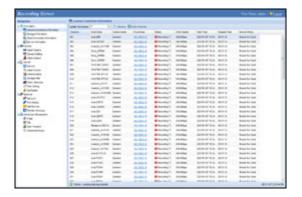


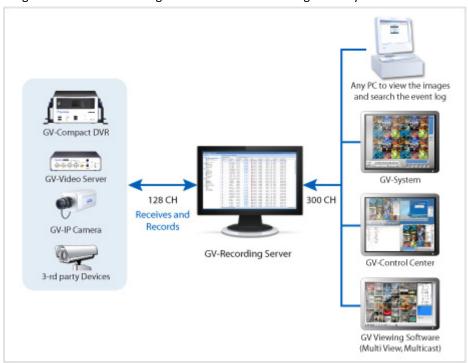
GV-Recording Server



INTRODUCTION

The GV-Recording Server is a video streaming server designed for large-scale video surveillance deployments. It can receive and record up to 128 channels from various IP video devices. Through an intuitive Web interface, each IP camera can be configured to record video continuously, upon motion detection, upon I/O trigger or according to a schedule.

In addition, it can simultaneously distribute up to 300 channels to its clients which include GV-System (DVR/NVR system), GV-Control Center (central monitoring system) and Multi View (viewing software). Using the GV-Recording Server, the desired frame rates can be reached while the CPU loading and the bandwidth usage of IP video devices are significantly reduced.



Note: The arrows in the diagram indicate the direction of the connections.

In some areas or countries, you may like to install 3G wireless Internet module (e.g. GPRS/UMTS) on the GV-Video Server or GV-Compact DVR but have the problem to obtain a public IP address from ISP. The Passive connection method of GV-Recording Server can solve the public IP issue by accepting the connection request from the GV-Video Server or GV-Compact DVR, and then distribute the video streaming to clients.



GV-USB Dongle

It is required to insert the GV-USB Dongle to the server to enable the GV-Recording Server software. The GV-USB Dongle supports connection with up to 128 IP channels and comes in two types, internal and external dongles. You can select a dongle to enable GV-IP video devices only, third-party IP devices only or a dongle to include both third-party IP devices and GV-IP devices. You can also select a dongle with GV-Video Gateway functions only or a GV-Recording Server dongle to access all functions.

GV-Video Gateway Only (without recording functions):

- GV-IP video devices only: 16, 32, 64, 96, 128 IP channels.
- Third-party IP devices (Includes GV-IP video devices): 16, 32, 64, 96, 128 IP channels.

GV-Recording Server (full functions available):

- **GV-IP video devices only**: 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100, 104, 108, 112, 116, 120, 124, 128 IP channels.
- Third-party IP devices (Includes GV-IP video devices): 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100, 104, 108, 112, 116, 120, 124, 128 IP channels.

Features

- · Video gateway between IP devices and receiving clients (GV-System, GV-Control Center and Multi View)
- Maximum video distribution for large IP channel counts (up to 128 IP channels) and receiving clients (up to 300 IP channels)
- Simultaneous recording up to 128 IP channels
- Different recording policies to set each channel to record continuously, upon motion detection, upon I/O trigger or by schedule (recording upon motion detection and I/O trigger are only for GV-IP devices)
- Video playback using Remote ViewLog
- Web interface to remotely configure and monitor GV-Recording Server using Internet Explorer, Firefox, Google Chrome and Safari
- Support for third-party IP video devices (Sony, Axis, VIVOTEK, Panasonic, HikVision, Arecont Vision)
- Support for ONVIF, PSIA and RTSP protocols
- Passive and active connection methods with IP video devices (Passive connection only supported by GV-IP devices)
- Solution for Mobile DVR (GV-Video Server, GV-Compact DVR) to obtain a public IP address
- Bandwidth monitoring
- Two-way audio communication (only for GV-IP devices through active connection)

Minimum System Requirements

Servers meeting the minimum system requirements have the capacity to receive up to 128 channels and transmit up to 300 channels with the image settings of 1280 x 1024 resolution, 30 fps and H264 / MPEG4 codec for each channel.

OS	64bit	Windows 7, Windows Server 2008	
CPU		Core i5 750, 2.67 GHz	
Memory		4 GB Dual Channels (without recording) 6 GB Dual Channels (with recording)	
Hard Disk		1 GB. (for installation)	
Browser		 Internet Explorer 8.0.7600.16385 Internet Explorer 9.00.7930.16406 Firefox 3.6.13 Google Chrome 9.0.597.94 Safari 5.33.19.4 	
LAN Gigabit Ethernet X 1		Gigabit Ethernet X 1	
Hardware Internal or External GV-USB Dongle		Internal or External GV-USB Dongle	

Note: In order to receive 128 channels and transmit up to 300 channels with the image settings of 1280 x 1024 resolution, 30 fps and JPEG codec for each channel, Gigabit Ethernet x 6 is required.



