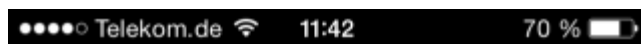


## Location Management

- 2018-02-21 - Industrial HiVision

As of IHV 6.0 a new device property location coordinates was introduced which allows to start an external map service to display the device location.

This lesson describes how you can set location coordinates in HiMobile 2.0 and display the device location in IHV.




# HiMobile



In HiMobile browse the project structure and open a specific device.

## Location Coordinates

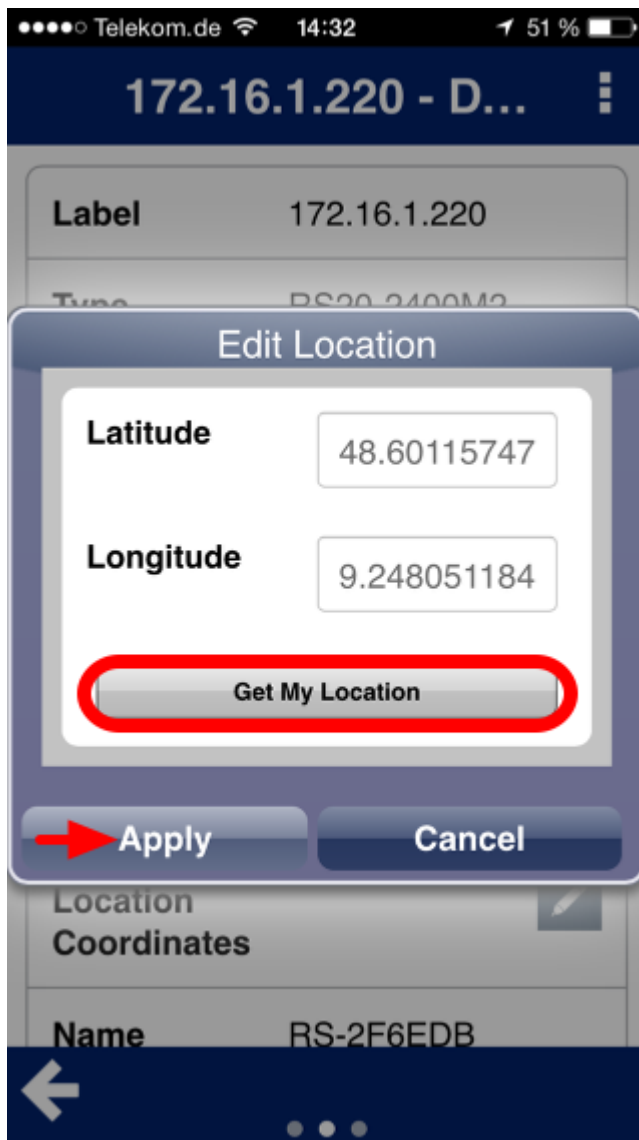


| 172.16.1.220 - D...         |  |
|-----------------------------|--|
| <b>Label</b>                | 172.16.1.220   |
| <b>Type</b>                 | RS20-2400M2  |
| <b>IP Address</b>           | 172.16.1.220   |
| <b>MAC Address</b>          | 00:80:63:2F:6E:DB  |
| <b>Vendor</b>               | Hirschmann   |
| <b>Product</b>              | RS20   |
| <b>Chassis</b>              | RS20-2400M2  |
| <b>Location Coordinates</b> |  |
| <b>Name</b>                 | RS-2F6EDB  |

Click on the pen icon to edit the location coordinates.

Requires a user with edit rights in IHV.

