

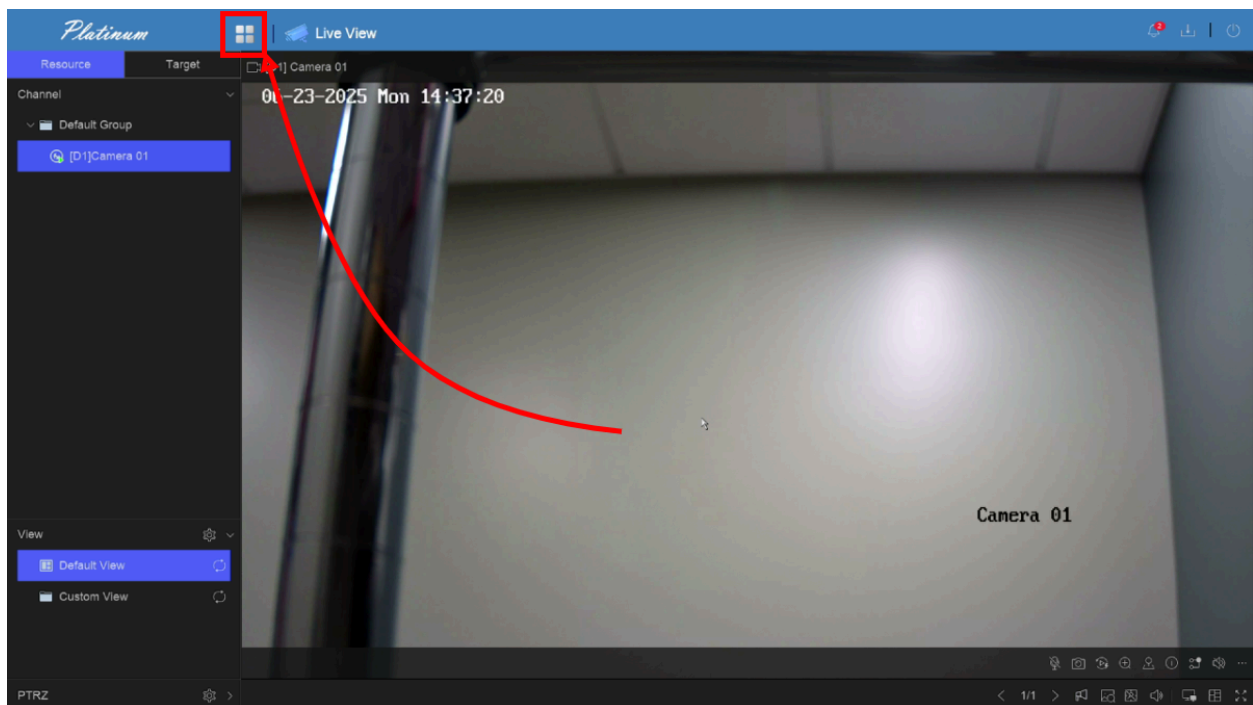
Camera Adding

Created	@July 16, 2025 2:24 PM
Tags	Camera Operation

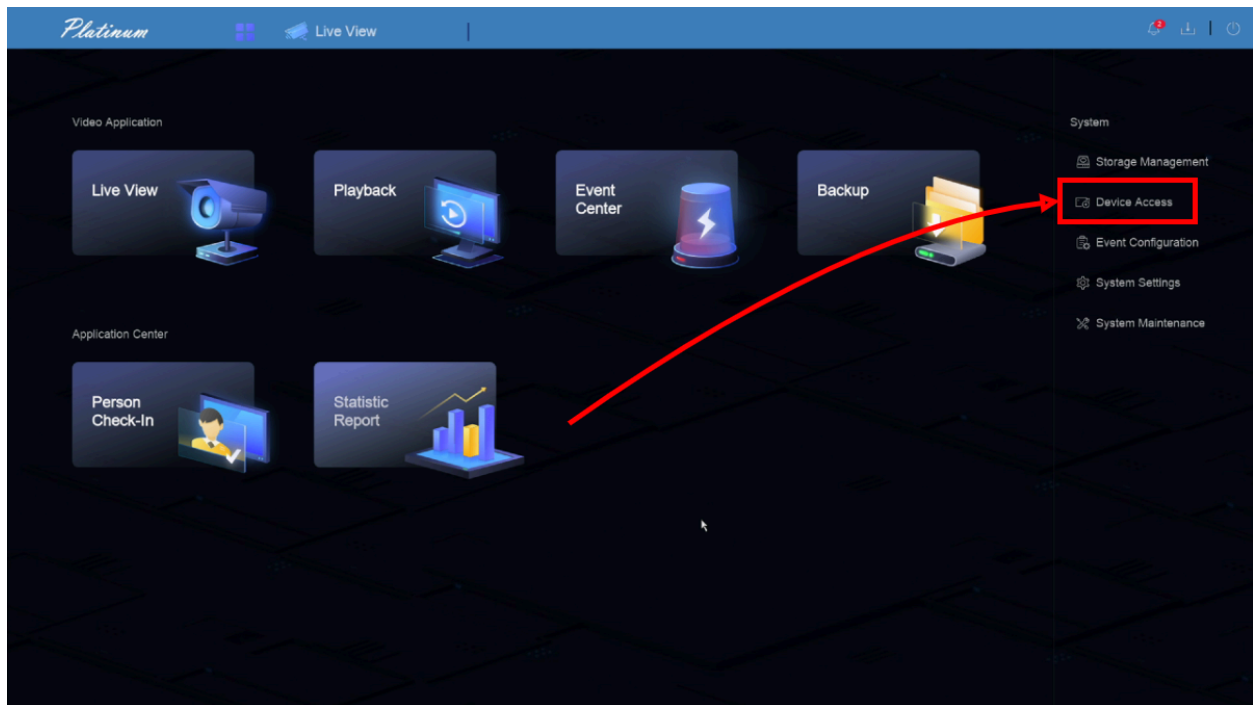
Local Interface Adding

There have been several changes to adding