Optimal System Requirements

Servers meeting the optimal system requirements have the capacity to perform one of the following:

- Receive up to 128 channels and transmit up to 300 channels with the image settings of 1280 x 1024 resolution, 30 fps and JPEG codec for each channel. OR
- Receive up to 128 channels and transmit up to 128 channels with the image settings of 1920 x 1080 resolution, 30 fps and JPEG codec for each channel. OR
- Receive up to 128 channels and transmit up to 128 channels with the image settings of 2048 x 1536 resolution, 20 fps and JPEG codec for each channel. OR
- Receive up to 128 channels and transmit up to 300 channels with the image settings of 1280 x 1024 resolution, 30 fps and H.264/MPEG4 codec for each channel. OR
- Receive up to 128 channels and transmit up to 300 channels with the image settings of 1920 x 1080 or 2048 x 1536 resolution, 20 fps and H.264 codec for each channel.

OS	64bit	Windows 7, Windows Server 2008	
СРИ		Core i7 920, 2.67 GHz	
Memory		6 GB Dual Channels (without recording) 8 GB Dual Channels (with recording)	
Hard Disk		1 GB. (for installation)	
Browser		 Internet Explorer 8.0.7600.16385 Internet Explorer 9.00.7930.16406 Firefox 3.6.13 Google Chrome 9.0.597.94 Safari 5.33.19.4 	
LAN		Gigabit Ethernet X 6	
Hardware		Internal or External GV-USB Dongle	

Recommended Hard Disk Requirements

The recommended hard disk requirements for 24 hours of recording are listed as below.

Resolution	Frame rate	Codec	Max. Channel per HDD and Required HDD Capacity	HDD Capacity Required for 24 hr Recording of 128 ch	Recommended HDD Requirements
1.3 M	30 fps	H.264 / MPEG4	32 ch / 2.5 TB	10 TB	3 TB 7200RPM HDD x 4 (SATA3)
		JPEG	8 ch / 2.7 TB	43.2 TB	3 TB 7200RPM HDD x 16 (SATA3)
2.0 M	30 fps	H.264	21 ch / 2.2 TB	13.5 TB	3 TB 7200RPM HDD x 7 (SATA3)
		JPEG	5 ch / 2.5 TB	64 TB	3 TB 7200RPM HDD x 26 (SATA3)
3.0 M	20 fps	H.264	32 ch / 3 TB	12 TB	3 TB 7200RPM HDD x 4 (SATA3)
		JPEG	4 ch / 2 TB	64 TB	3 TB 7200RPM HDD x 32 (SATA3)

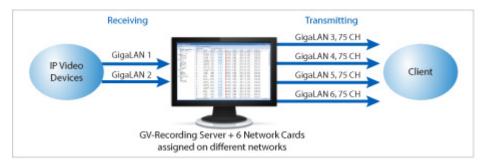
Network Requirements

The server's transmitting capacity varies depending on the number of Gigabit connections:

- One (1) Gigabit connection: Transmits up to 75 channels with the image settings of 1280 x 1024, 30 fps and JPEG codec for each channel.
- Two (2) Gigabit connections: Transmit up to 150 channels with the image settings of 1280 x 1024, 30 fps and JPEG codec for each channel.
- Three (3) Gigabit connections: Transmit up to 225 channels with the image settings of 1280 x 1024, 30 fps and JPEG codec for each channel.
- Four (4) Gigabit connections: Transmit up to 300 channels with the image settings of 1280 x 1024, 30 fps and JPEG codec for each channel.



The deployment of Gigabit connections for transmitting and receiving is suggested as illustrated below. Ensure to run every Gigabit connection on a different network in order to reduce the lag on any network connection.



Specifications

Feature	Device		
Number of IP Video Device Connections	128 channels		
Number of Remote Client Connections	300 channels		
Active Connections	Yes		
Passive Connections	Yes (only for GV IP devices)		
3rd Party IP Cameras Support	Yes		
Live Viewing	Single live view, multi-channel live view		
Recording	Yes (up to 128 channels)		
Protocol	HTTP, HTTPS, TCP, UDP, SMTP, UPnP, DynDNS, RTSP, PSIA, ONVIF		
E-Mail Notification	Yes (for Active connection lost, passive connection lost, USB protection key removed, recycling of recorded video, start keep days operation, motion detection, disk full, disk error, I/O trigger)		
SMS Notification	No		
2-Way Audio	Yes (only for GV-IP devices through active connection)		
GPS support	Yes (only for GV-IP cameras)		
Number of Accounts	Up to 1000 accounts		
Mobile Phone Support	No		
Bandwidth Control	No		
IE Live View	Yes (up to 32 channels)		
IE Event Query	Yes		
IE I/O Control	No		