

Multicamera.Systems

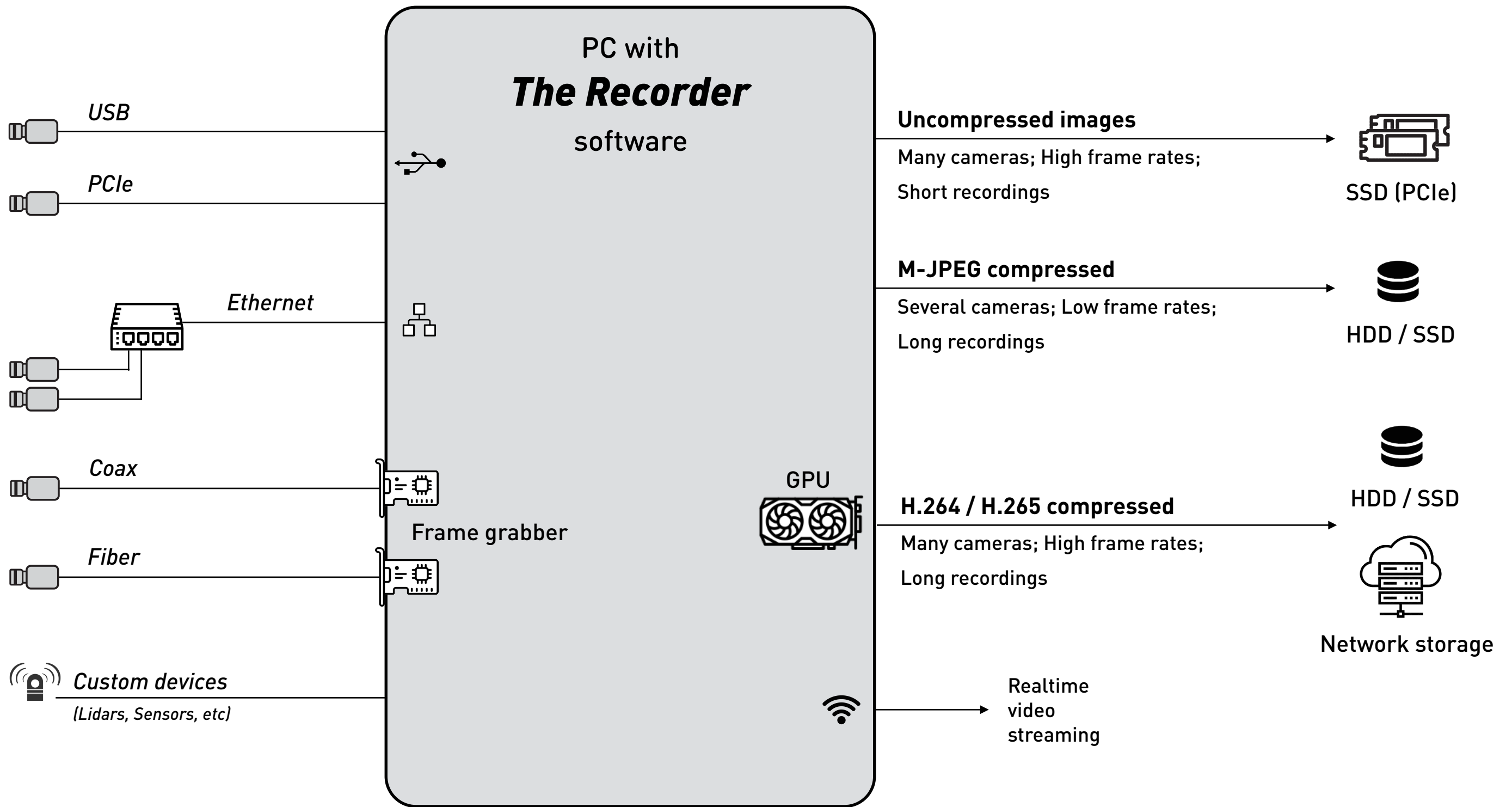
The Recorder

Video and Data

**Acquisition, Recording and Processing
Software**

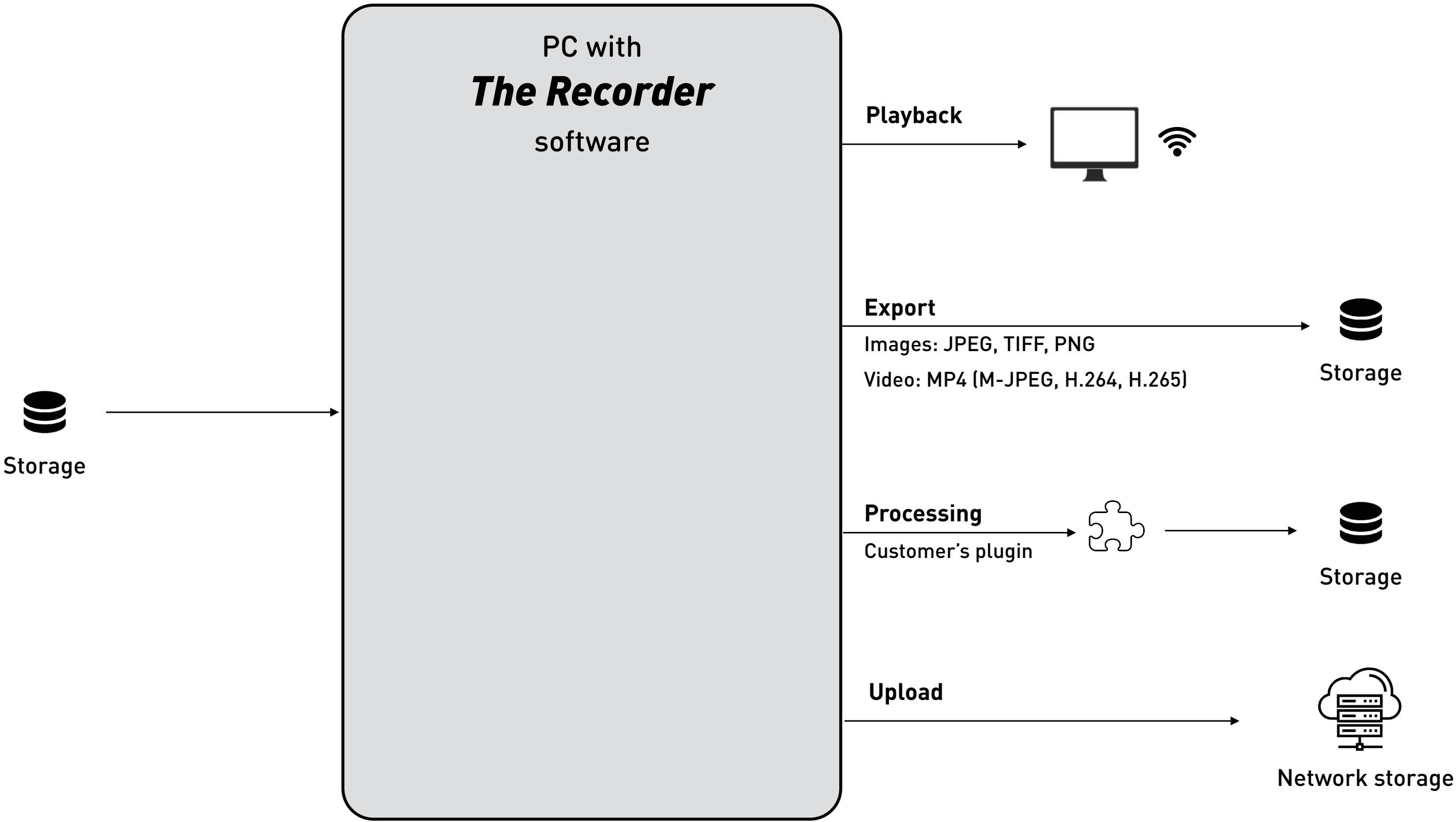
The software for all possible needs

(Data acquisition and recording)



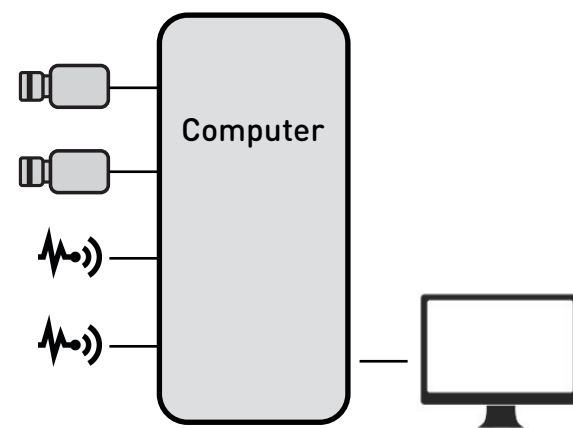
The software for all possible needs

(Recorded data playback, export and processing)



