

How to view camera on PC via DDNS

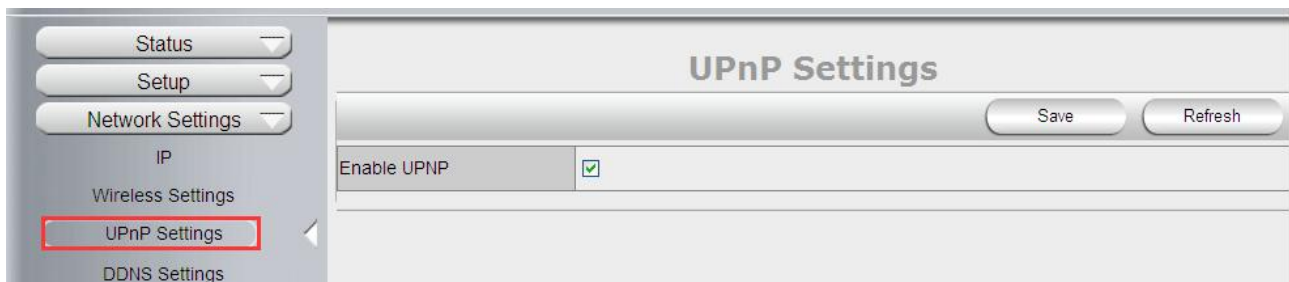
Enable UPnP: Set UPnP function ON/OFF.

Select it to enable UPnP, then the camera will do port forwarding automatically.

It's helpful for using DDNS, if your router support UPnP, then you no need do port forwarding in router.

NOTE: Here UPnP only for port forwarding now. It has much relation with security settings of your router, make sure the UPnP function of router is ON.

ATTENTION: If your router doesn't support UPnP function, it may show error information. So we recommend you do port forwarding manually in your router.



DDNS Settings

There are 2 options:

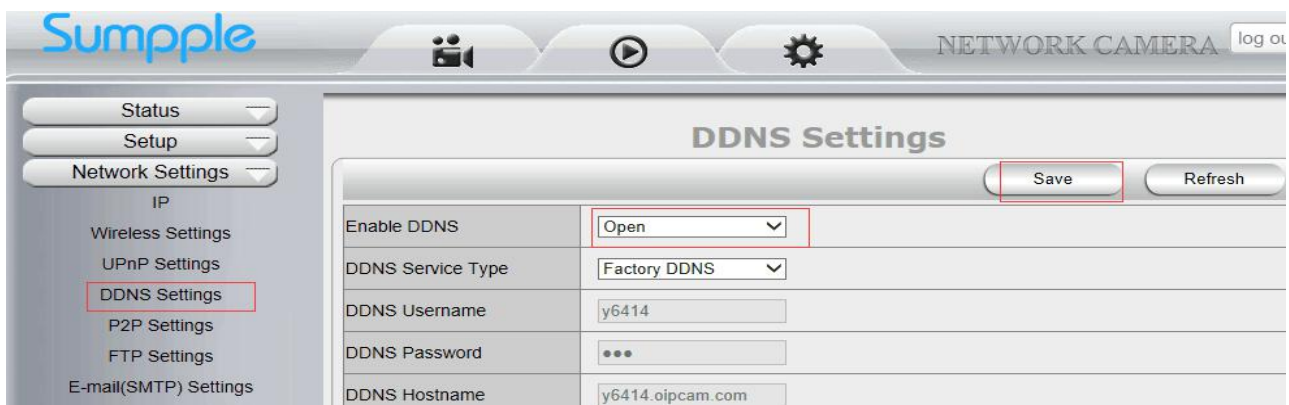
Factory DDNS: This domain is provided by the manufacturer.

Third Party DDNS: This domain is provided by a 3rd party, such as Dyndns, 3322 etc.

- **Enable DDNS:** Set DDNS function ON/OFF.
- **DDNS Server Type:** Set DDNS server type, such as factory DDNS or third party DDNS server provider.
- **DDNS User:** Registered user name from DDNS server. (If you use factory DDNS, it can't be modified.)
- **DDNS Password:** Registered password from DDNS server. (If you use factory DDNS, it can't be modified.)
- **DDNS Host Name:** Domain name set by user. (If you use factory DDNS, it can't be modified.)

For the third party DDNS, you have to register an account first, keep the user, password, host, then input it.

NOTE: Only one DDNS can be chosen, for example, if you use manufacturer's DDNS, the 3rd one won't work, if you use a 3rd DDNS, the manufacturer's one won't work.



