

Serch "cmsv6" on google play. Then download and install it.

## 1.Login

Input account, password, server separately

Account: the CMS client account

Default password: 000000

Server: If the web port of server is 88/8080/8088, you need to add the port.  
like 121.197.0.50:8080 (server IP for the account),

Click "login" to homepage



Account: ttxdemo

Password: .....

Server: 121.197.0.50

Remember  Auto Login

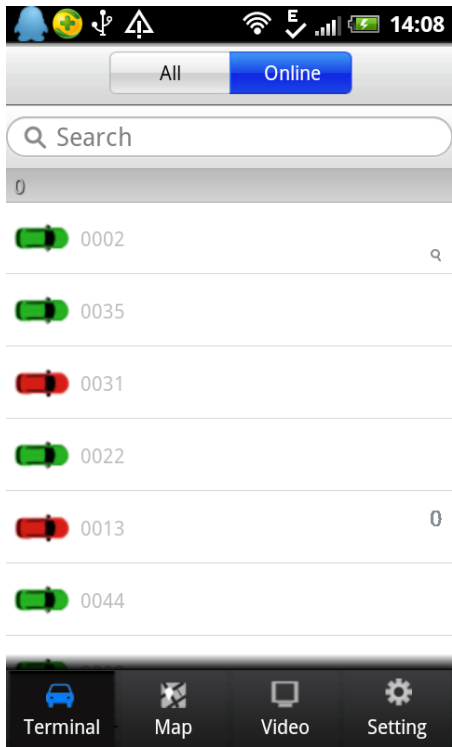
Login

## 2. Vehicles list and vehicles status monitoring

### 2.1 Vehicles online

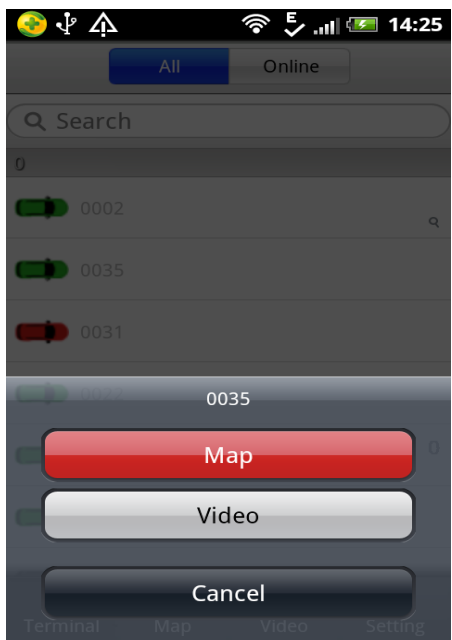
Red vehicles for alarm online

Gray vehicles for offline vehicles



## 2.2 Check appointed vehicles



Click list vehicles to operate in the pop-up box

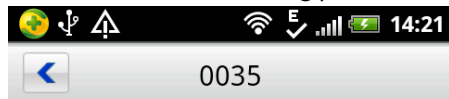


### 3.Vehicles GPS position

#### 3.1 Check vehicles details information



Click  or click the vehicle name at the top left (  ) to check the vehicle details information like following picture



**Time:**2013-12-12 14:20:47

**Mileage:**11669.141KM

**Speed:**31.0 km/h (West)

**Driver:**

**Alarm:**

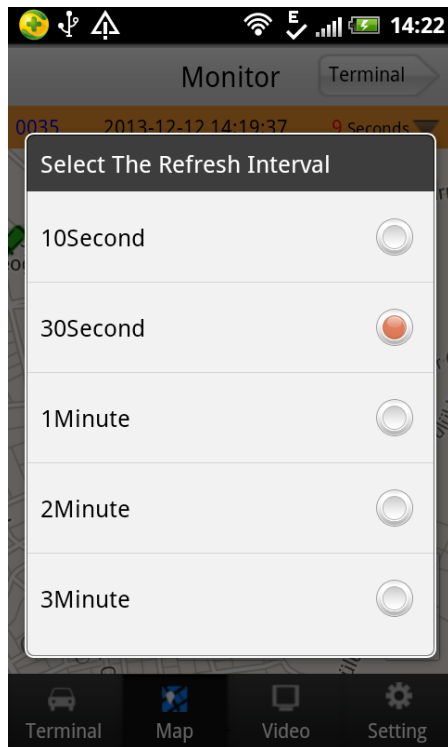
**Status:**ACC On,GPS Module Normal,  
Disk 1Normal,Disk 2No  
Exist,3G Signal Normal


**Address:**34.979182,40.55201

Click  back to map page

### 3.2 Choose other vehicle to set up refresh time

Click "Terminal" button or click arrows  to choose other vehicles. Click "9 seconds refresh" to setup refresh interval .



click  to zoom out or zoom in



Click  to check satellite image






## 4. Video real-time monitoring or multi-images switch

### 4.1 Video real-time monitoring

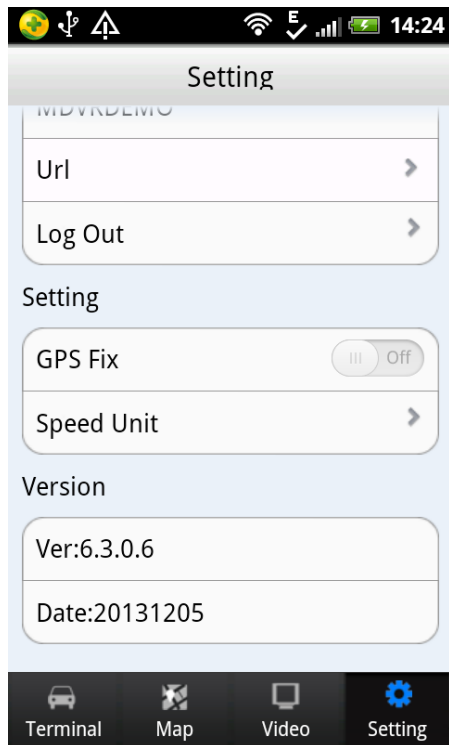


Double-click video windows to zoom in video images, redouble-click video window to become recoverable

### 4.2 Play control button definition manual

Button	Definition
	PTZ Control
	All vehicles channels Captured
	Stop all channels preview
	All vehicles channels Record
	All selected vehciels channels audio

## 5. Parameter configuration and switch user



Click "log out" login interface