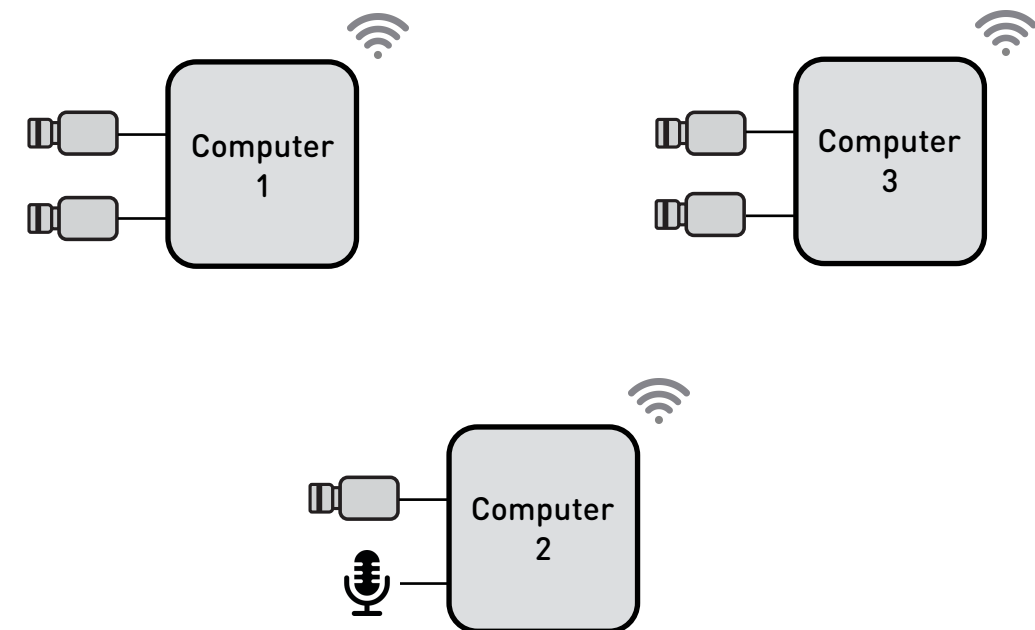
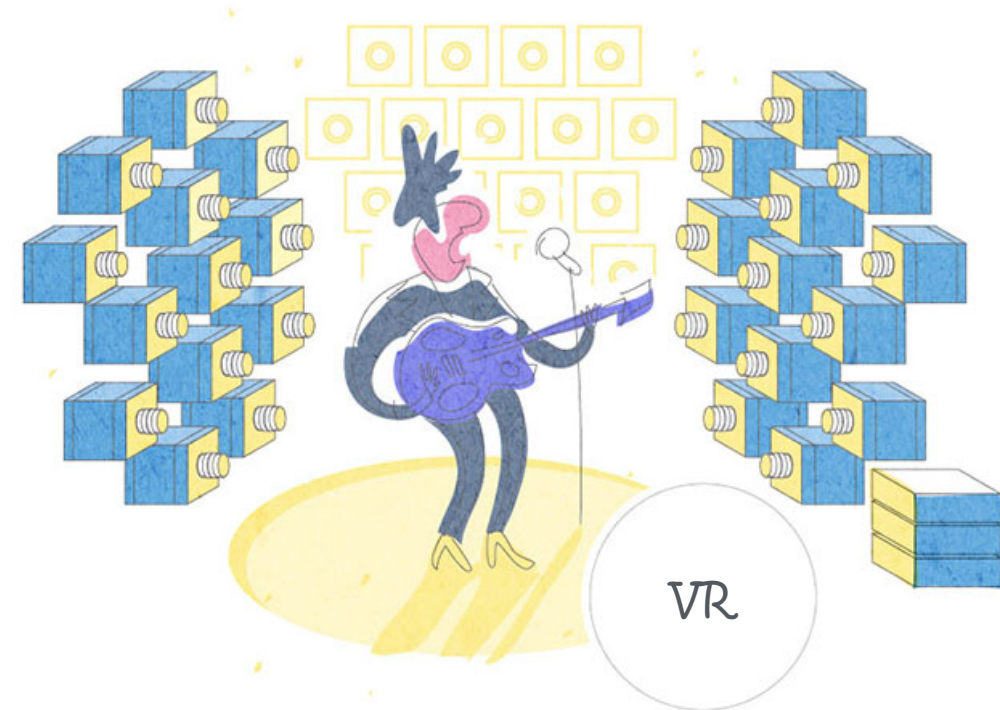
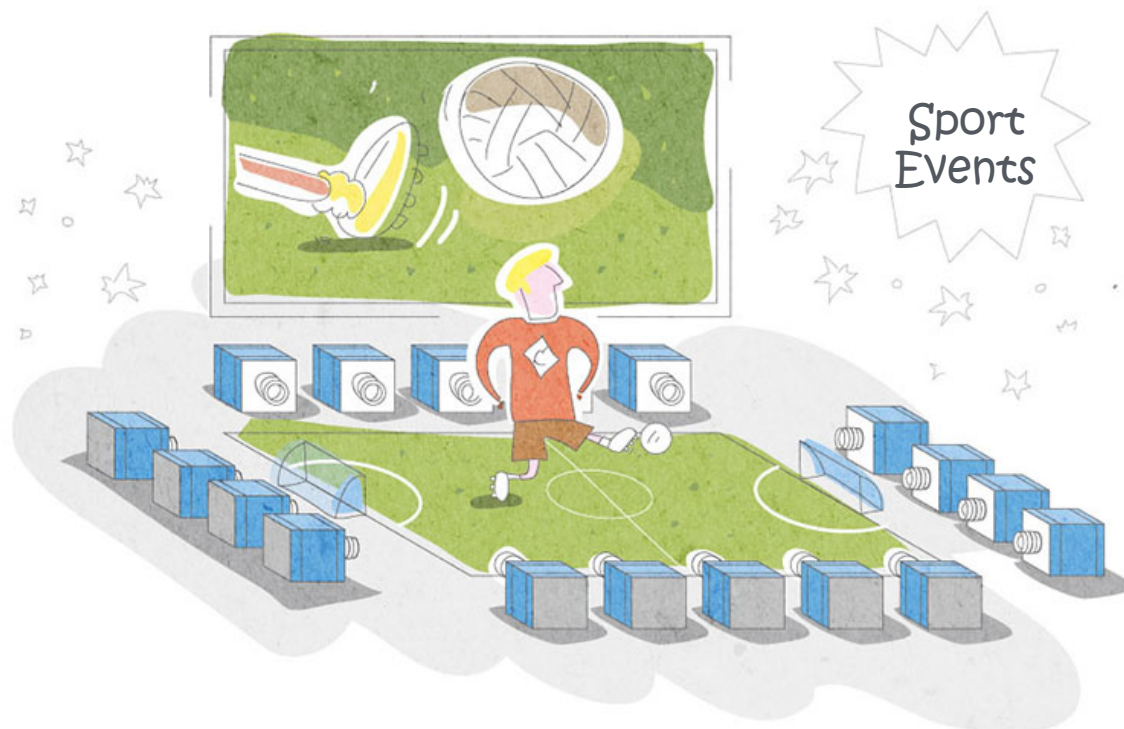
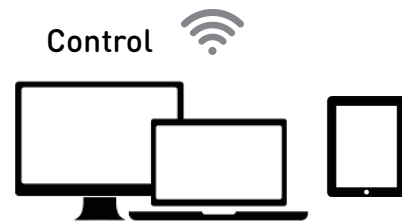
Recording systems with variety of configurations

