

# **Univiso Server System User Manual**

## **V2.2.5**

**September 1, 2026**

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## **Disclaimer**

The corresponding product of this manual is the software of Univiso series mobile live broadcast control system. The contents of this manual are subject to change without prior notice. Univiso has made its best efforts to ensure the accuracy of the contents of this Manual and shall not be liable for loss and damage resulting from omissions, inaccuracies or errors in this manual.

## **Technical Support**

Univiso has established a complete service system and is committed to providing users with a full range of technical support. If you encounter any problem or fault during the installation or use of the product, you are advised not to disassemble the device without permission. You can visit the Univiso website ([www.univiso.tv](http://www.univiso.tv)) to learn about the latest product trends, download the required technical documents, or contact the distributor for technical support.

Please prepare below information before contact:

- Product
- Network environment
- Software information(OS, software version, serial number)
- Description of problem
- Problem screenshot of software

# 1. Overview

## 1.1 Univiso Introduction

Univiso 2000 series is the receiving server of the latest generation of 5G 4K mobile live broadcasting system independently developed by Univiso. It can access the whole series of live broadcasting terminals including UV800, UV600, UV100 Pro and UV100, and provide link aggregation transmission, decode signal output and streaming media distribution services.

Univiso mobile live broadcasting system is based on multi-link (3G/4G/5G/Wi-Fi/Ethernet) efficient aggregation (i-Mux) and audio and video bit rate control (iVBR) technology to achieve audio and video high-quality real-time compression and transmission. The system consists of Univiso live broadcast terminal, receiving server and media server. Through reasonable selection and deployment of these subsystems to realize the high quality audio and video requirements in various application scenarios such as signal live broadcast, streaming media transmission, file exchange, remote production and distribution of media.

## 1.2 Univiso System Composition

Univiso mobile live broadcast system consists of terminal, receiving server, media processing server and management application as shown in Figure 1:

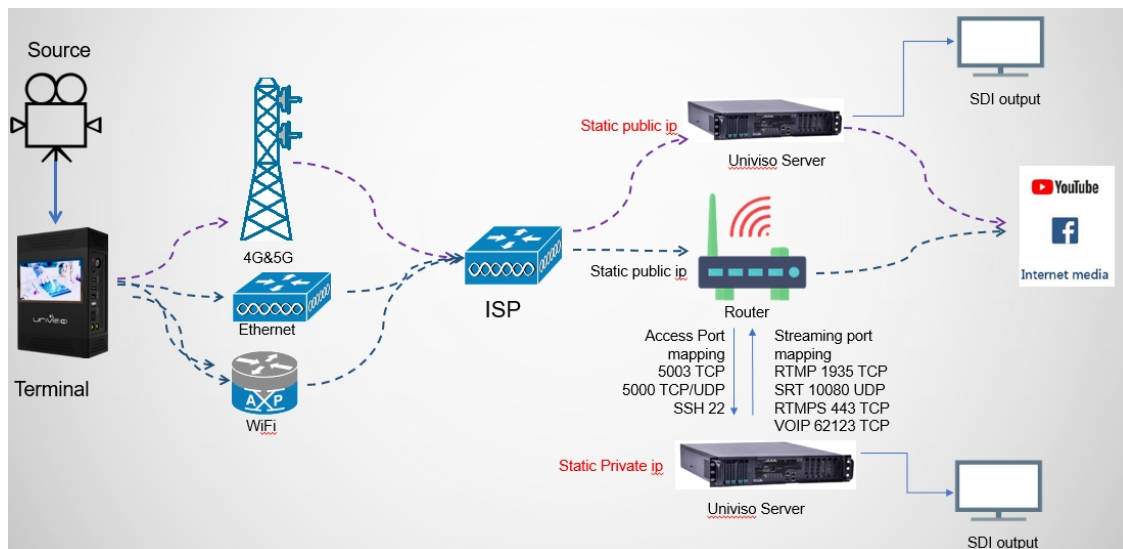


Figure 1: System Structure

## 1.3 Basic characteristics of the terminal

- ▶ It supports 1-channel HD or 4K (only supported by UV800) video capture and real-time encoding, and supports optional H.265 or H.264 encoding algorithms.
- ▶ It supports real-time bundling of multiple communication links including 5G, 4G, 3G, WiFi, cable, satellite, microwave, etc.
- ▶ It can achieve high-quality audio and video restoration output at the remote end as much as possible based on the on-site communication environment through its unique i-VBR (intelligent variable bit rate) technology.
- ▶ It has built-in 5G (compatible with 4G) and 4G (compatible with 3G) communication modems, and uses a built-in professional antenna matrix to obtain outstanding wireless communication links.
- ▶ It supports one-click startup, the startup time is no longer than 30 seconds, and automatically connects to the server, matches the signal and encodes and transmits.
- ▶ It supports 1-channel local video loop-out, and can be connected to an external HDMI display device for real-time monitoring of local input.
- ▶ It provides a control interface that can be used for local PTZ control or Tally control.
- ▶ It supports GPS/BD dual positioning and connects with the central unified management system to realize visual real-time scheduling management of the reporter team.

## 1.4 Basic characteristics of the receiving server

- ▶ According to the server configuration and authorization license, up to 64 terminals can be selected for simultaneous access, supporting up to 640 IP streams for real-time forwarding;
- ▶ It supports 1 or 4 HD, 3G-SDI or 1 or 2 4K signal outputs, and 12G-SDI output channels are optional;
- ▶ It supports common streaming protocols such as HLS, RTMP and UDP-TS;
- ▶ It supports multi-ISP access, and different access addresses can be set for different access methods, thereby providing a high-availability and stable network access solution;
- ▶ It supports centralized or distributed deployment. When distributed deployment is selected, the receiving server can be deployed in dual-machine hot standby mode, and the media server can be flexibly deployed according to the system scale.
- ▶ It provides dedicated visualization control software compatible with the Windows operating system, through which servers and terminals can be fully visualized and managed;

## 2. Server Installation

### 2.1 Physical Installation

- 1) Fix the server to server rack or suitable position.
- 2) Connect the power adapter cable to the socket.
- 3) Connect the wire to Ethernet port, make sure it available to visit internet.

Note: default IP is

Eth0 192.168.0.100

Eth1 192.168.1.100

Eth2 192.168.2.100

Eth3 192.168.3.100

default access port is 5003, web port is 5000.

### 2.2 Server Network Environment

- 1) When the server is deployed behind firewall or NAT device, user need to map the port by configuring DNAT to make sure terminal can visit server in private network through internet.
- 2) Private LAN IP: 5000(TCP/UDP), 5003(TCP).
- 3) If server configures with public IP directly, user don't need extra operations.

### 2.3 Server front and rear panel description



Figure 2: Old style server Rear Panel

Explaining as below:

- ①: Electric socket
- ②: COM
- ③: TPM Header access
- ④: USB2.0
- ⑤: USB3.0
- ⑥: Ethernet port\*4
- ⑦: VGA
- ⑧: Ref in
- ⑨⑩⑪⑫: SDI output, correspond to SDI 0~3 on the UI of software.



Figure 3: New style server front panel

Explaining as below:

- ①: Power button
- ②: Restart button
- ③: HDD status
- ④: Power status
- ⑤: USB 2.0\*2
- ⑥: ↑↓Button: Switch and display Ethernet ports IP information, server model and server ID
- ⑦: Display Ethernet port IP information



Figure 4: New style server rear panel

Explaining as below:

- ①: Power interface    ⑧: db9 serial port
- ②: Power switch    ⑨: VGA
- ③: TPM Header access    ⑩: LED
- ④: USB2.0\*2    ⑪: Restore factory setting
- ⑤: Ethernet port\*4    ⑫: Ref in
- ⑥: USB3.0\*2    ⑬~⑯: SDI output, correspond to SDI 0~3 on the UI of winApp
- ⑦: HDMI

## 3. System Management

### 3.1 Software Installation

Preparatory Work:

Univiso provide application for accessing to server to monitor and remote manage terminals, which has to be run in windows OS, to make sure the performance is powerful enough for management and video/audio decoding, the configuration should be higher than Intel Core-i5 CPU and 4G RAM.

Installation:

The management application will be provided by Univiso which named like “UnivisoLiveSetup\_2.2.5\_20260702\_155947.exe”, the name is divided to 4 parts by “\_”, part 1 is the application name, part 2 is software version, which is matched with terminal and software version, part 3 and 4 are the compiled time. Please double click the icon with name “Univiso Live” to start the installation.

Note: If the system popup with the message “unknown publisher”, please ignore and continue installation.

### 3.2 System Login

Click the shortcut on your laptop or application from the installation directory, you will see below login page:



Figure 5: Login Page UI

**Username:** admin(default)

**Password:** admin(default)

**Remember password:** Click to remember password

**Server setting:** Server IP and port input

**Language:** User can select language before login

After entering correct username and password, you also need to add the management server address configuration parameters, as shown below:

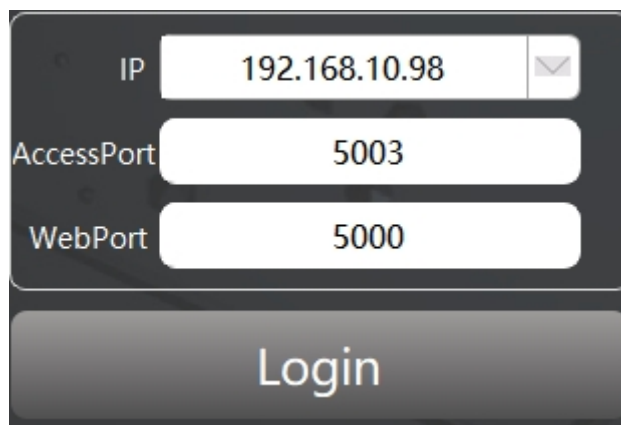
The image shows a dark-themed user interface for server settings. It contains three stacked input fields. The first field is labeled 'IP' and contains the text '192.168.10.98'. The second field is labeled 'AccessPort' and contains the text '5003'. The third field is labeled 'WebPort' and contains the text '5000'. Below these fields is a large, rounded rectangular button with the word 'Login' in white text.

Figure 6: Server Setting Page

**IP:** Server IP, default is 192.168.0.100

**Access Port:** Default access port is 5003

**Web Port:** Default web port is 5000

**Login:** Click to login

Note:

1. Local network address deployment:

If user access the local network and the data is transmitted over the wired network, you only need to ensure that the terminal and the server communicate normally in the same LAN.

2. Local network address behind the firewall deployment:

When accessing the public network, the user needs to map the server local network address port to the public network address and port number. at this time, fill in the public network mapping address and port to login.

3. Public network address deployment:

It can be filled in according to actual configuration parameters.

### 3.2.1 Home Page

Click "Login", after connecting with the server, it will enter system home page as below:

Figure 7: Home Page UI

The home page contains those parts: Play window, Terminal information, Setting board, Input&Output, Network monitor, Total traffic monitor and Terminal list.

### 3.2.2 Play Window

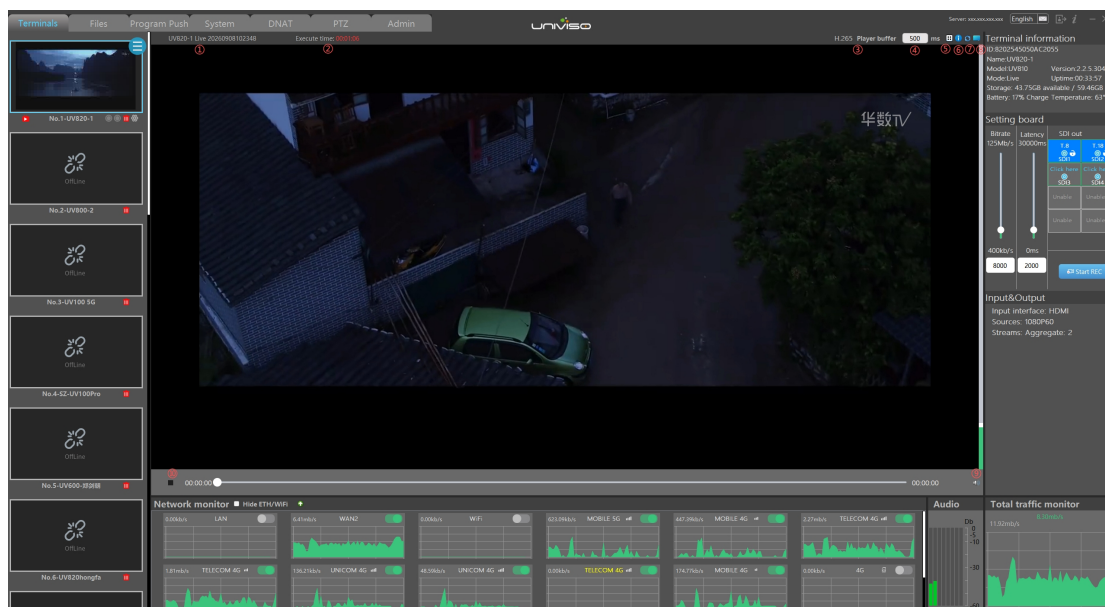


Figure 8: Preview Window

- ①: Display terminal name
- ②: Display the execution time of the current preview program
- ③: Display the current preview image encoding algorithm: H264, H265
- ④: Display the cache time of the current live preview window. The default value is 500ms; the value range is: 100-3000ms
- ⑤: Display the current preview program anti-interlacing enabled or disabled:  
Anti-interlaced preview button
- ⑥: Display the audio and video encoding information content of the current preview program
- ⑦: The preview button of the current preview program is whether it is vertical or horizontal; the value can be none, 90 degrees, 180 degrees, 270 degrees, horizontal rotation, vertical rotation and other parameter settings
- ⑧: Program preview Full screen play button
- ⑨: Sound column, users can adjust the volume of the program in the preview window
- ⑩: Program preview pause button

Note: please make sure your PC is powerful enough for decoding the stream, especially for 4K and H.265 video.

### 3.2.3 Terminal Information

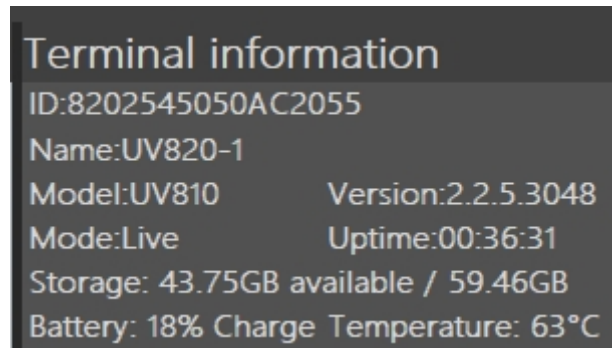


Figure 9: Terminal Information

**ID:** SN of the terminal

**Name:** Name of terminal

**Model:** Model of the terminal

**Mode:** Work mode of terminal

**Version:** Software version of terminal

**Uptime:** Running time of terminal

**Storage:** Available and total storage of terminal

**Battery level:** Percentage of remaining battery power

**Temperature:** The device's internal running temperature

**Frame sync:** Frame sync status success or failed of terminal

### 3.2.4 Setting Board

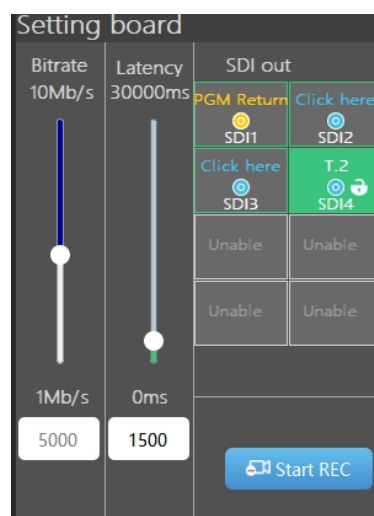


Figure 10: Setting Board

**Bitrate:** Input the value or drag the slider to adjust the bit rate, the range is 100-70000kb/s for 4K, and 100-25000kb/s for HD.