Access to your camera remotely

When all is OK, you can use the Domain address to remotely access your camera on PC when you are away from your home.



Device Info	
Device ID	54CDEE027F30
Device Client Version	1.1.2.58
Device System Version	90.6.3.0112
Description	SUMPPLE
IP Address	192.168.1.103
UPNP Status	Succ
DDNS Status	Succ http://y6414.oipcam.com:80

Or you can use **your own IP address** to remotely access your camera on PC when you are away from your home, like this format <http://11.11.11.11>(you need to use your own IP address)

1. Fail to use DDNS

Possible Reason 1: The PC or IP Camera can't connect to the internet.

Solution: Check the internet connection and settings.

Possible Reason 2: Port forward is not set in router.

Solution: Set the port forward of extranet in router correctly.

For example, if IP Camera address is: 192.168.1.100, Media port is 38401, Web port is 85, factory DDNS is <http://test.aipcam.com>.

Set Port Forwarding in the router.

This is an important step. You need to set port forwarding in your router, to refer to the IP of your camera correctly, for DDNS to work. There are so many kinds of routers, so it's difficult to show fixed steps, but here are some samples of different router's port forwarding settings, just for reference:

TP-LINK:

1. Login to the router.



2. Choose "**Forwarding**", select "**Virtual Servers**"

3. Click the Add New button, pop-up below:

Add or Modify a Virtual Server Entry

Service Port: (XX-XX or XX)

IP Address:

Protocol: ALL

Status: Enabled

Common Service Port: -Select One-

Save Return

Figure 13.1

Fill in the service port (**don't use 80**), IP address of the camera, then click Save

NOTE: The port and IP address should be the same as the camera.

Fill in the **web port**, for example port 85, IP address as 192.168.1.100, click Save.

(1) Repeat step 3 above, it will pop-up the window again, fill in the **media port** as 38401, IP address as 192.168.1.100, then save.

(2) Then check the "Device Info" –"DDNS Status",

It will show DDNS: <http://test.aipcam.com:85> , input this link in IE, then you can visit this camera remotely.

BELKIN:

1. Login to the router.

2. Choose "**Firewall**", select "**Virtual Servers**"

3. Input the port (**don't use 80**) and IP address, then click save.

NOTE: The port and IP address should be the same as the camera.

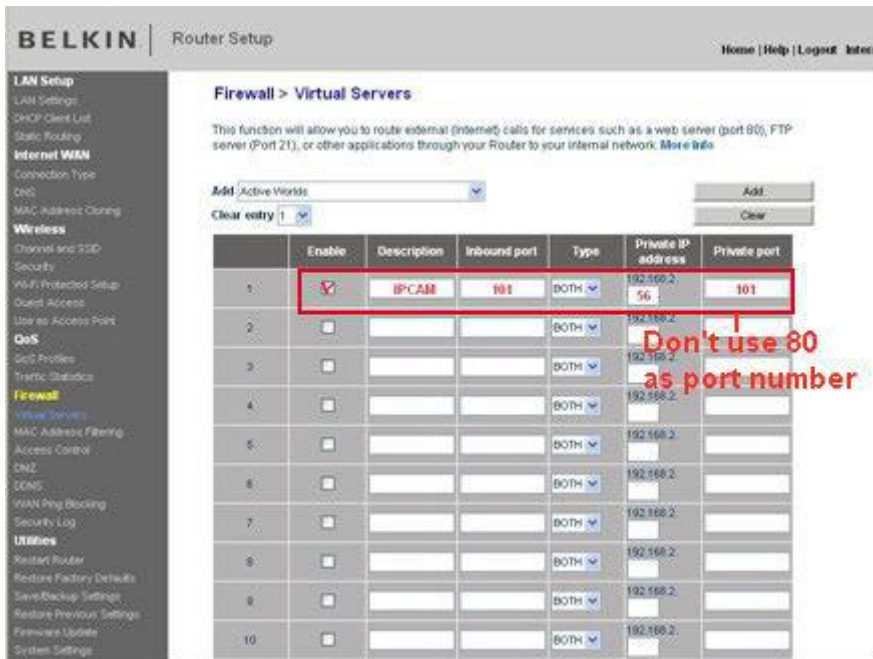


Figure 13.2

DLINK:

1. Login to the router.
2. Choose “Advanced”, select “Virtual Servers”
3. Input the port, IP address, Protocol, then click save.

NOTE: The “public port” & “private port” should be the same as camera’s port, choose the protocol to be “both”.