### Edit Location

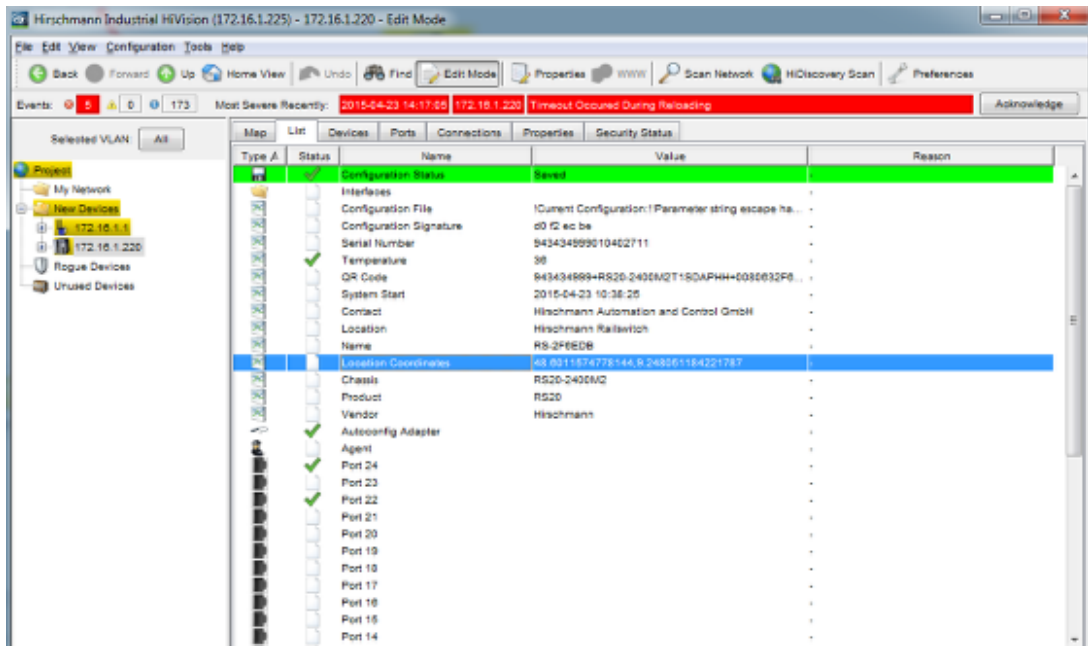


To set the current coordinates of your mobile phone click on **Get My Location**.

Alternatively you can enter values for Latitude and Longitude manually.

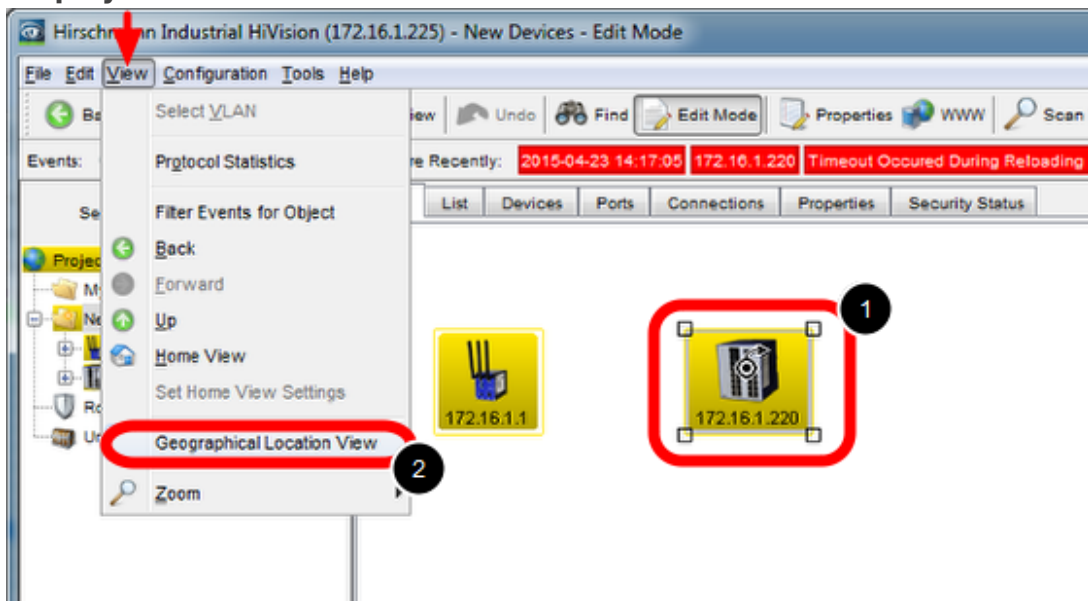
Click Apply to write the values in the IHV database.

## Location Coordinates



The property Location Coordinates is available on device level and can be edited manually or via HiMobile

