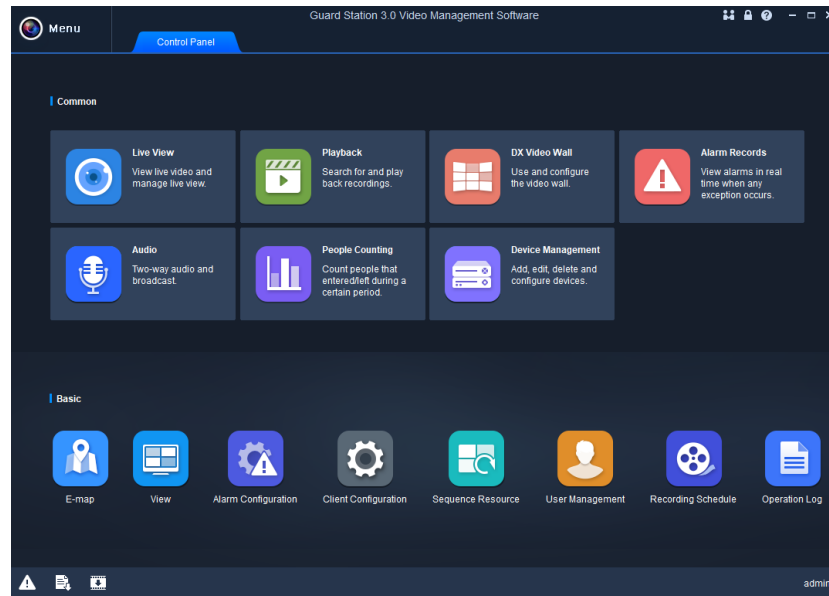


Guard Station Video Management Software



Client VMS

Guard Station

- > Unified management for IP cameras, DVRs, NVRs, storage servers, stream servers, video wall controllers, etc.
- > Flexible to manage up to 1024 local channels and 1024 cloud channels; add, edit and share cloud devices
- > Automatic device search (or search by segment); add devices by domain name/IP address; add devices and adjust time in batch
- > Up to 64 live view channels (on up to 4 monitors) and sequence display, corridor mode, two-way audio, audio broadcast
- > Playback: time/event retrieval, local/remote playback, async/sync playback, VOD for different speed, smart search and SD card search
- > PTZ control: Pan, tilt, zoom, 3D positioning, preset, patrol, pattern, and patrol plan
- > People counting: entered/left/entered and left statistics, daily/weekly/monthly/yearly report export
- > Flexible maintenance such as log export, alarm info export
- > Friendly user interface for easy operation

Specifications

Video	
Devices Support	Maximum. 1024 local channels and 1024 cloud channels; 32 decoding devices
Features	Auto device discovery, and adding, configuring, time adjusting in batch
Live Monitoring	
Screen Layout	1/ 4/ 5 /6 /8 /9 /10 /13 /16 /17 /25 /32 /36 /64 split screen, with up to 3 sub screens
PTZ Control	Pan, Tilt, Zoom, Preset, Patrol, 3D positioning, IR control, wiper control, heat control, snow removing <i>Note: To realize functionality above, please refer to the product's practical capacity.</i>
Features	Sequence display, snapshot, audio, two-way talk, and instant playback
Playback	
Video Source	Recorded video from DVR / NVR
Max Channels	16 (Async) / 16 (Sync)
Search Type	Time / event / calendar
Features	Download, snapshot, -16x~16x speed for forward and backward, audio, digital zoom
Alarm	
Type	Service alarms and device alarms
Alarm Triggering	Live view, email, preset, alarm output and etc.
Features	Alarm schedule, actions setup, alarm memo, alarm info popup
E-Map	
Format	PNG / JPEG / BMP
Map Alarm	Alarm flash, search and acknowledge
Features	Hot spot, hot region, map zoom in / out, map group, eagle eye
System Requirements	
See next page	

System Reference Configuration Chart

PC System Requirements	Maximum Number of Decoding Channels		
	CPU: i7-4790 @3.60GHz; RAM: 16G Graphics Card: Intel® HD Graphics 4600; WIN7 Professional 64-bit	CPU: i7-6700 @3.40GHz; RAM: 8G Graphics Card: Intel® HD Graphics 630; WIN7 Professional 64-bit	CPU: i7-7500 @3.40GHz; RAM: 4G Graphics Card: Intel® HD Graphics 630; WIN7 Professional 64-bit
Standard H.264 (GPU enabled)			
12MP * 10Mbps * 20fps	8	6	4
8MP * 8Mbps * 25fps	10	7	5
4MP * 6Mbps * 20fps	30	20	15
1080P * 4Mbps * 25fps	38	27	19
720P * 2Mbps * 25fps	64	55	42
D1 * 1Mbps * 25fps	64	64	53
Standard H.265			
12MP * 5Mbps * 20fps	1	1	1
8MP * 4Mbps * 25fps	2	2	1
4MP * 3Mbps * 20fps	6	5	3
1080P * 2Mbps * 25fps	9	8	6
720P * 1Mbps * 25fps	21	19	15
D1 * 512kbps * 25fps	34	30	25
Standard H.265 (GPU enabled)			
12MP * 5Mbps * 20fps	7	6	4
8MP * 4Mbps * 25fps	8	7	5
4MP * 3Mbps * 20fps	20	19	15
1080P * 2Mbps * 25fps	27	24	19
720P * 1Mbps * 25fps	43	42	35
D1 * 512kbps * 25fps	51	50	45

System Reference Configuration Chart Notes

- The above data are for reference only.
- The bit rates and frame rates are defaults. Please be aware: the default frame rate is 20fps for 4MP and 12MP resolutions, and 25fps for other resolutions.
- Higher PC configurations bring higher decoding performance. Impact on decoding performance: Graphics Card > RAM > CPU.
- Enabling GPU significantly improves decoding performance.
- With the same compression mode and resolution, operating system hardly affects decoding performance.
- In the same compression mode, enabling or disabling U-Code (Basic or Advanced) hardly affects decoding performance; for example, no obvious difference is found between Standard H.264 and H.264+U-Code.
- The maximum number of decoding channels is 64.