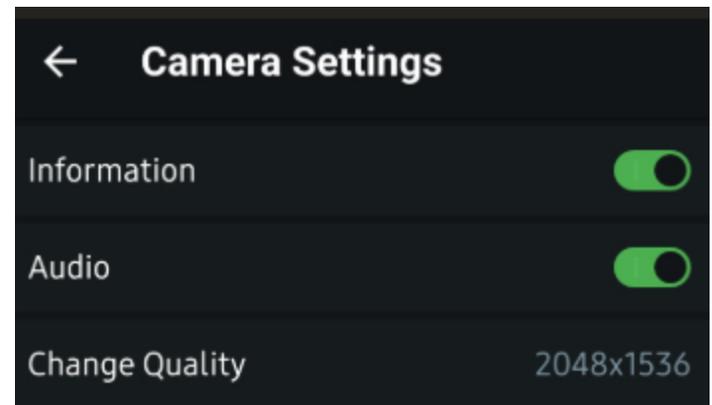
1. Tap the stacked 3-dot icon in the upper right corner of the mobile client to open the camera menu.
2. Touch the **Camera Settings** text to open the device settings menu.



Change Camera Settings

The mobile client can change the following camera options:

- **Information:** Provides an overlay that shows the following information, when available from the device:
 - The current video resolution,
 - The current frames per second,
 - Device bandwidth,
 - Other available information.
- **Audio:** Use the switch to select if the mobile device can receive audio.
- **Change Quality:** Touch to open the video resolution selection menu.
 - ARM servers will have limited quality options when they are unable to transcode video.
 - Quality options will vary per device.



3.15 Push Notifications

When push notifications are enabled in the [Client Settings](#)^[12] settings menu, the mobile client receives and displays notifications from all cloud-connected sites linked to the [Logged in Cloud](#)^[8] account. The content of a push notification is configured in the desktop client.

Notifications will not be received to kept for later display if push notifications are disabled in the [Client Settings](#)^[12].

Push Notification Contents

The contents of a push notification will vary based on how the notification is configured in the originating site and how the operating system on the mobile device is configured to display incoming notifications.

The following elements are typically included in a push notification.

- App Icon.
- App Name.
- Receipt time.
- Title.
- Notification Text.
- Image from a Device.

Push Notification Action

Tap on the notification to expand the contents or jump to a device timestamp if so configured in the notification.

Dismissed notifications are not retained in the mobile client.



Nx Witness

VIDEO MANAGEMENT SYSTEM

Still need help? Visit us at <http://support.networkoptix.com>