Single computer system



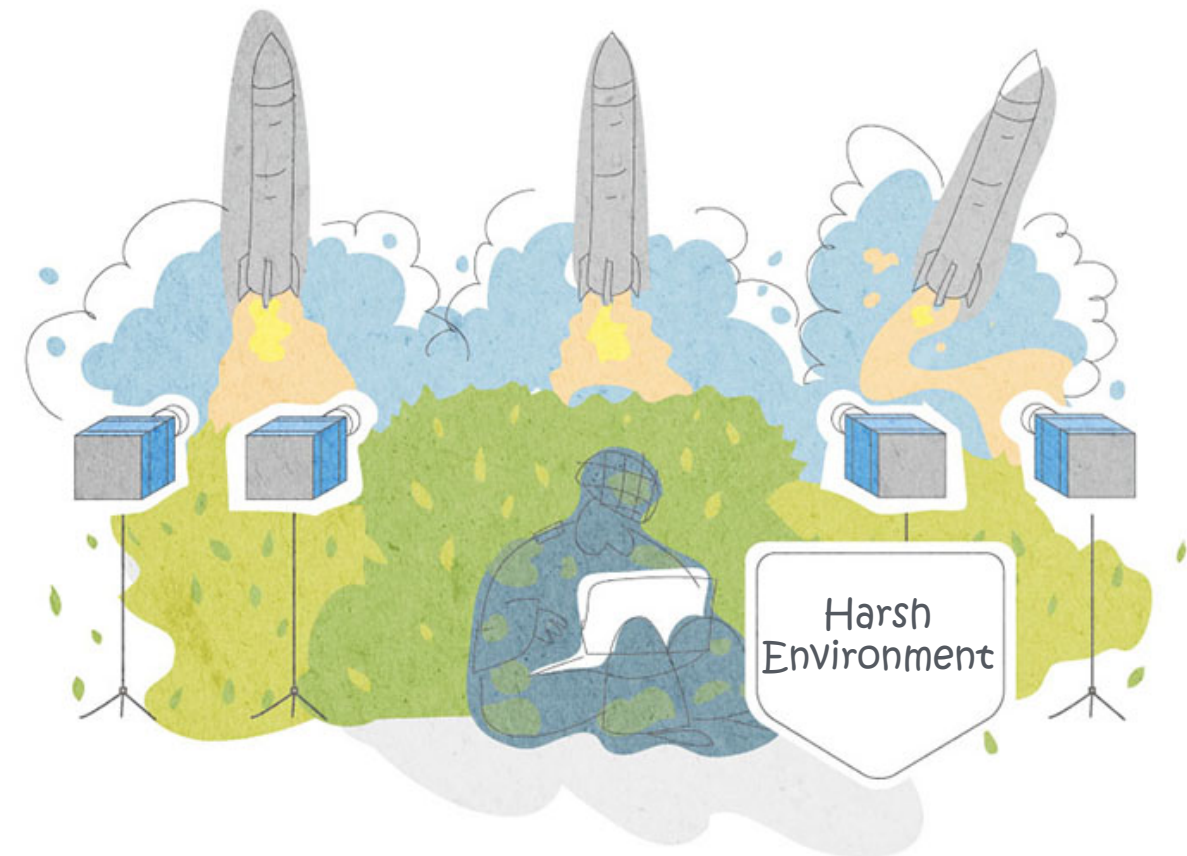
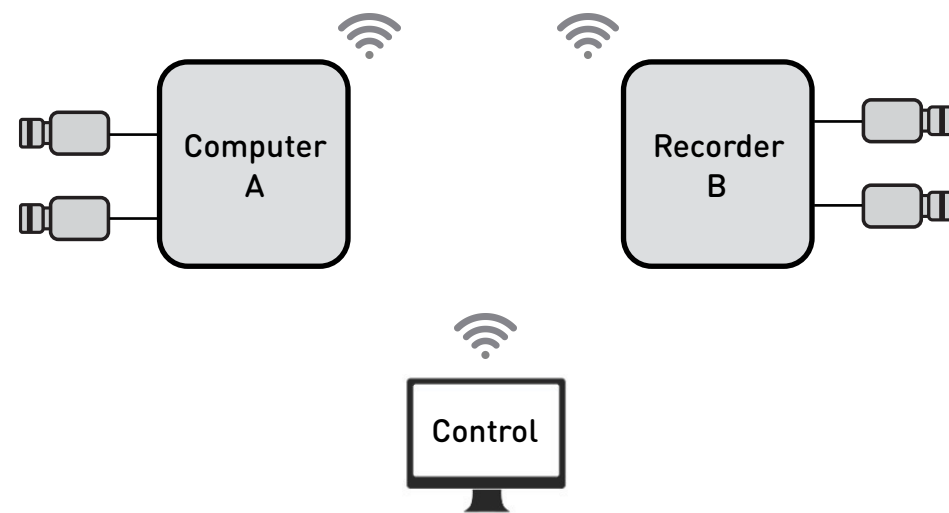
Recording systems for variety of application

