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## Chapter 1 - Appendix 2 – ATEAS API

### 1.1. Communication basics

It is possible to use a TCP or HTTP protocol based channel. Using the TCP protocol may be easier and may be supported by a wider range of external devices. The transmission, however, cannot be secured, nor is it possible to require authentication. Using the HTTP protocol, TLS can be enforced for maximum security and it is also possible to require authentication.

Using this API, the administration and camera servers are listening on the specified ports, whereas external devices are responsible for creating and maintaining connections.

The administration server listens on the API ports 8504 (TCP channel) and 80 (HTTP) which is default HTTP port of the administration server and may be changed in the configuration file. The camera server listens on the API ports 8505 (TCP channel) and 8080 (HTTP) which is default HTTP port of the camera server and may be changed in the configuration file.

The HTTP protocol uses standard HTTP response codes. Sending data must be performed with the HTTP POST method. The HTTP protocol may return data in JSON format.

Using the TCP protocol, unsolicited messages may be sent (e.g. system events). For this purpose, WebSocket protocol is used on HTTP protocol level. Data can have the JSON or XML format.

Text encoding can be configured for TCP protocol when opening the channel. HTTP protocol defaults to UTF8 encoding.

#### TIP

You can find some useful links to TCP and HTTP implementation examples on the homepage of your administration server.

### 1.2. ATEAS API of the administration server

#### 1.2.1. External events

##### Receiving an external event

Protocol	API
<b>TCP</b>	[ATEAS EVENT (status) (objectid) (elementid)]
<b>HTTP</b>	POST /api-base/event DATA: status=(status)&objectid=(objectid)&elementid=(elementid)

Parameters:

Parameter	Value	Default	Description
<b>status</b>	START, STOP		Start or stop
<b>objectid</b>	1 – 10 000		Object number
<b>elementid</b>	1 – 99 999		Element number

Example:

Protocol	API
<b>TCP</b>	[ATEAS EVENT START 1 1]
<b>HTTP</b>	DATA: status=START&objectid=1&elementid=1

### 1.2.2. Video wall

Switch content to video wall

Protocol	API
<b>TCP</b>	[ATEAS VIDEOWALL (monitor) (submonitor) (serverid) (deviceid) (wallid) (meta)]
<b>HTTP</b>	POST /api-base/videowall DATA: monitor=(monitor)&submonitor=(submonitor)&serverid=(serverid)&deviceid=(deviceid)&wallid=(wallid)&meta=(meta)

Parameters:

Parameter	Value	Default	Description
-----------	-------	---------	-------------

<b>monitor</b>	1 – 192		Monitor number
<b>submonitor</b>	0 – 16	0	Submonitor number
<b>serverid</b>	1 – 9 999		Server number
<b>deviceid</b>	1 – 999		Device number
<b>wallid</b>	1 – 1000	1	Video wall number
<b>meta</b>	0 – 1	0	Metadata yes or no

Example:

Protocol	API
<b>TCP</b>	[ATEAS VIDEOWALL 1 1 1 10 1 0]
<b>HTTP</b>	DATA: monitor=1&submonitor=1&serverid=1&deviceid=10&wallid=1&meta=0

#### NOTE

For monitors of type 4, 9 or 16, a submonitor value must be passed.

#### NOTE

If both serverid and deviceid values are zero, the monitor will be turned off (video disappears and the default ATEAS logo shows up).

#### NOTE

If serverid is zero, a positive deviceid will be interpreted as a URL number of a web content link created by the administrator).

**NOTE**

For TCP protocol, if using the optional wallid parameter, the submonitor parameter must be passed as well to enable the server to parse the message.

### 1.2.3. License plates

#### LP list assignment

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/plate DATA: plate=(plate)&list=(list)

Parameters:

Parameter	Value	Default	Description
<b>plate</b>	(plate)		License plate
<b>list</b>	none, white, black, user1, user2		List assignment

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: plate=2A56217&plate=white

JSON response:

```
{
  "Plate": "2A56217",
  "List": "white"
}
```

**NOTE**

License plates can be provided in both decorative and normalized form.

**NOTE**

The list parameter is optional. If omitted, the current list of the LP will be returned.