**Latency:** Input value or drag the slider to adjust latency, range is 0-30000ms.

**SDI out:** SDI output setting, correspond to SDI output card channels, you will see below status: Click here/select (SDI channel is free, click to select output), occupied/delete(SDI channel is selected, click to delete output), occupied(SDI channel is occupied by other terminal, click to replace to current terminal), Unable(No SDI output card was detected).

PGM Return: Means this SDI port is set as input port.

**VBR:** Variable bit rate, the bit rate will adjust according to the transfer speed.

**CBR:** Constant bit rate

 **Start REC**: Click to start record

 **Stop REC**: Click to stop record

Manually to start/stop recording in server, after start recording, the system will generate a video/audio file named with “terminal name and create time”, after stop recording, the files will be listed in the server record list. When the terminal is working, the encoding mode VBR/CBR interface cannot be set. It can only be set in non-working mode.

### 3.2.5 Input&Output

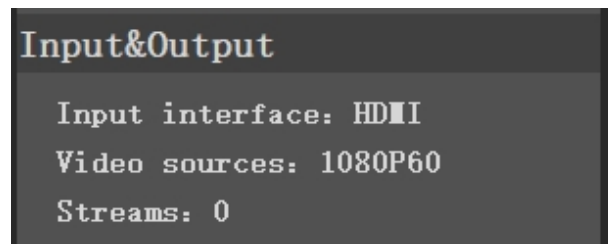


Figure 11: Input & Output information

**Input Interface:** Display video input source information(SDI or HDMI)

**Video sources:** Display the input video source standard

**Streams:** Output streaming quantity

### 3.2.6 Network Monitor



Figure 12: Network Monitor Each Link

**LAN:** Ethernet transfer status and speed

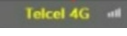
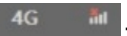
**WiFi:** WiFi transfer status and speed

**3G/4G/5G:** Mobile network transfer status and speed

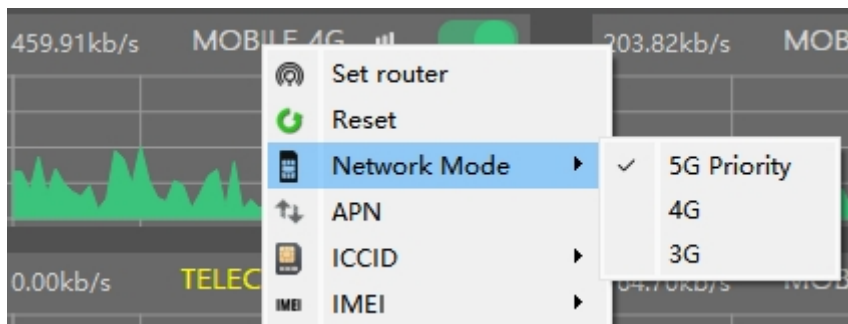
: Enable or disable link

: Signal strength of network

Note:

1. The external dongle does not support WinApp restart and network standard setting operations.
2. : When the operator name is displayed in yellow, it means that the SIM card dialing failed. Please check the SIM card data or APN settings.
3. : When the operator signal displayed RED X, it means bandwidth is limited due to SIM card poor signal. : "\*" Indicates that the link is an external dongle.

The status and related information of each SIM card can now also be viewed and configured in the WinApp:



### 3.2.7 Total Traffic Monitor

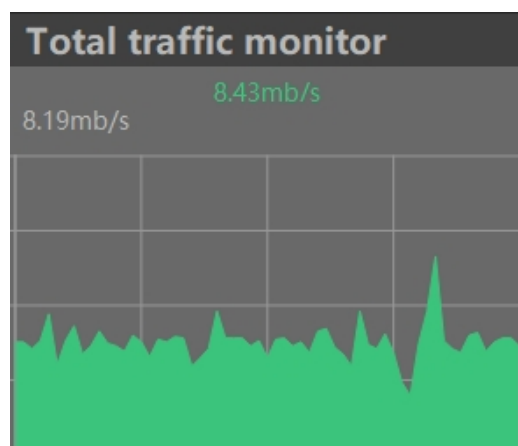


Figure 13: Total Traffic Monitor

①: Current total traffic value

②: Average total traffic value

### 3.3 Terminal List

All connected terminals will display on the left list, user can manage the terminals according to the terminal name, including authorization, rename, delete terminal or adjust the parameters. As shown below:

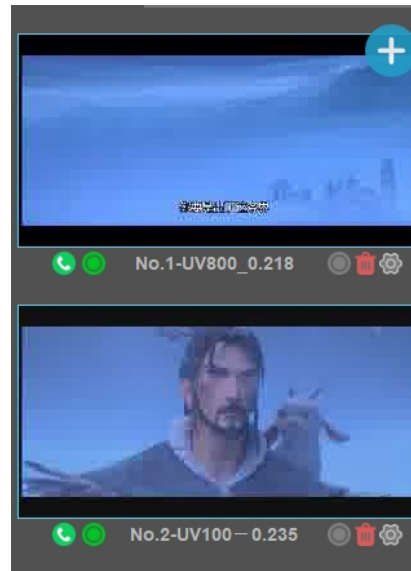


Figure 14: Terminal List

Terminal list can also be displayed with the format of grid list as following.

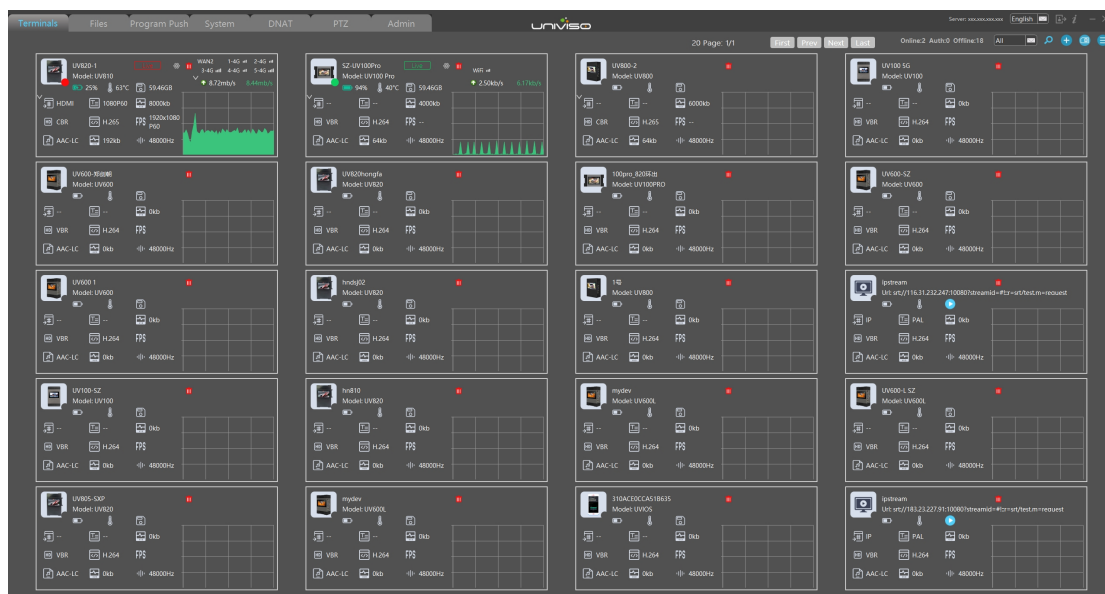


Figure 15: Terminal Expand List

#### 3.3.1 Authorization

There are 2 ways to add terminal to the server:

Input the server IP to terminal, then user will have below tips on the display area as below, user can click auth to authorize or deny to refuse, user can rename the terminal when access is allowed.

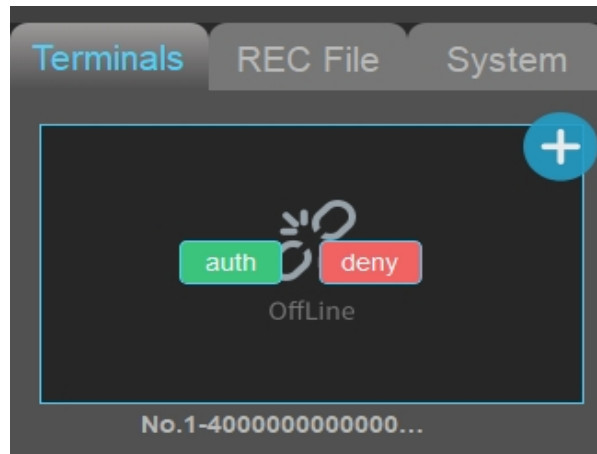


Figure 16: Authorization Menu

Click  to manually add terminals, input terminal mid.

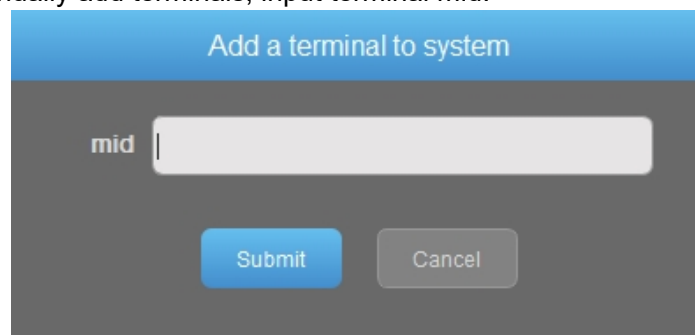


Figure 17: Manually Add Menu

**Mid:** Terminal serial number(Unique Identifier numbers on the back of terminal)

**Submit:** Submit the setting

**Cancel:** Cancel the setting

### 3.3.2 Terminal Delete

User choose the terminal to be deleted, click , select "Yes" to confirm, see as below:

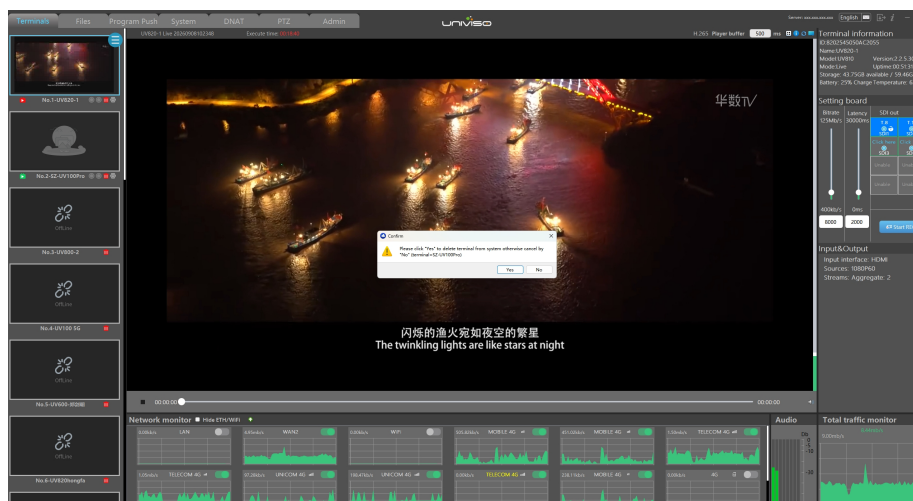


Figure 18: Delete Terminal

### 3.3.3 IP stream add

User can add 3<sup>rd</sup> party IP stream (udp, rtmp, rtsp, srt) to the server, by click the “+” button on upper right corner, input the URL and submit to manage the IP steaming as a terminal, which support push and pull, SDI output, NDI output, preview online, server recording, can also work as video return source.

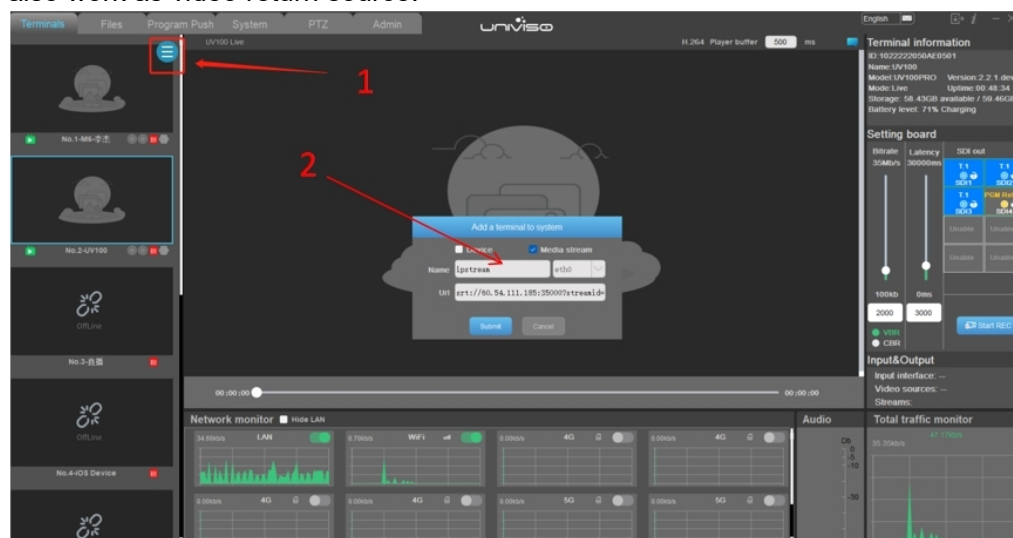


Figure 19: IP Stream

**Media Stream:** Enable or disable IP stream

**Name:** Define a name for the input IP streaming

**Eth0:** Select network input port for IP streaming

**URL:** IP streaming address

### 3.3.4 Remote Stop/Start Live/Record

Users can remotely control start or stop live or lossless recording during terminal running.

The working mode can be distinguished by the color of the buttons:

: Terminal is free, click to start.

: Terminal is in live mode, click to start.

: Terminal is in live mode, click to stop.

: Terminal is in lossless recording mode, click to start.

: Terminal is in lossless recording mode, click to stop.

User can define the event name before start live/record. The name will display on the upper left corner, default name is event create time.

