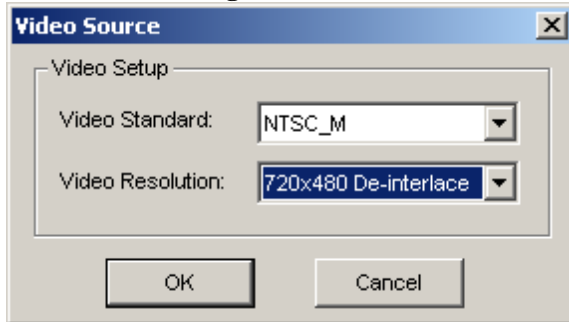


2.3 Camera Configuration

2.3.1 Video Resolution

1. In Multicam, click on “**Configure**” icon.
2. Select “**A/V Setting**” -> “**Video Source**”.

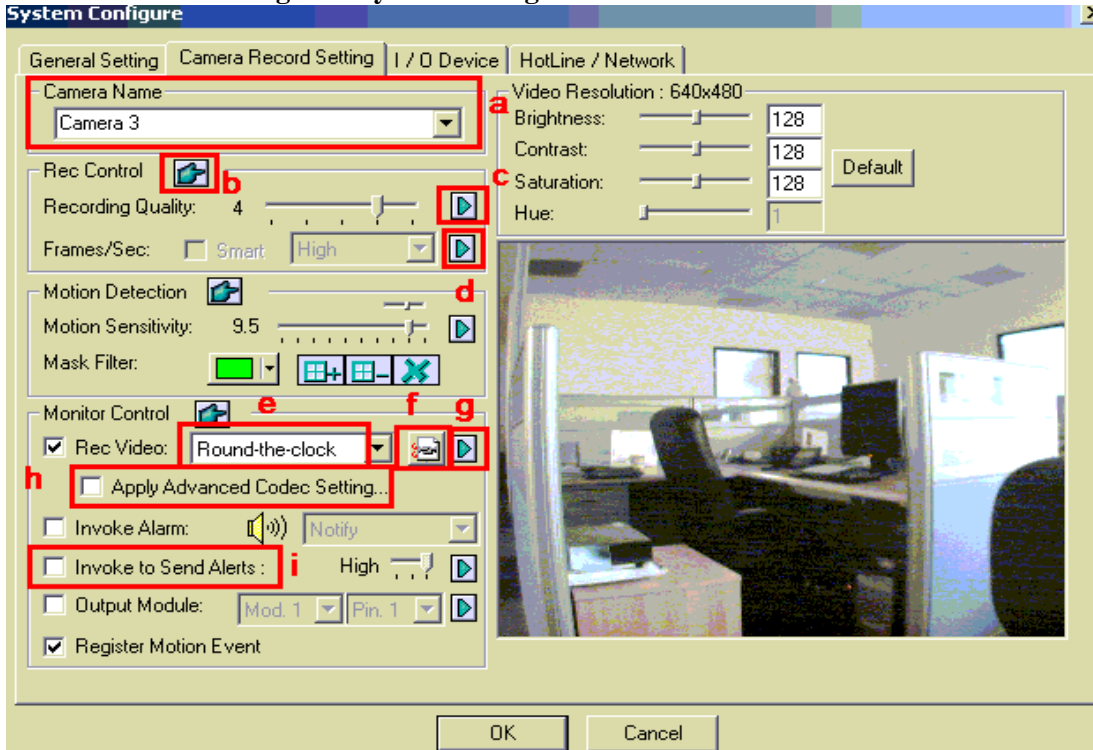


3. Select desired resolution from the drop-down list for analog camera input.

✓ *The indicated video source above applies to analog camera inputs only. Such resolution does not apply on any IP device.*

2.3.2 Camera Record Setting

1. In Multicam, click on “**Configure**” icon.
2. Select “**General Setting**” -> “**System Configure**”.



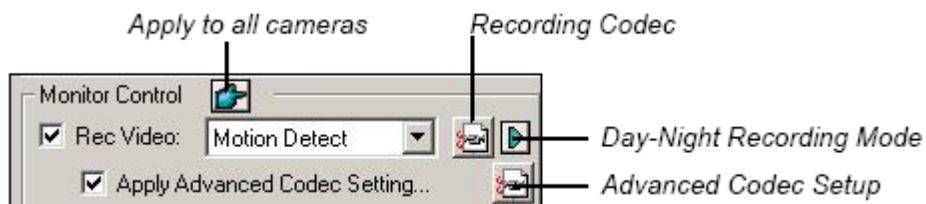
3. Click on the tab “**Camera Record Setting**”.
 - a. Rename camera or switch to a different camera

- b. Green hand allows same settings within the box to be applied across all cameras
- c. Adjust recording resolution
- d. Adjust customized frame rate, if applicable
- e. Recording method
 - i. Round-the-clock (24/7)
 - ii. Motion Detection
 - iii. Day-Night (combination of the previous two methods by an hourly schedule)
- f. Select video compression codec (refer to section 2.3.3 Compression Codec section)
- g. Advanced scheduled recording (only available if Day-Night option above is selected. Refer to section 2.4.2 Advanced Scheduled Recording)
- h. Check “**Apply Advanced Codec Setting**” to utilize multiple cores CPU.
- i. “**Invoke to Send Alerts**” is to send alert via e-mail/SMS when motion is triggered. (refer to section 2.8.1 E-mail Account Setup)

✓ For detailed instruction, refer to p.20 of v8.4 User Manual

2.3.3 Compression Codec

1. In Multicam, click on “**Configure**” icon.
2. Select “**General Setting**” -> “**System Configure**”.
3. Click on the tab “**Camera Record Setting**”.



4. Under “**Monitor Control**” section, click on “**Recording Codec**”
 - a. Geo Mpeg 4 – The codec with the largest file size but with the best quality.
 - b. Geo Mpeg 4 ASP – It is about 15% more compressed than Geo Mpeg4.
 - c. Geo H.264 – It is 30% more compressed than Geo Mpeg4.
 - d. Geo H.264 V2 – It is 40% more compressed than Geo Mpeg4.

✓ *Please note that higher compression, such as H.264 V2 and H.264, should be applied only when system spec permits. Otherwise it may result in CPU overloading.*