### 1.2.4. Face database

#### Adding a group of people

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/group/add DATA: name=(name)

Parameters:

Parameter	Value	Default	Description
<b>name</b>	(name)		Group name

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: name=group

JSON response:

```
{
  "result": "ok",
```

```

{id": "2"
"name": "group"
}

```

### POZNÁMKA

Groups with duplicate names disregarding any case differences cannot be created.

### Removing a group of people

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/group/remove DATA: id=(id)

Parameters:

Parameter	Value	Default	Description
<b>id</b>	(id)		Group number

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: id=2

JSON response:

```

{
  "result": "ok"
}

```

### Renaming a group of people

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/group/name DATA: id=(id)&name=(name)

Parameters:

Parameter	Value	Default	Description
<b>id</b>	(id)		Group number
<b>name</b>	(name)		New group name

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: id=2&name=group

JSON response:

```
{
  "result": "ok"
}
```

### Adding a person

Protocol	API
<b>TCP</b>	

<b>HTTP</b>	POST /api-base/face/person/add DATA: name=(name)&group=(group)&uuid=(uuid)
-------------	--

Parameters:

Parameter	Value	Default	Description
<b>name</b>	(name)		Person name
<b>group</b>	(id)	1	Group number
<b>uuid</b>	(uuid)		Custom identifier

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: name=person&group=&uuid=

JSON response:

```
{
  "result": "ok",
  "id": "1",
  "name": "person",
  "uuid": ""
}
```

### POZNÁMKA

The uuid parameter can be used as an external identifier e.g. in an access system. It will also be part of the face recognition event.

[Removing a person](#)

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/person/remove DATA: id=(id)

Parameters:

Parameter	Value	Default	Description
<b>id</b>	(id)		Person number

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: id=1

JSON response:

```
{
  "result": "ok"
}
```

Edit a person

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/person/update DATA: id=(id)&name=(name)&group=(group)&uuid=(uuid)

Parameters:

Parameter	Value	Default	Description
<b>id</b>	(id)		Person number
<b>name</b>	(name)		New person name
<b>group</b>	(id)		Group number
<b>uuid</b>	(uuid)		Custom identifier

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: id=1&name=person&group=2&uuid=

JSON response:

```
{
  "result": "ok",
  "name": "person",
  "uuid": ""
}
```

### Adding a face

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	POST /api-base/face/person/image DATA: person=(person)&serverid=(serverid)&index=(index)&data=(data)

Parameters:

Parameter	Value	Default	Description
-----------	-------	---------	-------------

<b>person</b>	(id)		Person number
<b>serverid</b>	(id)		Server number for analytics
<b>index</b>	0 – 9	0	Image index
<b>data</b>	(uuid)		Image data

Example:

Protocol	API
<b>TCP</b>	
<b>HTTP</b>	DATA: person=1&serverid=1&index=0&data=

JSON response:

```
{
  "result": "ok",
  "image": "/9j/4AA..."
}
```

### POZNÁMKA

The data parameter is expected to contain a base64 encoded jpeg or bmp image with a 24 or 32-bit pixel color. If the data parameter is empty, the image will be removed.

### POZNÁMKA

After a face image has been successfully saved in the database, the response contains the canonical face representation as a base64 encoded jpeg image data blob.

## 1.2.5. Event notifications

### Subscription

Protocol	API
TCP	automatic
HTTP	

### Event start XML

```
<?xml version="1.0" encoding="utf-8"?>
<ateas>
  <event>
    <id>1</id>
    <imageid>1</imageid>
    <level>1</level>
    <server>
      <id>1</id>
      <name>Server 1</name>
    </server>
    <camera>
      <id>1</id>
      <name>Camera 1</name>
    </camera>
    <source>
      <id>1</id>
    </source>
    <datetime>
      <utcstamp>128989433710312500</utcstamp>
      <localvalue>1.7.2023 9:05:51</localvalue>
    </datetime>
    <data></data>
    <dataex></dataex>
    <uuid></uuid>
    <videobject>
      <rectangle>20 20 200 200</rectangle>
    </videobject>
  </event>
</ateas>
```

### Event stop XML

```
<?xml version="1.0" encoding="utf-8"?>
<ateas>
  <eventstop>
    <id>1</id>
    <datetime>
      <utcstamp>128989433710312500</utcstamp>
      <localvalue>1.7.2023 9:05:51</localvalue>
    </datetime>
    <data></data>
  </eventstop>
</ateas>
```

**NOTE**

Events are centralized and collected from all camera servers.