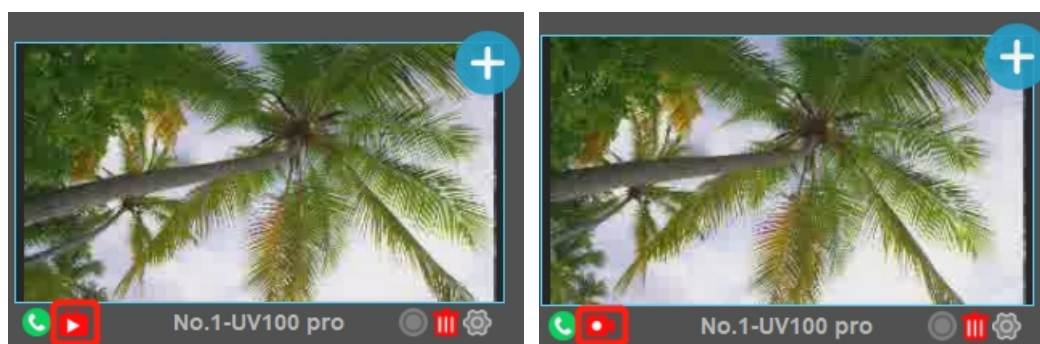


Figure 20: Live/Record Operation

### 3.3.5 Terminal Tally Settings

The director of the broadcast center can manually set or switch the tally custom box to control the tally output based on the needs of the program. Click the tally icon of any terminal in the terminal list [📺], and the PVW tally icon will be displayed in green if it is set successfully [🟢], and the PGM tally icon will be displayed in high-brightness red if it is set successfully [🔴]. The director of the broadcast center needs to turn off the tally light when the tally display is not needed. As shown in the figure below:

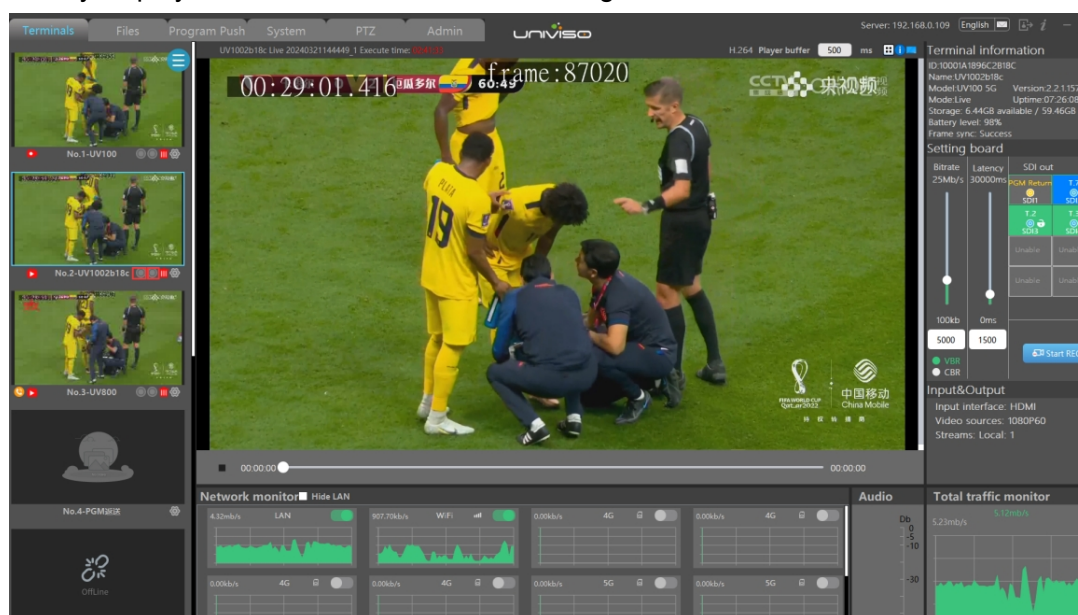


Figure 21: Tally Setting

Note: The server system can also work with Univiso customized tally box, please refer to the user manual “Univiso TallyBox Brief instructions.pdf” for details.

### 3.3.6 Terminal list management

For more details, please check the Figure 15: Terminal Expand List.

## 3.4 Terminal parameters settings

There are 7 parts included in the setting board: Basic, Audio/Video, Logo, Transcode, Stream, NDI and SDI, users can remotely set basic parameters on the terminal.

### 3.4.1 Base Info

**Name:** Edit terminal name(English and Chinese characters)

**Latency:** Terminal latency setting (0-30000ms)

**AES Encryption:** Enable or disable encrypted transmission on the terminal

**Work Mode:** Terminal work mode, including Live, Lossless Rec, and File transfer



: Reboot the terminal



: Power off the terminal

**Aggregation Transfer:** Enable or disable aggregation transfer

**Trigger:** Camera SDI trigger enable or disable

Figure 22: Base Info

### 3.4.2 Audio/Video

Figure 23: Audio/Video Parameters

**RateControl:** VBR/CBR

**Framerate:** Frame rate of video, full and half.

**Codec:** Encoding algorithm H.264/H.265

**Deinterlace:** Deinterlace Settings (UV800 terminal settings only)

**Bitrate:** Encoding bitrate setting (4K: 100k-70Mb/s, HD: 100k-25Mb/s)

**Resolution:** Encoding resolution, supports Auto, 1920\*1080~640\*480 parameter settings

**Rotation:** (clockwise): portrait encoding supports no rotation/90 degrees/180 degrees/270 degrees parameters.

**Audio mode:** The audio encoding mode supports AAC-LC or AAC-HE

**Audio bitrate:** The audio encoding bit rate supports 64k-320kbps

**Sample rate:** The audio sampling rate supports 44.1KHz/48KHz

Note: The upper limit of the maximum adaptive coding bitrate varies according to the version of the access terminal. The upper limit is 100K-25M for HD and 100K-70M for 4K ultra HD.

### 3.4.3 Logo

To flexibly use the platform Logo Settings in multiple scenarios, the system supports dynamic logo enable or disable settings, as shown in the figure below:

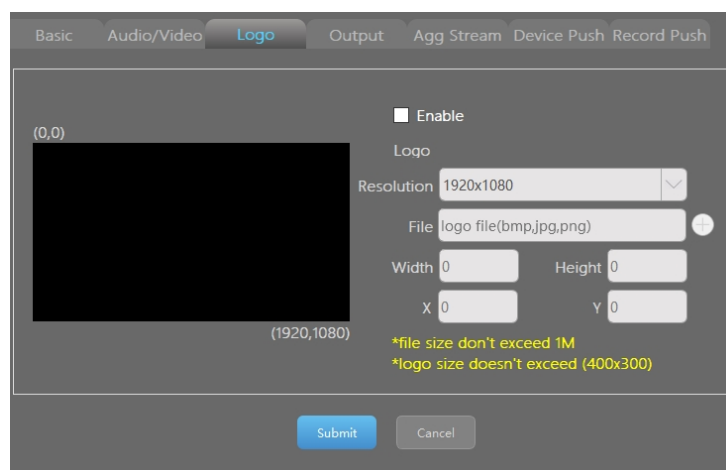


Figure 24: Logo Setting

**Enable:** Enable or disable setting and display of logo icon parameters.

**Resolution:** Logo canvas size setting.

**File:** The logo can be uploaded in bmp, jpg, or png format. The file size can not exceed 1MB and the maximum image size is 400\*300 pixels.

**Width:** Logo position width.

**Height:** Logo position height.

### 3.4.4 Output

#### 3.4.4.1 Transcode

The system can transcode the stream from terminal, which support to change encode algorithm, resolution and bitrate, the transcoded stream can be used for push/pull streaming and video return.

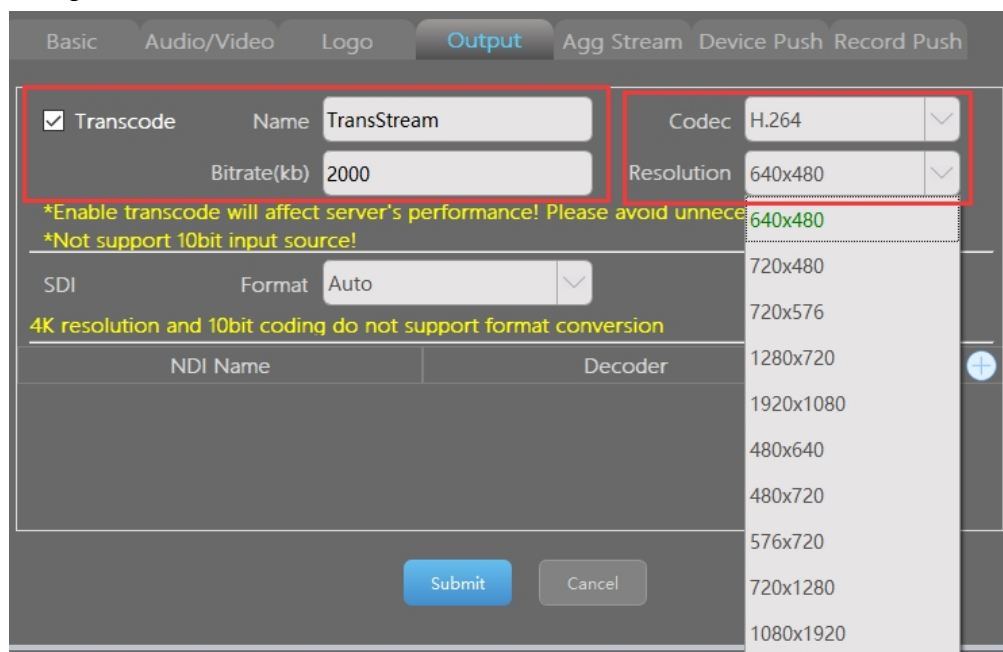


Figure 25: Transcode Setting Menu

**Transcode:** Choose to enable transcode.

**Name:** The name of the transcoded stream

**Codec:** Transcode encoding algorithm H.264/H.265.

**Resolution:** Transcode resolution, range: 1920\*1080~640\*480.

**Bitrate(kb):** Transcode bitrate, range: 2000~10M.

Note: According to the server performance, the system support 4 channels transcode in the max, which may impact to the SDI output.

#### 3.4.4.2 SDI Conversion

To meet user need converting video format in the program studio, Univiso system support converting SDI streaming with HD input source to interlaced format, as shown in the picture below:

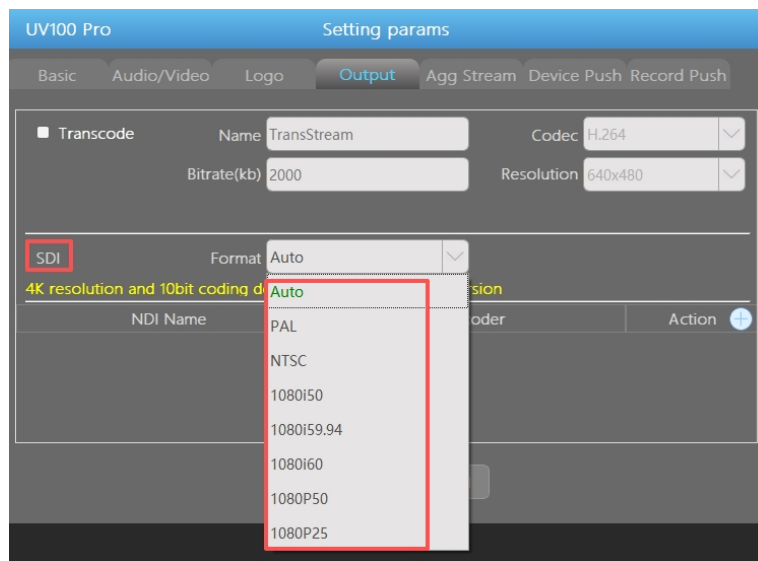


Figure 26: SDI Configuration

#### 3.4.4.3 NDI Stream

Univiso 4G/5G mobile live transmission system supports the output function of NDI stream signal. NDI is a signal transmission protocol based on local area network, which has the characteristics of low delay, precise frame video, mutual recognition and communication of data streams, that is, one device in the LAN can output or receive multiple NDI signals through one network cable. It can completely replace the SDI video cable for transmission. Using NDI network interconnection, traditional SDI/HDMI video signals can be reliably transmitted to IP-based on-site production equipment, such as various hardware and software production equipment, video mixer, image system, etc., without complicated connection, saving you complex equipment costs and maintenance costs. You do not need to be affected by physical factors such as space, distance and access rights, do not need to lay audio and video cables between different locations, do not need a professional engineering team, only IP network, can connect various production equipment in different locations, quickly build your own lightweight studio. Users only need to add/remove native or distributed decoder NDI streams. As shown in the picture below:

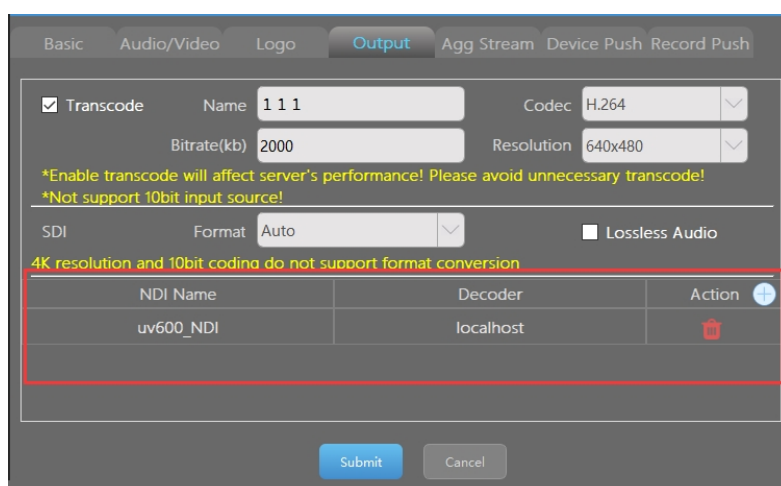


Figure 27: NDI Configuration

Note: Server NDI streams only support the same LAN.

### 3.4.5 Aggregated Streaming

Streaming distribution support pull and 4 channels push stream, and each of them can choose to use original encoding stream or transcoded stream, the protocol included RTMP、RTMPS、UDP-TS、HLS、SRT, when user select transcode in pull stream, it will effect to all protocol, but for the push stream, user need to set transcode or not when add URL, and the status will change to  if transcode is selected in push stream.

In the push streaming, there are 3 status:

-  Green means push stream success
-  Red means push stream failed
-  Blue means no video source input

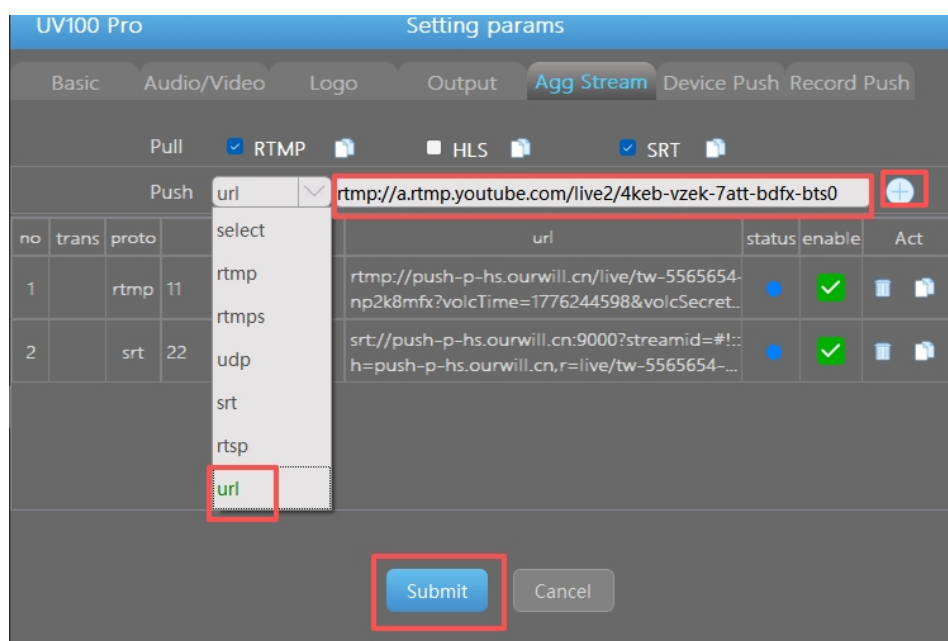


Figure 28: Streaming Setting

There are 3 channels pull streaming and 4 channels push streaming supported for every terminal, the protocol address format is as below:

**Format:** It's recommended to fill in the full push streaming URL directly.

RTMP sample: rtmp://161.117.60.88:1935/live/test1

SRT:srt://47.91.95.137:20912?streamid=#!::r=srt/1235,m=publish

UDP sample: udp://238.0.0.1:4321

HLS sample: generated automatically

### RTMP Protocol Setting:

Univiso server support push and pull streaming of RTMP protocol.