of cameras over the network on the 5.0 interface.

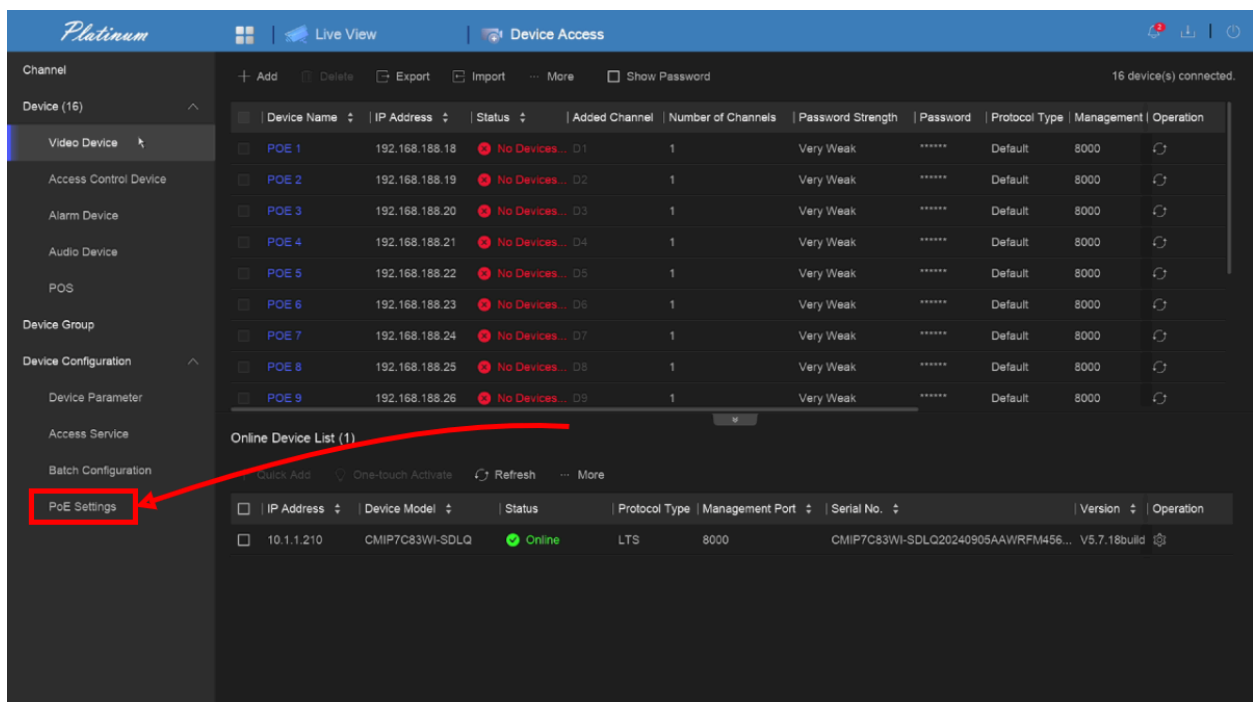
First navigate to the main menu in the top left corner next to "Platinum". In the main menu, click on "Device Access".