**NOTE**

The image number associates the event with a file name that might be uploaded to an FTP server.

**NOTE**

The source number uniquely identifies the event type, which can be observed using the test tool.

Source ID examples:

- 1 – camera motion detection
- 2 – device unavailable
- 3 – alarm input, data contains the input number
- 10 – 14 – vehicle LP detection, data contains the LP in decorative form
- 32 – video quality loss, data contains the required frame rate level
- 40 – server based motion detection

51 – 100 – custom events

110 – manual recording event

111 – 130 – Onvif events, data may contain additional information

131 – 150 – complex events

151 – 200 – custom events

201 – 250 – analytical events

#### NOTE

The UTC timestamp indicates the absolute time not affected by the time zone or daylight time changes. It is expressed as the number of 100-nanosecond intervals elapsed since 1.1.1601 UTC.

### 1.2.6. User notifications

#### Subscription

Protocol	API
<b>TCP</b>	automatic
<b>HTTP</b>	

#### User login XML

```
<?xml version="1.0" encoding="utf-8"?>
<ateas>
  <user>
    <id>10</id>
    <name>tester</name>
    <action>login</action>
    <datetime>
      <utcstamp>128989433710312500</utcstamp>
      <localvalue>22.7.2023 15:05:23</localvalue>
    </datetime>
  </user>
</ateas>
```

**NOTE**

During logout, the action parameter has the value of logout.

**NOTE**

The UTC timestamp indicates the absolute time not affected by the time zone or daylight time changes. It is expressed as the number of 100-nanosecond intervals elapsed since 1.1.1601 UTC.

## 1.3. ATEAS API of the camera server

### 1.3.1. External events

#### Receiving an external event

Protocol	API
<b>TCP</b>	[ATEAS EVENT (status) (deviceid) (code) (data)]
<b>HTTP</b>	

Parameters:

Parameter	Value	Default	Description
<b>status</b>	START, STOP		Start or stop
<b>deviceid</b>	1 – 999		Device number
<b>code</b>	(as configured)		Custom event name
<b>data</b>	(max. 200 characters)		Additional data

Příklad:

Protocol	API
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<b>TCP</b>	[ATEAS EVENT START 1 TEMPERATURE 76]
<b>HTTP</b>	

**NOTE**

The event code must correspond with an existing name in the camera administration section.

**NOTE**

The event can be ended explicitly or by configuring a maximum event duration interval.

### 1.3.2. Metadata

#### Inserting metadata

Protocol	API
<b>TCP</b>	[ATEAS META (deviceid) (timestamp) (code) (data)]
<b>HTTP</b>	

Parameters:

Parameter	Value	Default	Description
<b>deviceid</b>	1 – 999		Device number
<b>timestamp</b>	0 – N		UTC timestamp
<b>code</b>	(as configured)		Custom event name
<b>data</b>	(max. 200 characters)		Metadata

Example:

Protocol	API
----------	-----

<b>TCP</b>	[ATEAS META 1 0 SCAN AB512459]
<b>HTTP</b>	

**NOTE**

The UTC timestamp indicates the absolute time not affected by the time zone or daylight time changes. It is expressed as the number of 100-nanosecond intervals elapsed since 1.1.1601 UTC.

**NOTE**

The timestamp may have the value of 0. In such a case the timestamp will be determined by the server. Using user defined timestamps helps for offline data uploads. Timestamps earlier than 30 days in the past or later than 1 minute in the future are not accepted, based on server time.

**NOTE**

The event code must correspond with an existing name in the camera administration section.

## 1.4. Parameterized application launch

ATEAS Security applications can be launched with additional parameters that are passed to the application executable while starting. In Windows these parameters can be added under the service settings. All existing parameters are described below.

### 1.4.1. Administration server

Parameter	Values	Meaning	Note
<b>-ssl</b>	password	Certificate password	Necessary to use when the PFX certificate is password protected.

### 1.4.2. Camera server

Parameter	Values	Meaning	Note
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<b>-ssl</b>	password	Certificate password	Necessary to use when the PFX certificate is password protected.
<b>-loglevel</b>	0 - 1	Log level setting	Using a positive value activates logging of the record buffer level in the log subfolder.