### Pull Streaming:

Select the protocol and click the copy button, it will generate the URL.

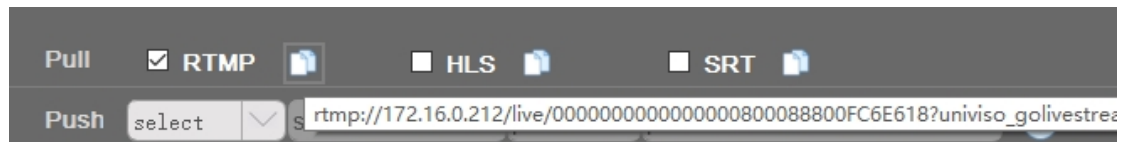


Figure 29: Pull RTMP Streaming Setting

Note: If the server uses private IP, please change IP to public IP and mapping port 1935.

### Push Streaming:

IP: RTMP server IP Port: RTMP server port.

Path: key or path of streaming room.

For example:

**Youtube push stream URL:**rtmp://a.rtmp.youtube.com/live2/4keb-vzek-7att-bdfx-bts0

Univiso winapp configure as below:

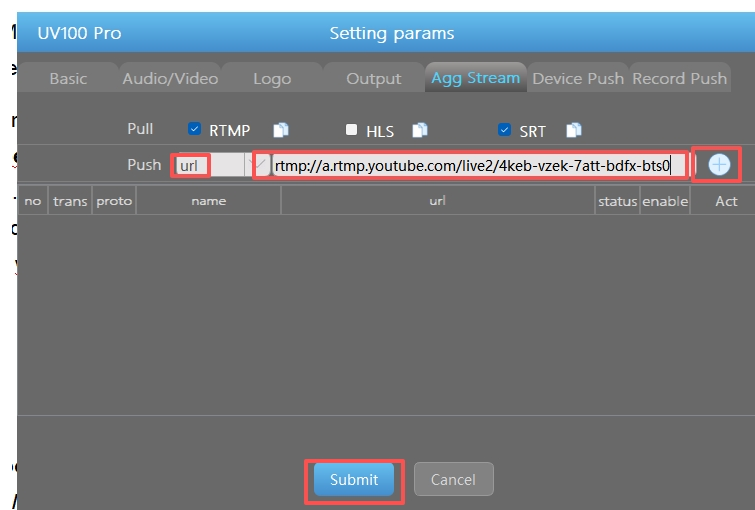


Figure 30: Youtube Push Streaming Setting

**Facebook:**

**rtmps://live-api-s.facebook.com:443/rtmp/FB-1612904456866004-Ab74SAjrWfZhU5JsSp50nDLd**

Univiso app configure as below:

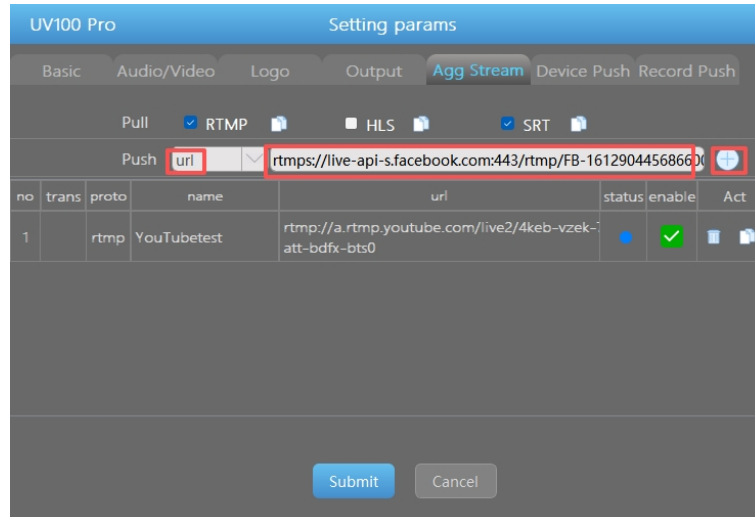


Figure 31: Facebook Push Streaming Setting

**UDP-TS Protocol Setting:**

1. Univiso support unicast and multicast mode for UDP protocol, adaptive according to the IP set by user.
2. The URL IP and port was streaming receive host IP and port.

**HLS Protocol Setting:**

1. Univiso only support client pull streaming from the univiso server by default URL: `http://server IP:8600/livets/dev_name/live.m3u8`, dev\_name is UV100 series unit name.
2. Univiso server support 3 video clips, 5s of each clips.

Note: If you already have full URL from any 3rd party platform, you can use URL to add and submit. If user want to pull stream from the server, better to set the host with 127.0.0.1.

**SRT Protocol Setting:**

Pull Streaming:

Select the protocol and click the copy button, it will generate the URL.

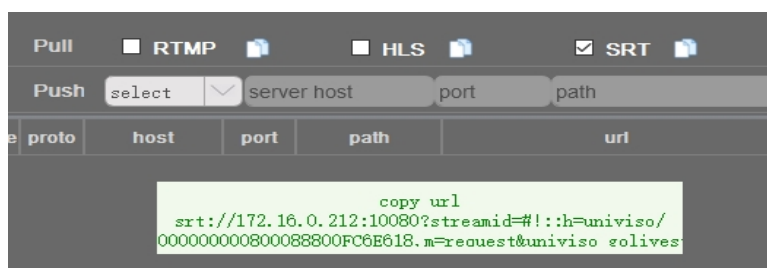


Figure 33: SRT Pull Streaming Setting

Note: If the server uses private IP, please replace it to public IP and map port 10080.

### Push Stream:

The SRT protocol format is:

srt://IP:port?streamid=xxxx

User need input IP, port and streamid to the box, and click "+" to add.

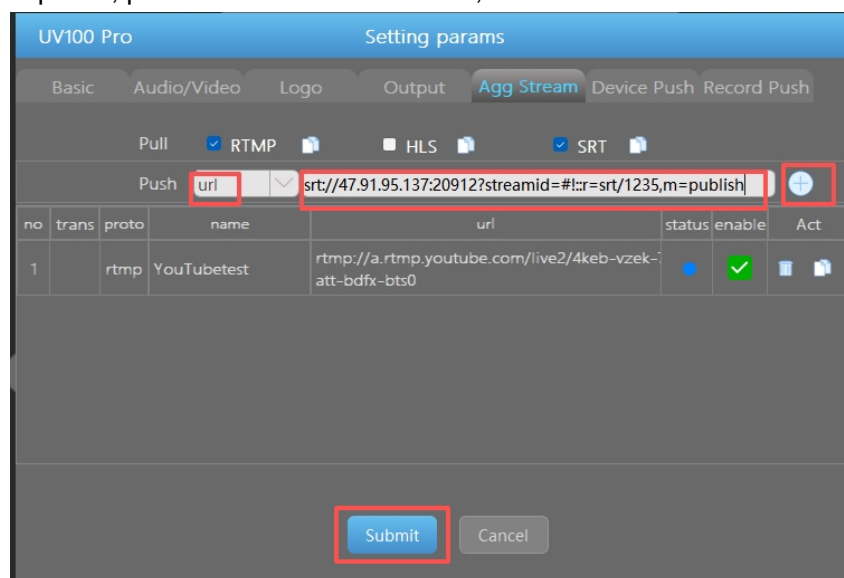


Figure 34: SRT Push Stream Setting

Note: User can copy the full link to the URL and add, it will automatically meet to the protocol and click "+" start streaming.

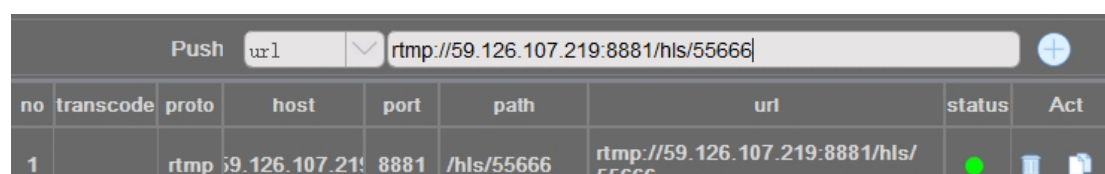


Figure 35: URL Push Stream Setting

## 3.4.6 Device Push

To facilitate tough network scenario that aggregation unable to use or server failed to push streaming, system support push streaming to destination platform directly with one local connection on terminal, without transmitting through Univiso server.

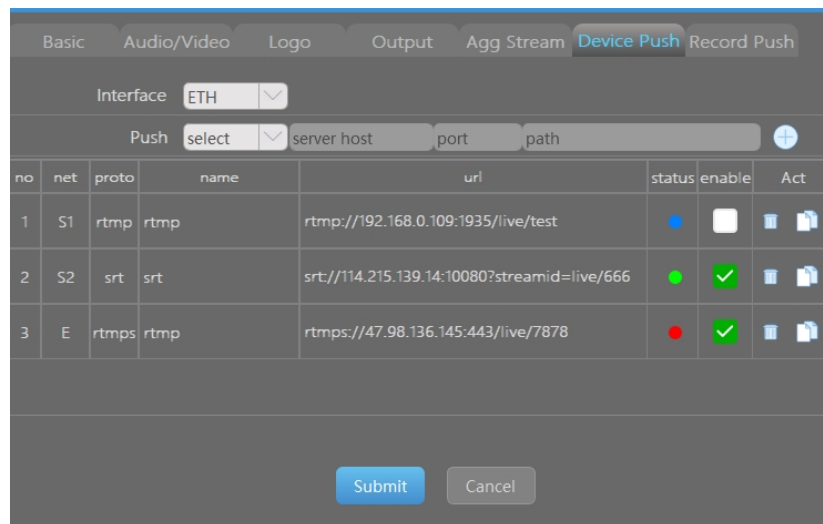


Figure 36: Device Push

Support SRT、RTMP/RTMPS、RTSP

Support work with aggregation live broadcast simultaneously

User can assign one connection for transmission

Note: System support work with aggregation live broadcast simultaneously. The terminal local link network interface only supports built-in sim + wired + wifi link selection, and the external dongle does not support terminal local streaming.

### 3.4.7 Record Push

When the terminal switches to LosslessRec mode, users can select terminal list -> terminal->⚙️->Record Push to enable, add, delete and other operations of the streaming address. One terminal can support up to 4 channels, include protocols: RTMP, RTMPS, UDP-TS, RTSP, SRT. In order to facilitate operations for users, there are multiple entries for adding streaming addresses, which supports adding via terminal screen, Program Push or Record Push. The streaming interface is shown as follows:

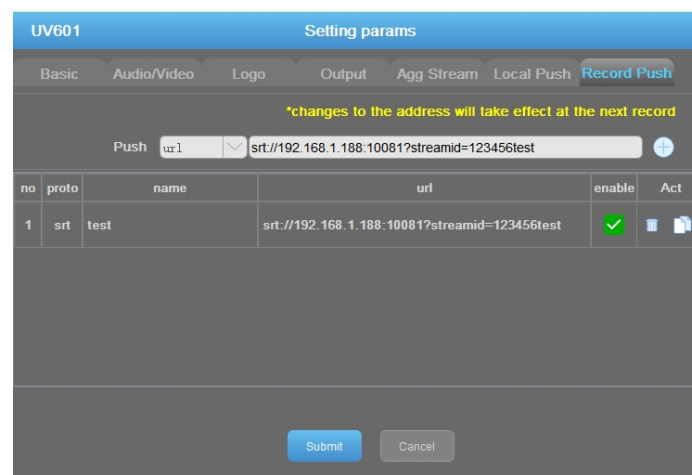


Figure 37: Record Push

Note: If the terminal modify the streaming address after the recording has started, it will only take effect when the next recording start.

## 3.5 File Transfer

### 3.5.1 Live Mode File Transfer

When user set work mode to "Live" and choose "AutoRecord" option, the terminal can manually transfer the recorded file from terminal to server when the terminal is free (lose signal from input more than 30s), and UI will display the progress and speed of uploading, the uploading will be interrupted when the video input from SDI or HDMI, and resuming automatically from the break off point.

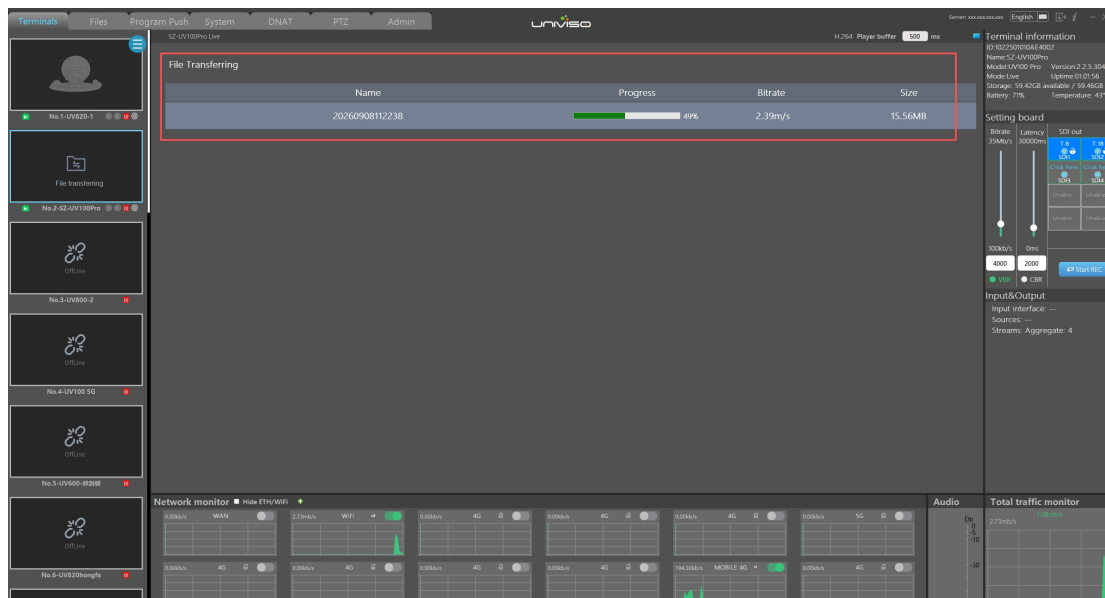


Figure 38: File Transfer in Live Mode

### 3.5.2 Record Mode File Transfer

When user set work mode to "Record", the terminal will record to storage and send the lossless record file to server, UI will display the uploading speed, size and progress percentage, and user can seek play bar, see as below:

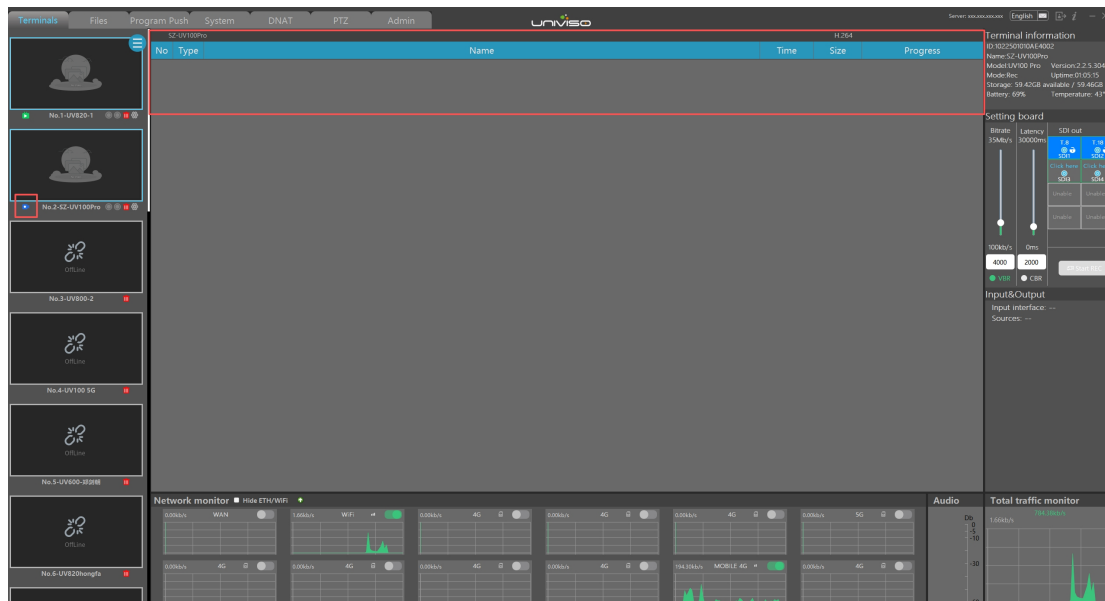


Figure 39: Record Mode File Transfer

### 3.5.3 USB File Transfer

When user set work mode to “FileTrans”, and insert USB flash disk, select the file and submit, the terminal will start uploading the file from terminal to server, the uploaded file can be downloaded, preview and set output from HDMI(support MP4/TS only).