## Display Location

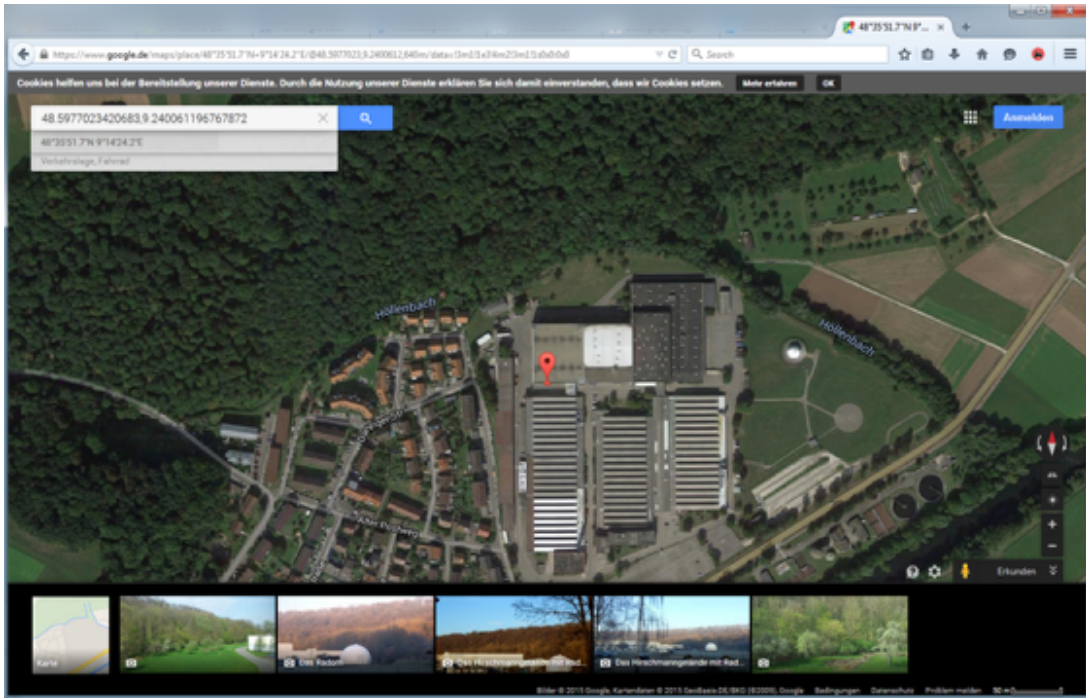


The location of a device can be displayed as follows:

1. Select a device from the IHV map
2. Select **View** from the menu, then **Geographical Location View**

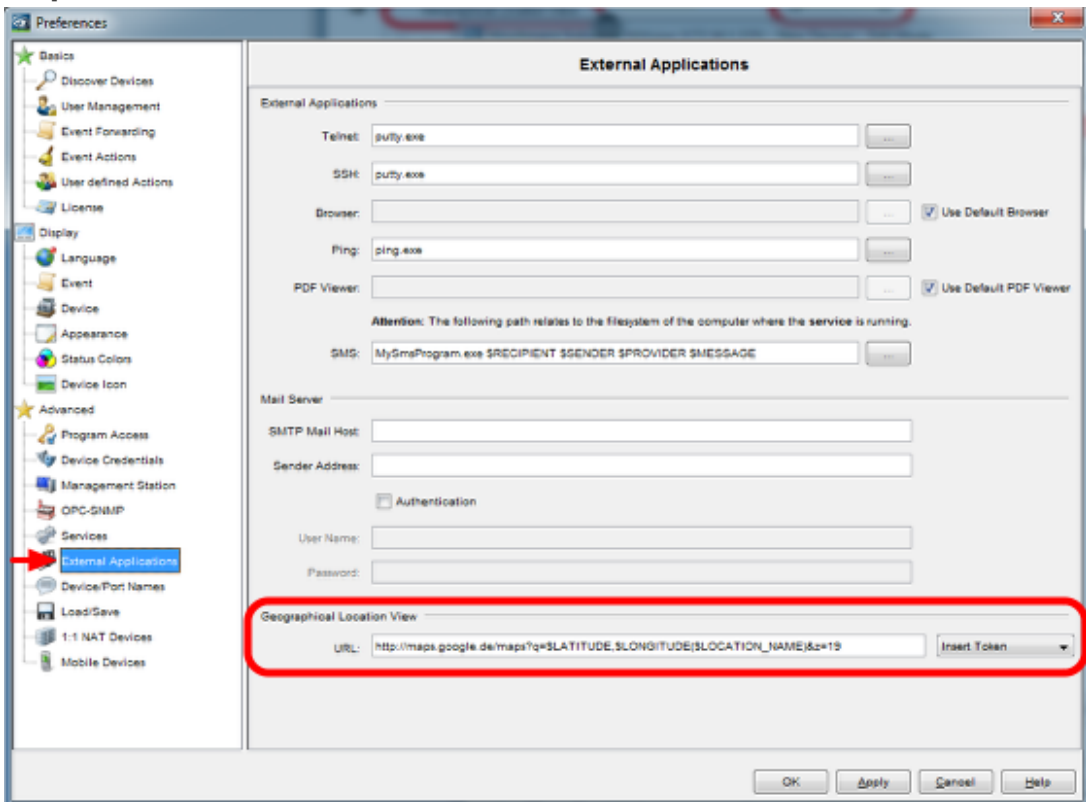
This will open a browser window and show the location in an online map service.

## Geographical Location View



By default Google Maps is used to display the geographical location of a device.  
The map service to be used can be changed in the preferences as shown in the next step.

## Map Service



The map service for the **Geographical Location View** can be defined in the preferences under **External Applications**.

