**Developer user manual**

**Get started:**

The first thing you want to do is to make sure that you have access to a router that you can connect the camera to. Use the network cable that came in the bag you received from Dr. Pankratz. Then use the disc that came with the camera and install the program called the IPCamera. When doing this you will also be asked to create a user name and password. It is important that you write these down because you are going to need them in order to be able to connect your program with the camera. When running IPCamera that you now have installed while the camera is connected to your router you will be able to see what the cameras IP-address is, write this down as well together with your user name and password. Now you are ready to run the source code in Visual Studio. Open the LivePage.xaml.cs and go down to line 63, here you will find the IpCamController function that will make it possible for you get a live feed from the camera. You will probably see my old IP, username and password but just to be clear this is how you should enter your content: IpCamController(“http:// IP-address”, “username”, “password”). Now when you run the program you should be able to get the live feed from the camera.

**Questions about the code:**

In order to get a better understanding of the code I have tried to document everything as clearly as possible inside the source code in each file. Hopefully there will not be any questions on what the code does after you read the documentation.