## 3.6 File Management

Record file list will display all the files include server recorded file, terminal transferred file, and USB uploading file.

### 3.6.1 File List Display

Click “Files->File List” from the tab bar display record file list, see as below:

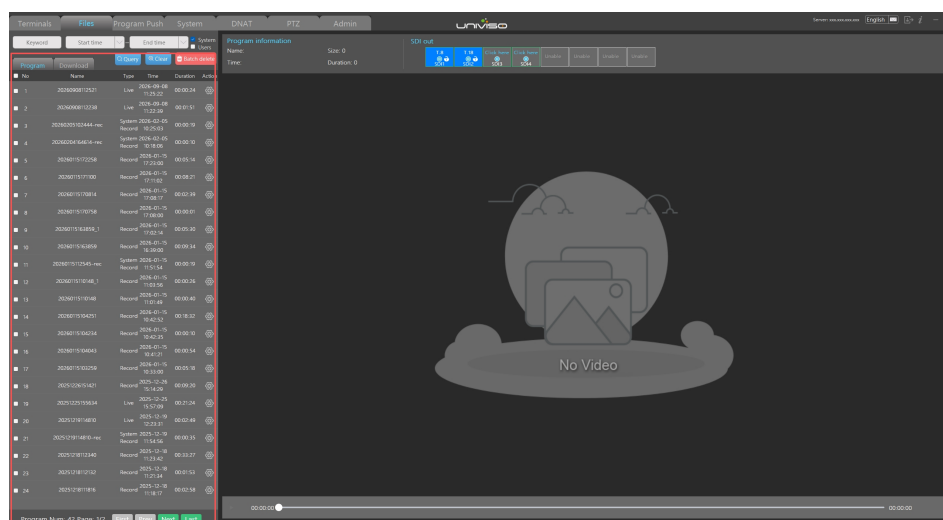


Figure 40: Record File List

**Record:** If this option is enabled, the collected file list will show all the files returned by the system.

**Users:** If this option is enabled, the included file list will display all files uploaded by the user via USB flash drive;

**No:** Number of record files

**Name:** File name with suffix xxx.rec, means manually record file, if file named like live.XXX, means transferred from terminal in Live mode, if the file named with digits, means transferred from terminal in LosslessRec mode.

**Type:** Display the type of included files

**Time:** Record start time and stop time

**Size:** File size

**Action:** User operations

**First:** First page

**Previous:** Previous page

**Next:** Next page

**Last:** Last page

### 3.6.2 Recorded File Preview

User can select any file, and click  to play, in the preview window, user can set seek the playing progress bar, pause and full screen, and set SDI output for recorded file, see as below:



Figure 41: Preview Window

- ①: Pause, play
- ②: Progress bar, support dragging
- ③: Volume bar
- ④: Information area:
  - Name:** File name
  - Time:** Start and stop time
  - Size:** File size
  - Duration:** Video duration
- ⑤: SDI output setting

### 3.6.3 File Name Edit

Click edit button , user can edit the file name, see as below:

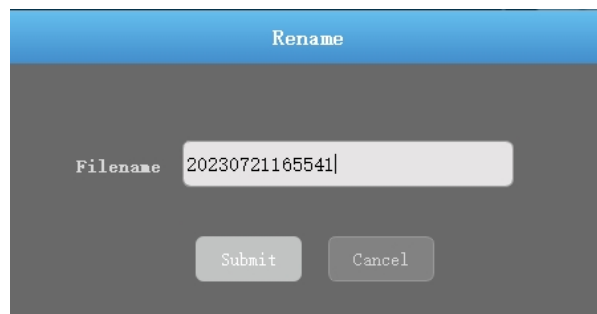


Figure 42: File Name Edit

**Filename:** File name edit

**Submit:** Submit modification

**Cancel:** Cancel operation

### 3.6.4 File Download

Click  on the file item need to download, and click  to input the path of save folder, the system will jump to download page, in the page will display the download progress, see as below:

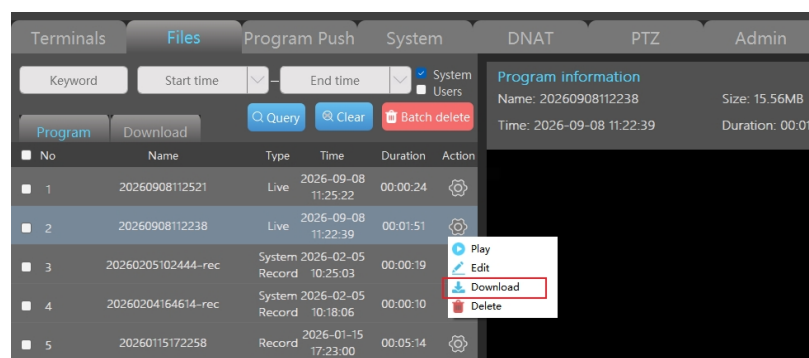


Figure 43: Download Page

If the LosslessRec mode file size is more than 2GB, there will pop up a sub folder to select all files to download, see as below:

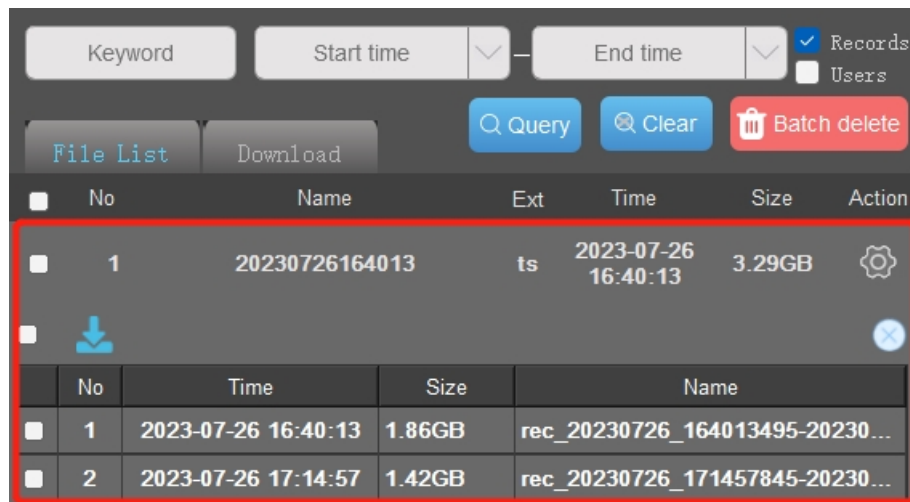


Figure 44: Lossless Record Mode

### 3.6.5 Batch Delete File

User can select 1 file or multi files to delete. If user click the Batch delete button, system will delete the selected files, if user need to delete single file, click the icon [Settings], then click the icon [Delete] in pop up menu to delete single file.

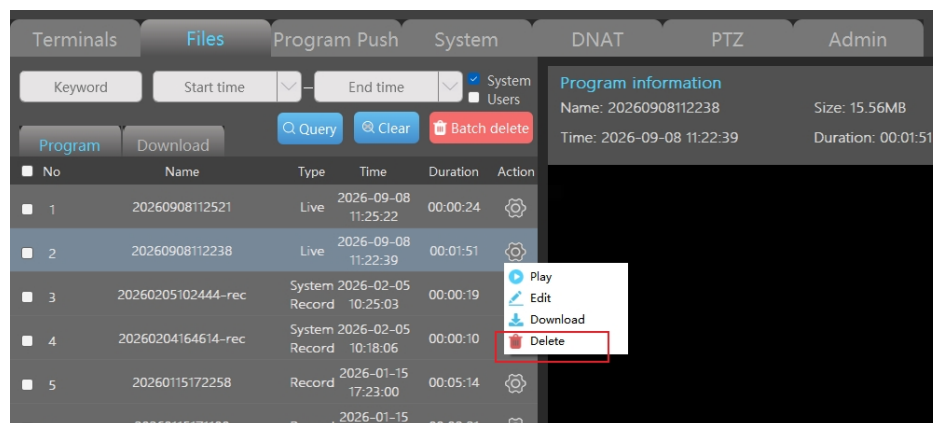


Figure 45: File Delete

### 3.6.6 File Search

User can search file with different conditions:

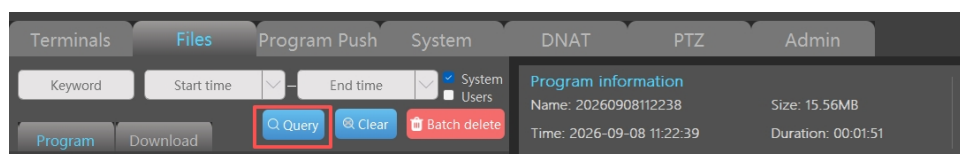


Figure 46: Search Bar

**Keyword:** Search by keywords

**Start time:** Search by start time

**End time:** Search by end time

**Query:** Click to start search

## 3.7 Program Push

To manage all record push activities more conveniently, Univiso introduced this feature to monitor and edit push streaming activities. User can check the push status, start time, push progress, edit streaming address and delete push activity.

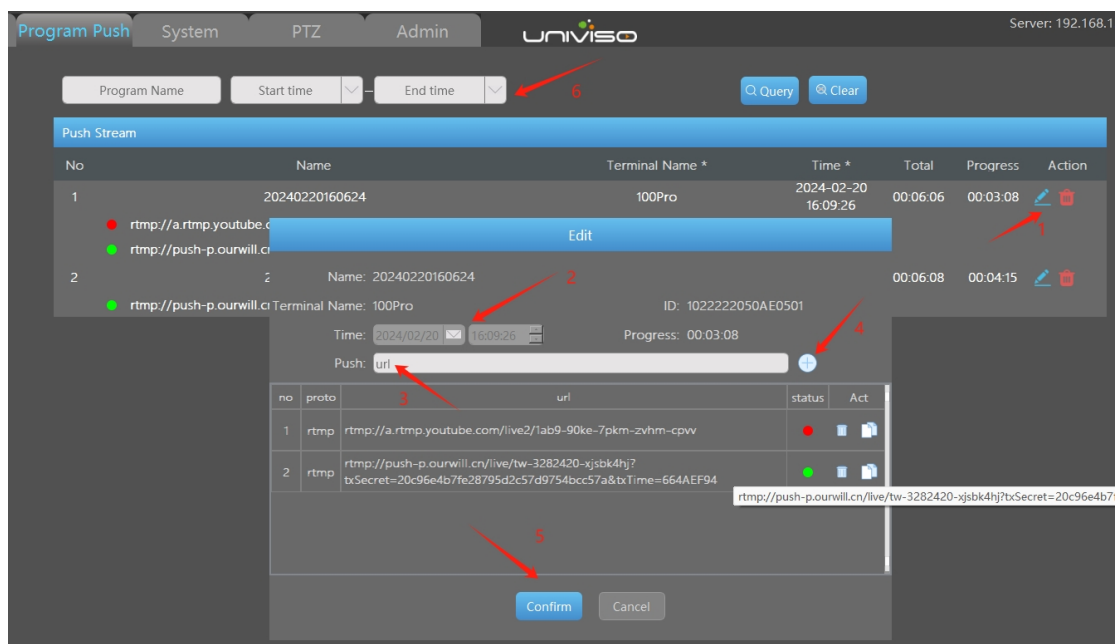


Figure 47: Program Push

Note: Program push feature only support setting the pushing time within 24 hours.

## 3.8 System Setting

### 3.8.1 Basic Info

#### 3.8.1.1 Server Info

The server information window displays the current server version information, IP address, CPU, storage and memory usage, helping users to promptly obtain the performance sources of an access server and perform device maintenance.

BasicNetworkAdvanced

Server Info

Version: 2.2.5.3058

IP: 192.168.10.98

CPU: 4%

IPv6: 2002:1:2:3::100

Memory: Used: 1.65GB Total: 14.33GB

Uptime: 21:36:17

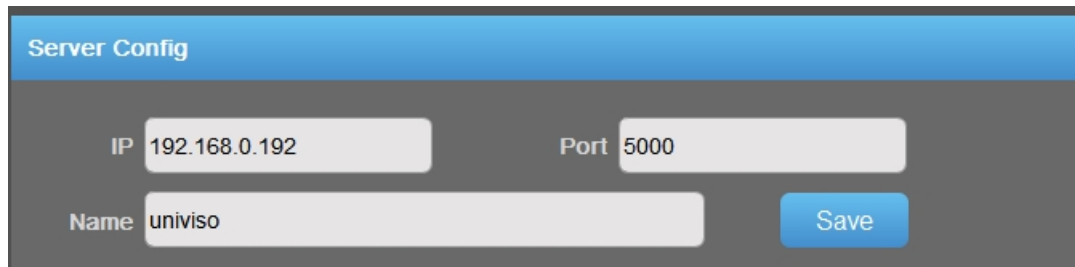
Storage: System Used: 12.68GB Total: 372.35GB

User Used: 31.69GB Total: 2.91TB

Figure 48: Server Info

### 3.8.1.2 Server Configuration

Click “System” from the top tab bar to enter system setting.