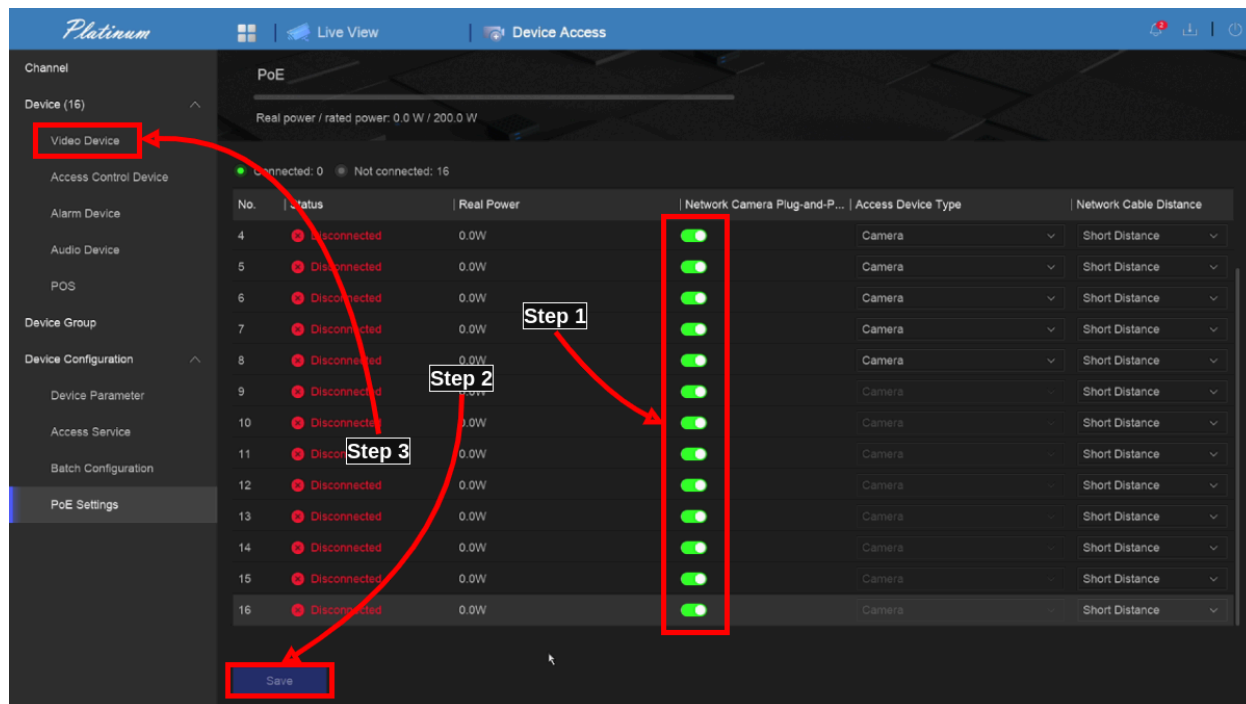
Within the main menu, select Device Access on the right hand side.