Systems with multiple computers



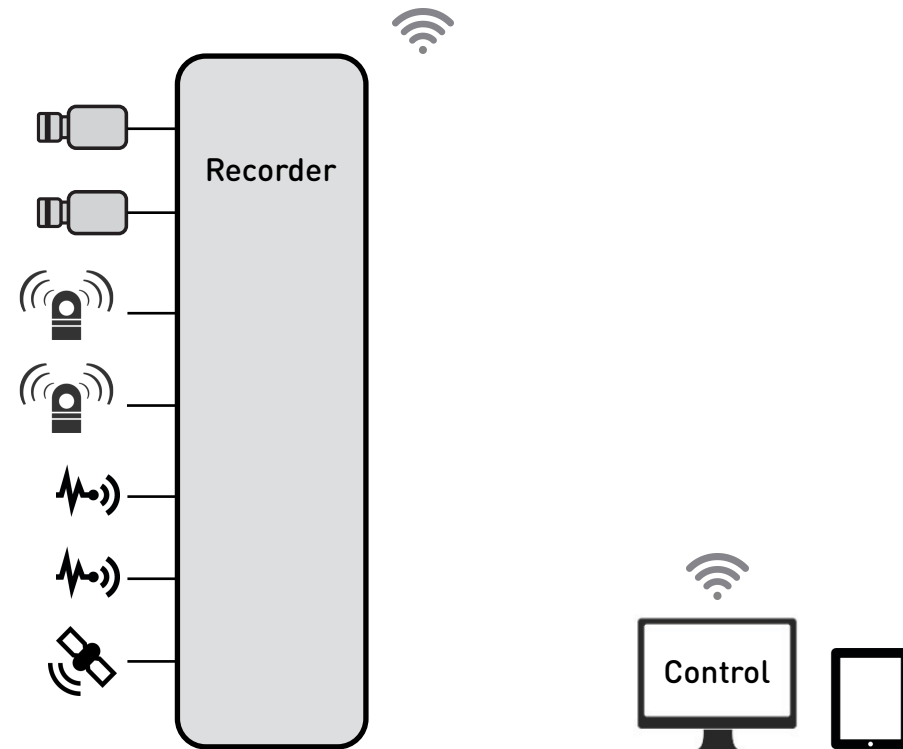
Recording systems for specific conditions

Redundant Recording Systems



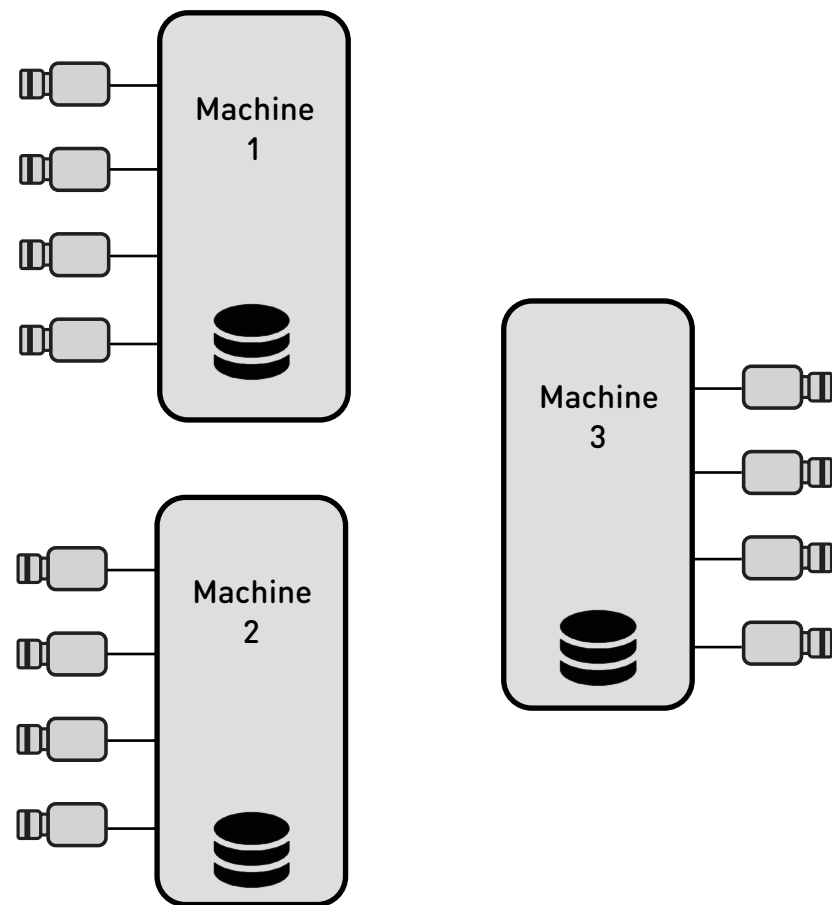
Recording systems with various equipment