The screenshot shows a 'Server Config' window with a blue header. Below the header, there are three input fields: 'IP' with the value '192.168.0.192', 'Port' with the value '5000', and 'Name' with the value 'univiso'. To the right of the 'Name' field is a blue 'Save' button.

Figure 49: Port Setting

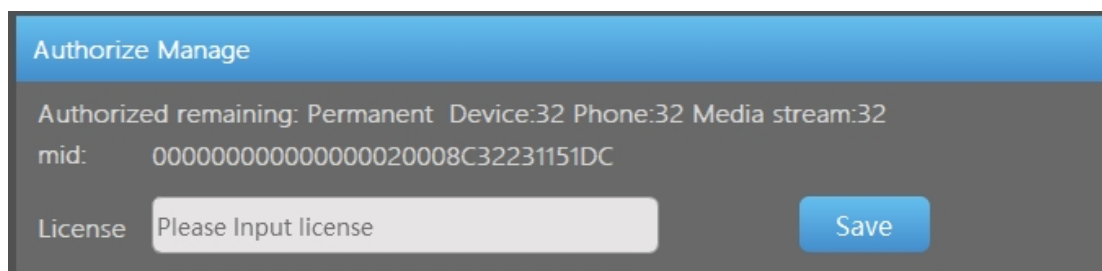
**IP:** Cloud server register IP for terminal dynamic select server IP, reserve for future use.

**Name:** Server name

**Port:** For data communication between Univiso server and terminal, default is 5000

**Save:** Click to save setting

### 3.8.1.3 Authorization Management



The screenshot shows an 'Authorize Manage' window with a blue header. Below the header, it displays 'Authorized remaining: Permanent', 'Device:32', 'Phone:32', and 'Media stream:32'. Below this, there is a 'mid:' label followed by the value '000000000000000020008C32231151DC'. At the bottom, there is a 'License' label followed by a text input field containing the placeholder 'Please Input license'. To the right of the input field is a blue 'Save' button.

Figure 50: Server Authorization

**Authorized remaining:** Remaining days for license

**Mid:** Server SN number

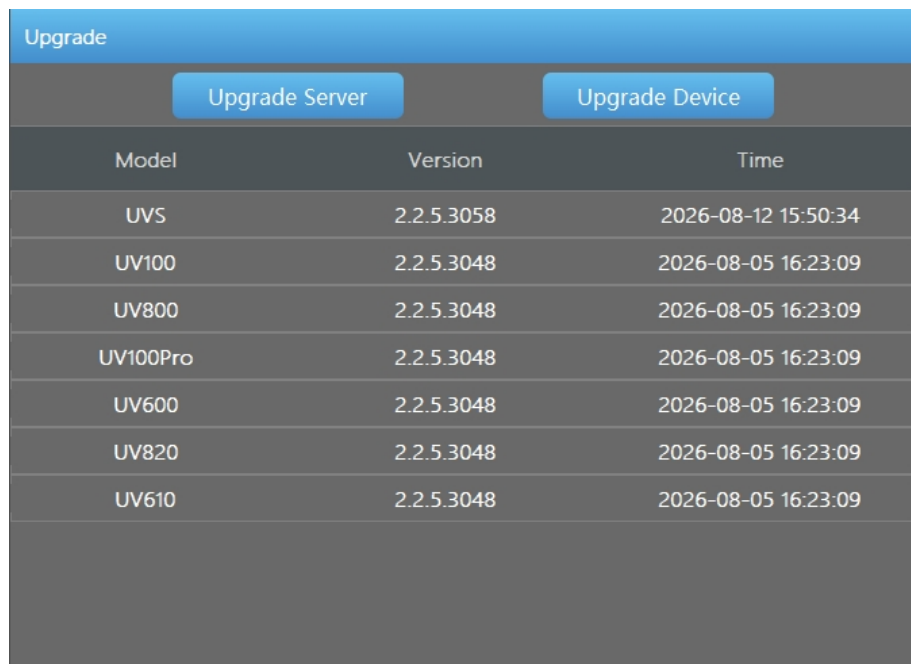
**Max Terminals:** Max support terminals

**License:** License SN

**Save:** Click to save setting

### 3.8.1.4 Upgrade Service

Univiso support upgrade remotely for server and terminal, user can upload the upgrade package to corresponded location, server will upgrade automatically after uploading success, terminal will show prompt for upgrading on display screen after connect to this server, user can decide upgrade immediately or later, see as below:



The screenshot shows a web interface titled "Upgrade". It has two buttons: "Upgrade Server" and "Upgrade Device". Below these buttons is a table with three columns: "Model", "Version", and "Time". The table contains eight rows of data, all with version "2.2.5.3048". The models listed are UVS, UV100, UV800, UV100Pro, UV600, UV820, and UV610. The times range from 2026-08-05 16:23:09 to 2026-08-12 15:50:34.

| Upgrade  |            |                     |
|----------|------------|---------------------|
|          |            |                     |
|          |            |                     |
| Model    | Version    | Time                |
| UVS      | 2.2.5.3058 | 2026-08-12 15:50:34 |
| UV100    | 2.2.5.3048 | 2026-08-05 16:23:09 |
| UV800    | 2.2.5.3048 | 2026-08-05 16:23:09 |
| UV100Pro | 2.2.5.3048 | 2026-08-05 16:23:09 |
| UV600    | 2.2.5.3048 | 2026-08-05 16:23:09 |
| UV820    | 2.2.5.3048 | 2026-08-05 16:23:09 |
| UV610    | 2.2.5.3048 | 2026-08-05 16:23:09 |
|          |            |                     |

Figure 51: Upgrade option

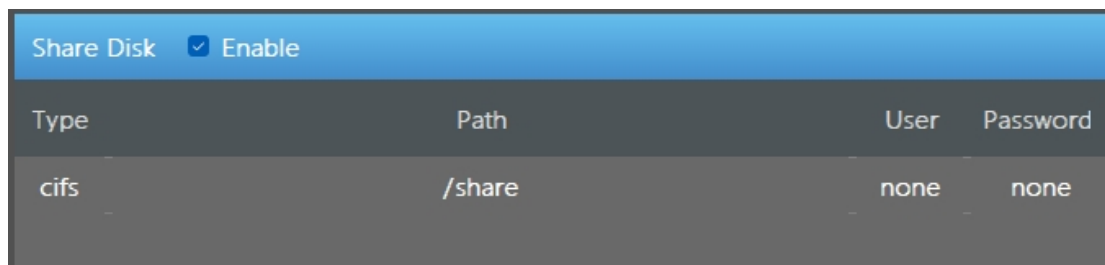
**Upgrade Server:** Upload server upgrade package, named with uvs.

**Upgrade Device:** Upload terminal upgrade package, named with UV100/100Pro/600/800.

Note: Please upgrade the server first before upgrade device.

### 3.8.1.5 Share Disk Config

Univiso live broadcast management system provides docking between user-collected program material files and post-production platforms, realizing material library sharing, saving material uploading and downloading time, and thus improving program editing and production efficiency. Users only need to enable the shared disk function in the System->Basic->Share Disk page, and users can access the user-collected files under this path through Windows or Linux systems, see as below:



The screenshot shows a configuration page for "Share Disk". At the top, there is a toggle switch labeled "Share Disk" which is currently set to "Enable". Below this is a table with four columns: "Type", "Path", "User", and "Password". The table contains one row with the following values: "cifs", "/share", "none", and "none".

| Share Disk <input checked="" type="checkbox"/> Enable |        |      |          |
|-------------------------------------------------------|--------|------|----------|
| Type                                                  | Path   | User | Password |
| cifs                                                  | /share | none | none     |

Figure 52: Share Disk

Note: Only the collected files after being enabled will be copied to the shared folder. Deleting the collected files in the shared folder will not affect the actual existence of the collected files on the server.

### 3.8.1.6 Stream Config

In order to ensure that the data on the third-party platform will not be interrupted and the stream will be pushed again (such as Facebook/Youtube) due to signal interruption or network interruption during the live streaming process, the Univiso live streaming system provides different output strategies for stream distribution configuration according to different usage scenarios to meet the needs of multiple scenarios, as shown in the following:

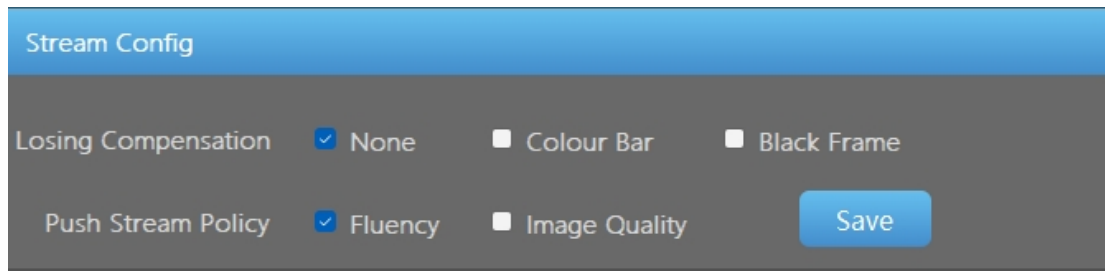


Figure 53: Stream Config

#### Losing Compensation:

It means that the streaming service automatically fills in frames with no filler, color bars, or black fields after determining frame loss based on the received data to ensure the continuity of the streaming data.

#### Push Stream Policy:

Fluency: System will continue push streaming even with mosaic.

Image Quality: System will wait the key frame when there is packet loss during streaming.

### 3.8.1.7 NTP Service Configuration

Univiso mobile live broadcasting system provides NTP network time calibration service and system clock synchronization service. Network time calibration service means that the server will automatically update the time zone in different countries and regions. The system clock synchronization service refers to that when frame synchronization is enabled, all terminal systems in the same system can automatically synchronize time so that they can synchronize then output through SDI. The NTP server can be the default setting or a customization NTP as the reference time synchronization service.

| NTP Server <input type="checkbox"/> Default (Sync time success) <span style="float: right;">+</span> |        |
|------------------------------------------------------------------------------------------------------|--------|
| Address                                                                                              | Action |
| 192.168.0.200                                                                                        |        |
| cn.ntp.org.cn                                                                                        |        |
| ntp.ntsc.ac.cn                                                                                       |        |
| time2.google.com                                                                                     |        |

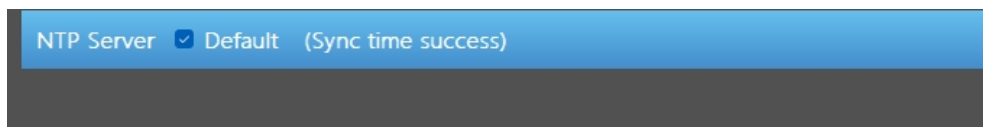


Figure 54: NTP Setting

Note: It is recommended to enable the default NTP server.

## 3.8.2 Networking

### 3.8.2.1 Network Route

Default route is setting for multi physical Ethernet port add or delete:

| Server network-Route <span style="float: right;">+</span> |                   |             |        |        |
|-----------------------------------------------------------|-------------------|-------------|--------|--------|
| Destination                                               | Mask v4/Prefix v6 | Gateway     | Metric | Action |
| 0.0.0.0                                                   | 0.0.0.0           | 192.168.2.1 | eth2 0 |        |
| 0.0.0.0                                                   | 0.0.0.0           | 192.168.1.1 | eth1 1 |        |

Figure 55: Network Route

**Destination:** Destination IP

**Mask:** Mask

**Gateway:** Gateway

**Metric:** Routing protocol metric value (The smaller the metric value, the higher the weight of the route.)

**Action:** Click to delete the route

Click to add route, it will pop up as below:

Add

Interface

▼

Destination

Mask

Gateway

Metric

0

Confirm

Cancel

Figure 56: Add route

**Interface:** Select Network Interface

**Destination:** Create destination IP

**Mask:** Create mask

**Gateway:** Create gateway

**Metric:** Create a default route weight metric

**Confirm:** Click to confirm

**Cancel:** Click to cancel

### 3.8.2.2 DNS & Local Network Setting

You can edit and modify DNS configuration information based on the actual network condition.



Figure 57: DNS Setting

Users can add, edit and modify the network information of the server. This information is used to connect to the Internet. Fill in the information according to the actual information of the access point, as shown in the figure below:

| Server network-Interface |                                                                                                |               |               |             |                                                                                       |  |
|--------------------------|------------------------------------------------------------------------------------------------|---------------|---------------|-------------|---------------------------------------------------------------------------------------|--|
| Interface                | Status                                                                                         | IP            | Mask          | Gateway     | Action                                                                                |  |
| ETH0                     |  offline v6 | 192.169.0.100 | 255.255.255.0 | 192.169.0.1 |  |  |
| ETH1 (DHCP)              |  100Mb v6   | 192.168.1.92  | 255.255.255.0 | 192.168.1.1 |  |  |
| ETH2                     |  offline v6 | 192.168.2.100 | 255.255.255.0 | 192.168.2.1 |  |  |
| ETH3 (Manage)            |  offline v6 | 192.168.3.100 | 255.255.255.0 | 192.168.3.1 |  |  |

Figure 58: Network Information

**Interface:** Ethernet port

**Status:** Ethernet status, Enabled or Disable.

**IP:** IP address

**Mask:** Network mask

**Gateway:** Gateway

**Action:** Click to edit

Note: Currently, the server's 4 network ports are both management ports and data ports. In version V2.2.2.2301, ETH3 will be fixed as the management port. To edit and modify the network information of the ETH3 management port, you need to enter the user login password for a second confirmation before the modification can be successful.

Click the "" edit button to select the network port like ETH0, and the "Network Information" editing dialog box will pop up. Edit and modify the actual access network IP,

mask, gateway and other information or enable DHCP to dynamically obtain the interface IP address to achieve network plug-and-play. As shown below:

Figure 59: Modify network port information setting

**Interface**: Display the network port name that needs to modified the network configuration information. name cannot be modified by default.

**Mac**:Network port Mac address

**DHCP**:Enable or disable DHCP to obtain IP address dynamically

**IP**:Network port IP address

**Mask**:Network port mask address

**Gateway**:Network port gateway address

**Default Route**:Enable or disable automatic addition of this network port as the default route.

**Status**:Display network port status, online or offline

**Confirm**:Submit to confirm the modification operation

**Cancel**:Cancel the modification operation

### 3.8.2.3 Access Setting

Users can use 3G/4G/5G network in any region or region to realize data transmission in different working modes, such as mobile live broadcasting, lossless recording and broadcasting. The system provides two different access configuration modes by default or multiple ISP. As shown below: configure the access IP for each link.

The screenshot shows the 'Access Config' window. At the top, there are input fields for 'Default IP' (192.168.0.253), 'Port' (5000), and a checked 'Enable Multi ISP' checkbox, along with a 'Save' button. Below these is a 'Default IPv6' field. The main part of the interface is a table with columns: Name, Operator, IP, Port, and Action.

| Name   | Operator | IP            | Port | Action |
|--------|----------|---------------|------|--------|
| ETH    | eth      | 192.168.0.253 | 5000 |        |
| IPv6   |          |               |      |        |
| WIFI   | wifi     | 192.168.0.253 | 5000 |        |
| IPv6   |          |               |      |        |
| MOBILE | MOBILE   | 171.213.199.6 | 5500 |        |
| IPv6   |          |               |      |        |
| UNICOM | UNICOM   | 171.213.199.6 | 5500 |        |
| IPv6   |          |               |      |        |

Figure 60: Access configuration

**Default IP:** Fill in the access configuration default public/internal IP

**Default Port:** Fill in the access configuration default default IP port

**Enable Multi ISP:** Enable or disable Multi-ISP link configuration operation

: Add a multi-ISP link, you can only add up to 5 multi-ISP link configuration information.