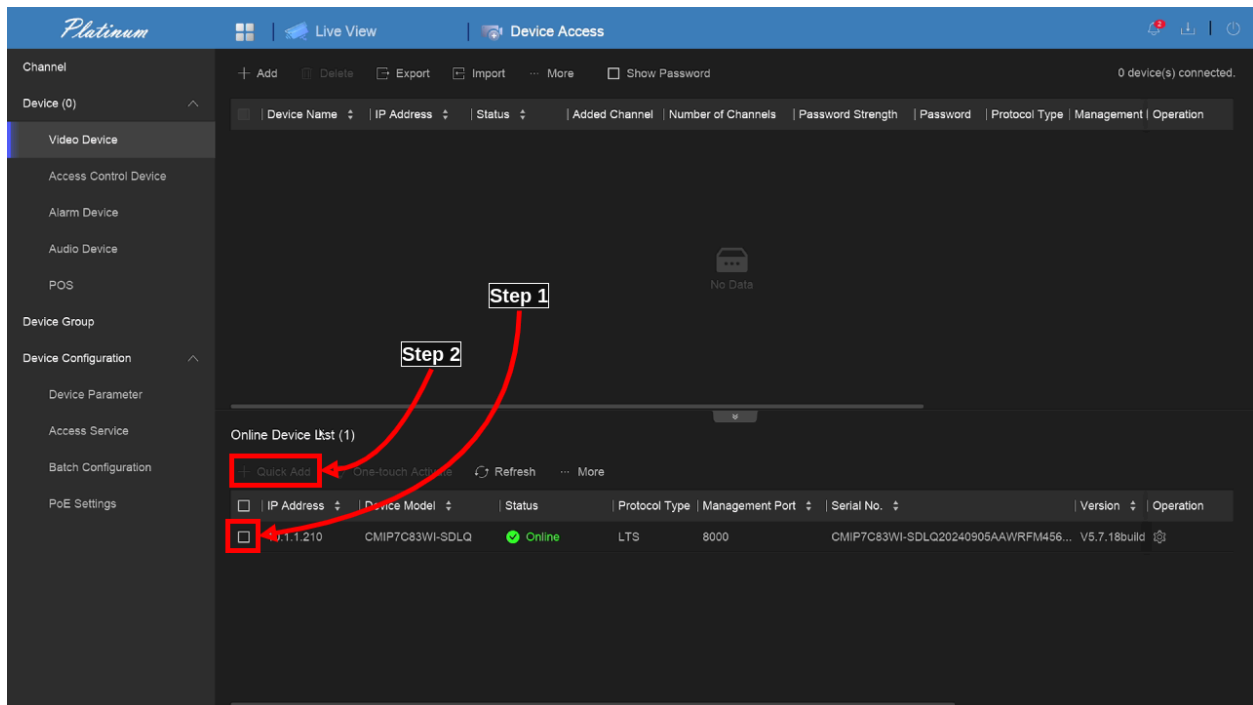
In NVR5 firmware, PoE channels can not be edited to become manual add channels, they must be disabled by accessing the "PoE Settings" section in the menu on the left side.



Within the PoE settings, disable as many channels as you need to manually add cameras. Afterwards, return to the "Video Device" section on the left hand side.



Back in the Video Device section, there are 2 ways that you can add cameras. If utilizing Platinum cameras, they may appear in the "Online Device" section in the bottom. Check the cameras to be added and click the "Quick Add" button to add them in utilizing the NVRs password.



If the IP cameras are not utilizing the same password as the NVRs default channel password, they must be manually added. Click the "+ Add" button near the top under the main menu icon. Type in the relevant information for the IP camera such as IP, port, username, password, etc. Once finished click Add at the bottom.

Platinum

Live View | Device Access

Channel

Device (0)

+ Add | Delete | Export | Import | More | Show Passw

Video Device

Access Control Device

Alarm Device

Audio Device

POS

Device Group

Device Configuration

Device Parameter

Access Service

Batch Configuration

PoE Settings

Online Device List (1)

No.	IP Address	Device Model	Status	Protocol Type	Management Port
1	10.1.1.210	CMIP7C83Wi-SDLQ	Online	LTS	8000

Step 1

Step 2

Step 3

IP Address: 10.1.1.210

Device Name: Camera 01

Protocol: LTS

Management Port: 8000

User Name: admin

Password: [Redacted]

Transfer Protocol: Auto

More Settings

Use Channel Default Password

Add | Continue to Add | Cancel