**Name:** Display access link name

**Operator:** When the user fills in the operator name, it must be consistent with the name of the actual access operator, otherwise the system will judge that the access link is wrong (for example, Unicom in mainland China is displayed as: UNICOM, China Telecom is displayed as: TELECOM, China Mobile is displayed as: MOBILE).

**IP:** IP for terminal communicating with server (normally it's server public IP).

**Port:** Server access port for communication, default is 5000.

**Action:** Operation attribute display

: Delete link access information

Note: If terminal connected with Ethernet and Wi-Fi, and same local network area with server, then the access IP can use private IP, otherwise, all access IP should be set as public IP. When multiple ISP are enabled, the system connection link sequence will prioritize direct connection, default, and other link connection strategies.

### 3.8.2.4 Server Decode Mode Setting

There are 2 decoding mode for server, Access+Decode and Distribute Decode.

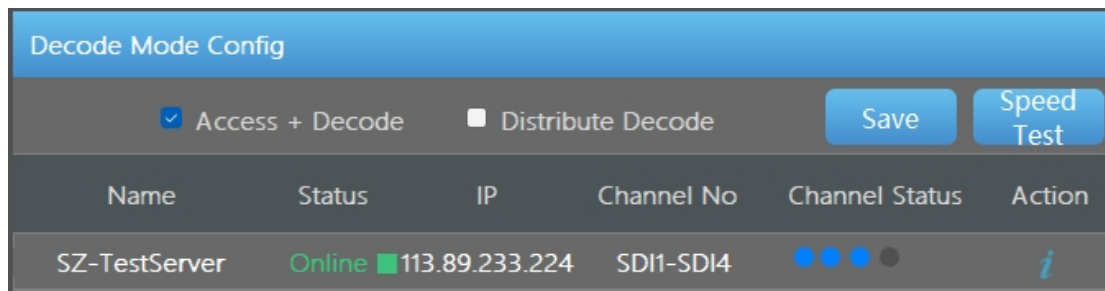


Figure 61: Server Decode Setting

**Access+Decode:** Main server, terminal can access to the server and output by decoding and IP, it will list all sub server SDI output channels, user can assign terminal output to any of them.

**Distribute Decode:** Sub server, only decode stream from the main server, user need input the main server IP and port, main server can set the connected terminal output from SDI in sub server.

Note: Sub server only use for special condition like no public IP or can't map the port.

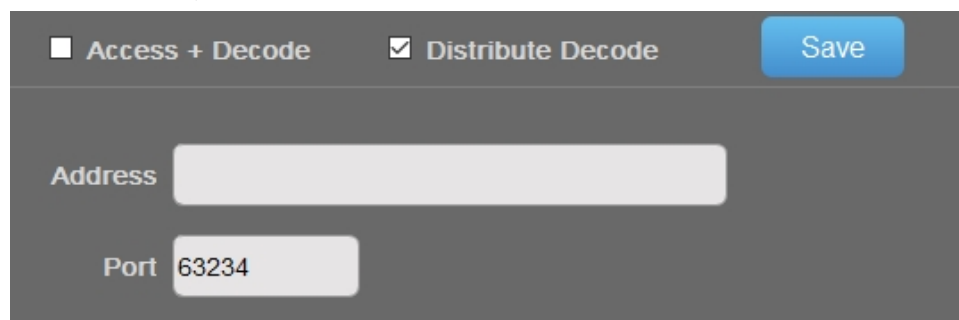
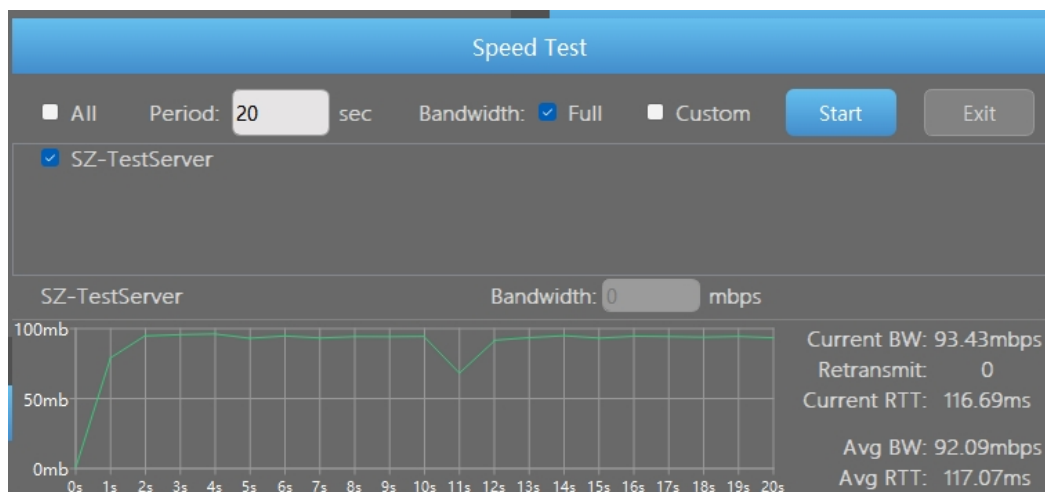


Figure 62: Distribute Mode

**SpeedTest:** This measures the bandwidth between the current decoding server (sub-server) and the central server (main server), means that the downlink rate of the decoding server, and the uplink rate of the central server.



### 3.8.3 Advanced Setting

#### 3.8.3.1 Recorded File Type Setting

User can set the file format of recording, support MP4 or TS:

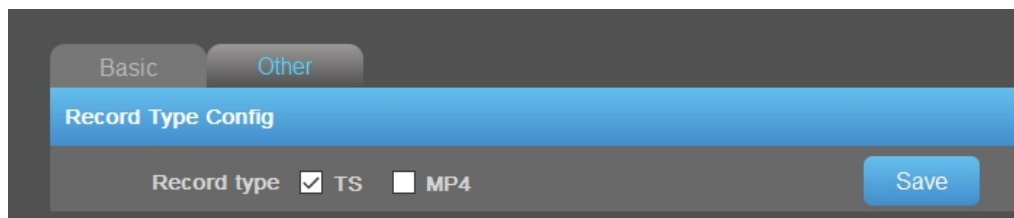


Figure 63: Record Format Setting

#### 3.8.3.2 IFB Setting

The system provide two different ways to talk with the terminals working at the front. One is that the center staff log in to Univiso winapp to talk with the front terminals in one-to-many or many-to-many ways. The other is that the center server plugs in a professional external sound card to talk with the front terminals in one-to-many ways. Users can flexibly choose different ways to set IFB call parameters according to business needs, that is, click System - Advanced Settings - IFB Call Global Settings, as shown in the figure below:

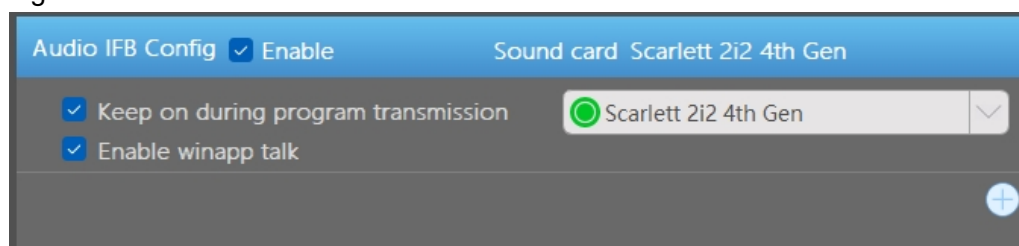


Figure 64: IFB Setting

**Enable:** Select to enable IFB system, Only when the IFB switch is enabled, the center and front-end staff can talk.

**Keep on during program transmission:** Select to enable IFB during data transfer on terminal, otherwise only available when terminal is free.

**Enable winapp talk:** Select to enable winapp IFB, if not selected, only can communicate through sound card.

**Sound card:** Display the sound card status and name, only available when sound card was detected. The sound card brand currently supported by Univiso include Focusrite Scarlet and Tascam. Please contact us for specific supported models.

**Please select one:** The system automatically enumerates the list of driver-free sound cards. You need to select the correct sound card model to enable the call function (e.g. Scarlett 2i2 USB sound card)

:Create a call group. Currently, a maximum of 8 call groups are supported to create. The Add Call Group page pops up as shown below:

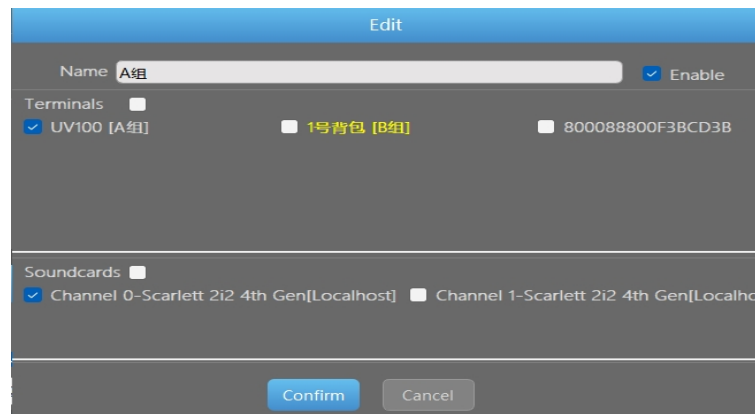


Figure 65: Added IFB call group setting

**Name:**Create a group call name. The maximum length is 24 characters.

**Enable:**Enable or disable this group call

**Terminals:**The central administrator can remotely control all access terminals or specify terminals to join the group call. Only when the terminal join the call group and the terminal screen switches to the headset call state, the green call icon  is displayed normally;

the yellow icon  indicates abnormal call. When the abnormal icon is displayed, please check whether the relevant configuration parameters are correct.

Note: The terminal name displayed in yellow font [  1号背包 [B组] ] means that the terminal has been added to other call groups, and the user can preempt and reallocate the call group; the terminal name displayed in white font [  800088800F3BCD3B ] means that the terminal has not been assigned.

**Soundcards:**It display the sound card channels. Users can flexibly select different channels for group call settings according to call needs. The IFB group call list is shown

as follows:

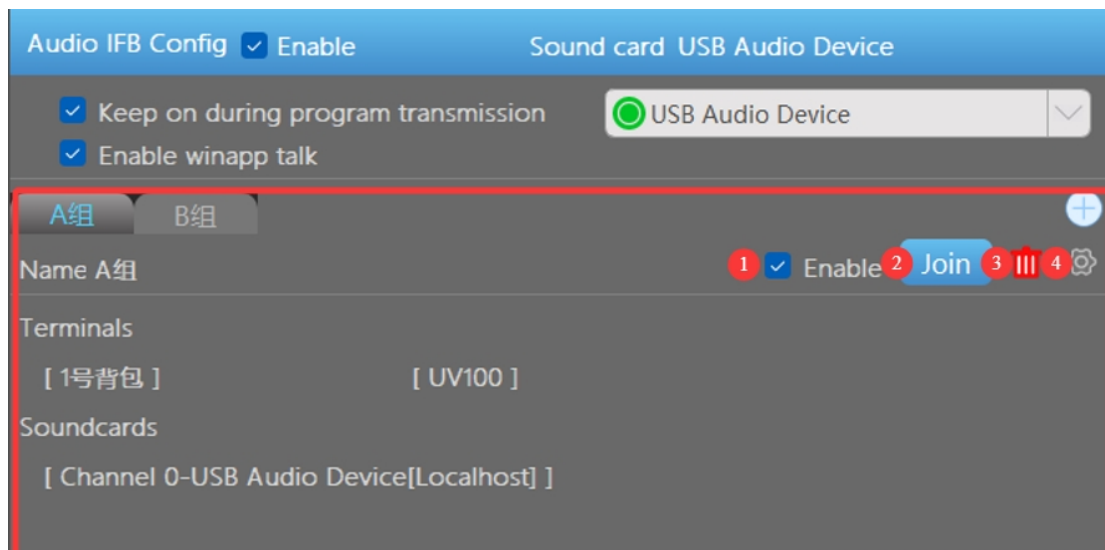


Figure 66: IFB call group setting

**Enable:** It indicates whether Winapp talk is enabled, that is, users can log in Winapp to join the group and talk to the front terminal; when it is not enabled, the center commander can only talk to the front terminal through the external sound card.

**Join:** Join or Leave call group button, one winapp supports a maximum of 8 call groups created at the same time. It can only join 1 group at the same time (for example, if you have joined group A and then click to join group B, you will automatically leave group A).

: Delete current group button

: Edit and modify group call terminal and channel parameter configuration

### 3.8.3.3 Video Return

Univiso video return can send back the video from server to terminal via Univiso downlink aggregation technology, the send back video source includes terminal and IP stream (RTMP/RTSP/SRT/UDP), terminal (UV600/UV800) can decode and output video through HDMI OUT.

#### Features:

- It supports up to 8 channels of return video sources for distribution to multiple end users simultaneously.
- Live site can get the live broadcast of the studio in real time, so that journalists can know when it will be broadcast and communicate freely with the studio.
- Enables field workers to ensure that live data is received correctly and modify their camera angle or position for the best shot.

Video Return ☒ Enable

☒ PGM Return SDI2 [localhost] 1080i60 V: ● A: ● Save

Video Bitrate 5000 kb Video Codec ☒ H.264 ☐ H.265

Audio Bitrate 64 kb Audio Channel 2

| Name       | Video Source     | Bitrate (kbps) | Action |
|------------|------------------|----------------|--------|
| PGM Return | PGM Return       | 5021           |        |
| UV600_i5O2 | 6002408050BC0457 | --             |        |

Figure 67: Video Return setting

**Enable:** Select to enable video return

: Add a return video

**PGM Return:** Enable or disable the PGM return source, and select any channel from SDI 1 to SDI 4 on the server as the PGM return source acquisition interface. The page also displays the PGM return source audio and video format and acquisition status.

Green means the PGM return source acquisition is normal, and red means the PGM return source acquisition failed.

**Video Bitrate:** PGM return source video capture encoding bit rate setting, value range 0-10M.

**Video Codec:** PGM return video encoding algorithm: H.264/265 optional

**Audio Bitrate:** PGM return source audio capture encoding bit rate setting, the value range is 64/128/256kb.

**Audio Channel:** PGM return source audio acquisition channel setting, the value range is 2 or 8 channels optional;

**Name:** Name the return video, Support custom name

**Video Source:** Input an IP streaming or a terminal as return video source, Green means add success, Red means add failed.

**Bitrate:** Display the bit rate or return video.

: Share the video source to specified terminal.

: Delete the video return source stream

Note: The returned video only can output through HDMI from UV800/UV600, UV100/UV100 Pro can only output returned video through IP streaming to an external players. The UV800 does not support interlaced signals or 4k10bit return video sources, and only supports 4K HDMI return video output at most.

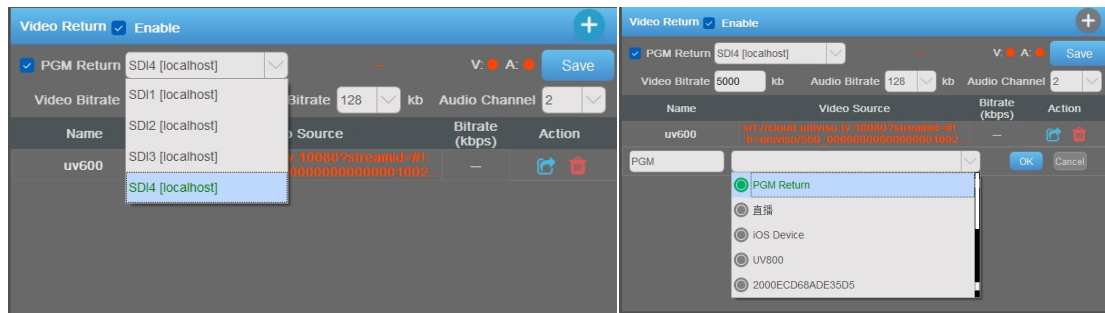


Figure 68: PGM Return

Note: PGM return input resource is with H265 encoding algorithm by default. It may not support some of the servers users customized by themselves.

### 3.8.3.4 Frame Sync

Univiso mobile live broadcasting system supports frame synchronization output of multiple different frames to meet the needs of switching between shots in multi-frame usage scenarios. Under different uses, it also supports the distributed deployment of different servers to achieve frame synchronization SDI output function, as shown in the picture:



Figure 69: Frame Sync Setting

Note: Before frame synchronization is enabled, ensure that input source, code, and delay parameters on access terminals are the same and the NTP service is enabled.

### 3.8.3.5 AES Encryption

In order to ensure the security of data transmission, Univiso mobile live broadcasting system supports encrypted transmission of terminal upstream data, which can only be decrypted by obtaining the key. The key is generated by the access server. Terminals on the same server use the same key. The user is also allowed to configure the key phrase from which the server generates the AES key. As shown in the picture below:

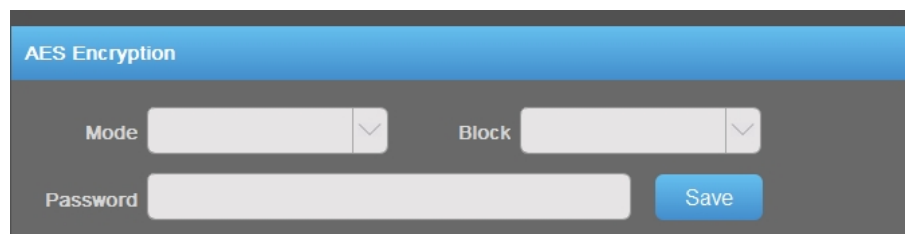


Figure 70: AES Encryption setting

**Mode:** System supports ECB or CBC encryption mode.

**Block:** AES encrypted data blocks and keys support 128/256 bits.

**Password:** Users can customize the key phrase.

### 3.8.3.6 SDI Channel Name

To facilitate directors to distinguish the SDI output among of different cameras, Univiso provides the function of editing SDI channel names, which are displayed in the upper right corner of the screen when no video output is available:

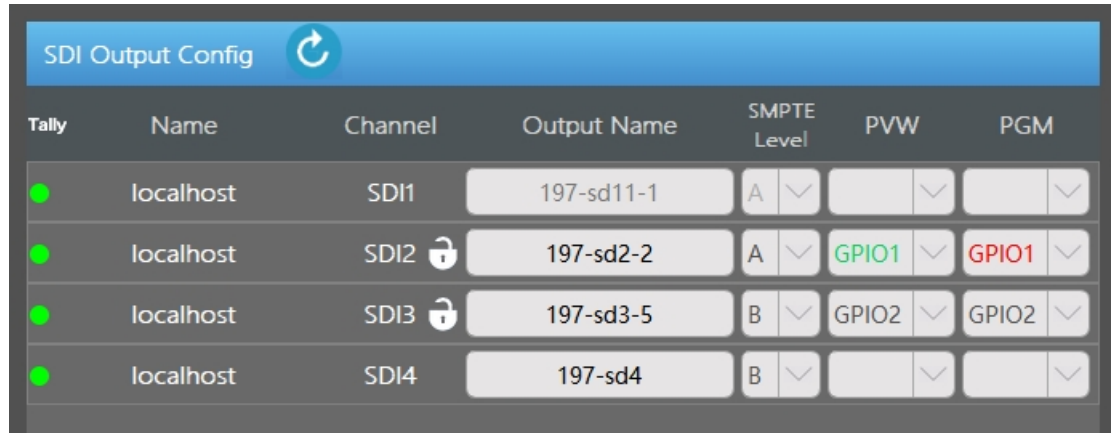


Figure 71: SDI Output Name Setting

**Tally:** Green dot is displayed when connected with tally control box and recognized, empty when tally control box is not detected.

**Name:** Server name of SDI channel

**Channel:** SDI number display, when the server connected with ref in signal, if the SDI signal output format same as the ref in signal format and locked, it will display with lock status, or it will display with unlock status.

**Output Name:** SDI output channel name, user can edit and modify.

**SMPTE Level:** Support setting SDI output signal with Level A/Level B, default is Level A.

**PVW:** Connect with video switcher, configure tally control box GPIO voltage level with PVW for preview and monitor with green, meanwhile the tally light will be display with green.

**PGM:** Connect with video switcher, configure tally control box GPIO level with PGM output in red, at the same time tally light will be displayed with red.

**Note:** When the SDI channels are previewed and output with PVW and PGM simultaneously, the PGM output takes priority.

### 3.8.3.7 Storage Recycling Config

The system will automatically delete the collected files in the completed transfer state according to the set expiration date (the collected files in the transfer process and the incomplete transfer will not be deleted). The original collected files can only be deleted manually, which may cause too many collected files to occupy the storage space and affect the normal operation of other services. The storage recycling parameter configuration is as shown in the figure below:

The figure shows a configuration window titled "Storage Recycling Config". It has a "Recycling" toggle switch which is checked and labeled "Enable". Below it, there is an "Expired" field with a text input containing "63234" and the unit "days". A "Save" button is located to the right of the input field.

Figure 72: Storage Recycling Config setting

**Recycling Enable:** Enable or disable storage file recycling

**Expired:** Configure the date of the collected files to be recycled, the value range is 1-365 days.

For example: The server boot time is 12:00 on January 1st. If the expiration time is set to 1 day, when it reaches 12:00 on January 2nd, all the files that have been transferred before this time will be automatically deleted (files in transfer or incomplete transfer will not be deleted).

## 3.9 DNAT Setting

How the DNAT feature works: Server side comes with a built-in frps, while the terminal side has a built-in frpc. Public-to-private network mapping is realized by modifying the destination IP and port of the data packets.

The figure shows the "DNAT" configuration interface. At the top, there are tabs for "DNAT", "PTZ", and "Admin". The "DNAT Server Config" section includes fields for "Server IP" (183.23.144.105), "Port" (6000), and "User port pool" (58000 - 59999), with a "Save" button. Below this is a search bar with "Keyword: Name, mid" and a "Query" button. A "Batch delete" button is also present. The main section is titled "DNAT Rule" and contains a table with the following data:

| Name | Terminal Name | mid              | Protocol | Local IP      | Local Port | Remote Port | Status     | Action |
|------|---------------|------------------|----------|---------------|------------|-------------|------------|--------|
| test | UV820-1       | 8202545050AC2055 | TCP      | 192.168.10.56 | 80         | 58001       | Connect: 0 | [Icon] |
| test | UV820-1       | 8202545050AC2055 | UDP      | 192.168.10.56 | 80         | 58001       | Connect: 0 | [Icon] |

The descriptions of the function parameters are as follows:

**Server ip:** Enter the server access IP. It can be modified to a public or private IP depending on your needs, though the public IP is generally recommended.

**Port:** frps service port (default: 6000). This value is configurable, but please note that the service will restart upon modification.

**User port pool:** Default port range: 58000-59999 (configurable). Note: Reducing the range will automatically remove any existing rules that fall outside the new range.

Note:

1. The DNAT option will be hidden on the terminal UI if it is not connected to an frps-enabled server (requires v2.2.5 or later on both server and terminal).
2. Offline terminals cannot add or edit DNAT rules; deletion is the only allowed operation.
3. DNAT rules are stored centrally on the server and will be synchronized upon switching servers.
4. Modifying any frps-related parameters will restart the DNAT service, resulting in a brief interruption of existing rules.
5. If a remote port conflicts with a port already in use by the server (e.g., 1935, 443, 554, 5000, 5003, 63234), the DNAT rule status will become offline and unavailable.
6. Any changes to DNAT rules on either the terminal or server side will take effect in real-time.
7. A maximum of 20 DNAT rules (TCP + UDP) are supported per terminal.

## 3.10 User Management

### 3.10.1 User List

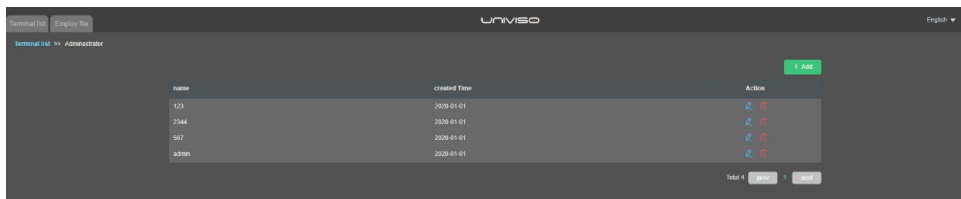
**Admin:** Click this button from the tab bar, to enter the user management menu

**Name:** User name

**Created:** System time of creating the user

**Action:** Click to show action

: Click to delete user



| name  | created Time | Action |
|-------|--------------|--------|
| 123   | 2020-01-01   |        |
| 2344  | 2020-01-01   |        |
| 567   | 2020-01-01   |        |
| admin | 2020-01-01   |        |

Figure 73: User List

### 3.10.2 Add User

Click the  button in the upper right corner, and a new user interface will pop up, as shown in the picture below:

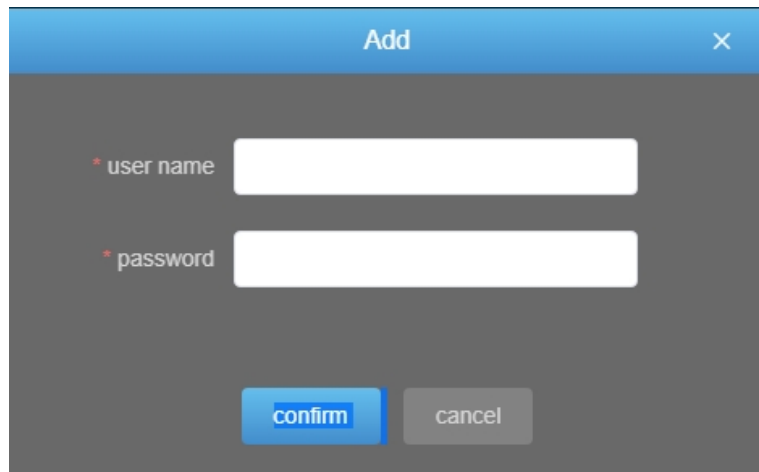
A dialog box titled "Add" with a close button (X) in the top right corner. It contains two input fields: "\* user name" and "\* password". Below the input fields are two buttons: "confirm" (highlighted in blue) and "cancel" (gray).

Figure 74: Add User

**User Name:** Username to be created

**Password:** Login password

**Confirm:** Submit user action

**Cancel:** Cancel user action

### 3.10.3 Password Change

Click the user management list  edit button, and the user password modification interface pops up, as shown in the figure below:

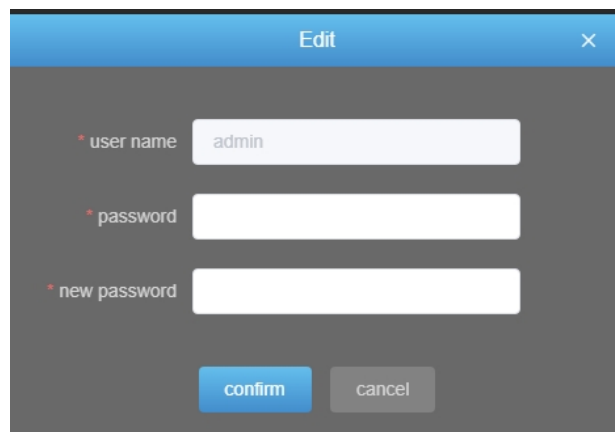
A dialog box titled "Edit" with a close button (X) in the top right corner. It contains three input fields: "\* user name" (with the text "admin" and a gray background), "\* password", and "\* new password". Below the input fields are two buttons: "confirm" (highlighted in blue) and "cancel" (gray).

Figure 75: Password Change

**Username:** Username, default is gray, can not be modified.

**Password:** Original login password

**New password:** New login password

**Confirm:** Submit change password action

**Cancel:** Cancel change password action

### 3.10.4 System Logout

Click  on the upper right corner of the UI system, the UI logout confirmation box will appear, select [Yes], the UI system will log out, and the user login interface will be reopened, as shown below:

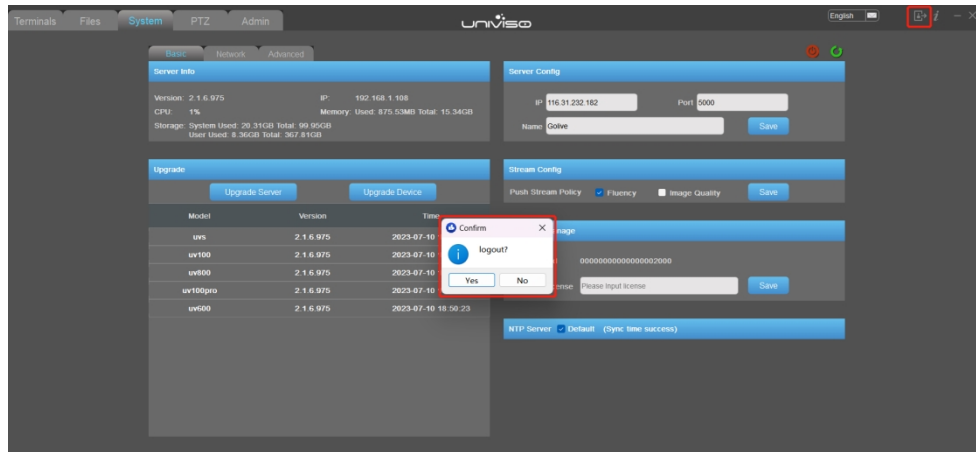


Figure 76: System Logout

### 3.10.5 System Logout

Click the  -- "Quit" system UI exit button in the upper right corner, and a UI exit confirmation box will pop up. Select [YES] or [NO], and the UI system page will automatically exit. As shown below:

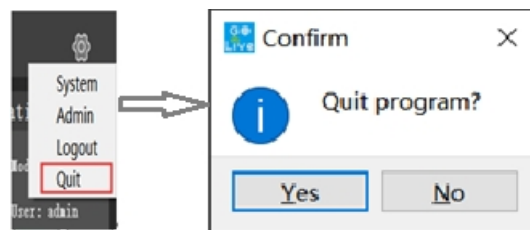


Figure 77: System Quit

### 3.10.6 Terminal Operation

For detailed information on terminal operation, please refer to the operating manual of each terminal model.