Recording systems with various types of data sources

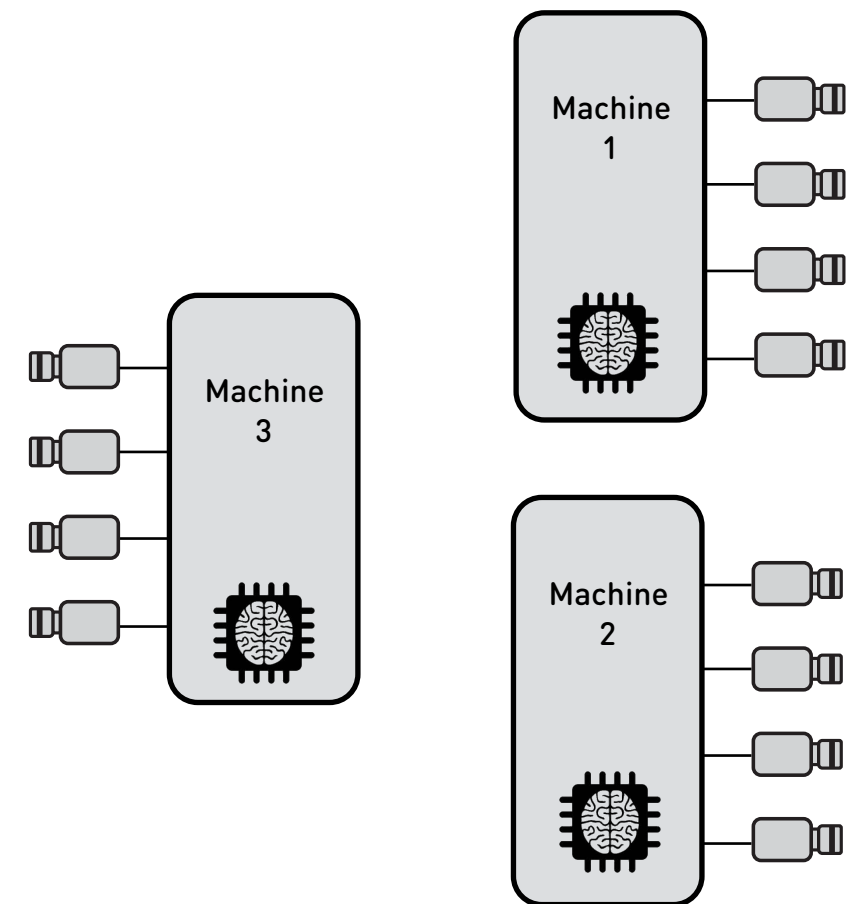


Recording or Acquisition & Processing

Acquisition and Storage



Acquisition and Compute



Software features summary

- Unlimited number of cameras and computers in a system.
- Modern, simple and effective user interface aimed for end users.
- Full remote control of distributed system provides exactly the same experience as with a local setup.
- Synchronized recording across all cameras and data sources:
 - Full hardware synchronization through frame grabber or external trigger mechanism;
 - All frames are ns or μ s timestamped.
- Realtime low-latency multi-camera network video streaming.
- Export of recorded data to common images and video formats.
- Highly optimized demosaicing for Bayer color cameras:
 - High quality adaptive edge preserving demosaicing algorithm;
 - Lower quality fast bilinear demosaicing is used for higher number of live preview streams.
- Highly optimized code guarantees very low CPU utilization even at highest data rates.
- Easy integration with user own software modules for online or offline data processing.

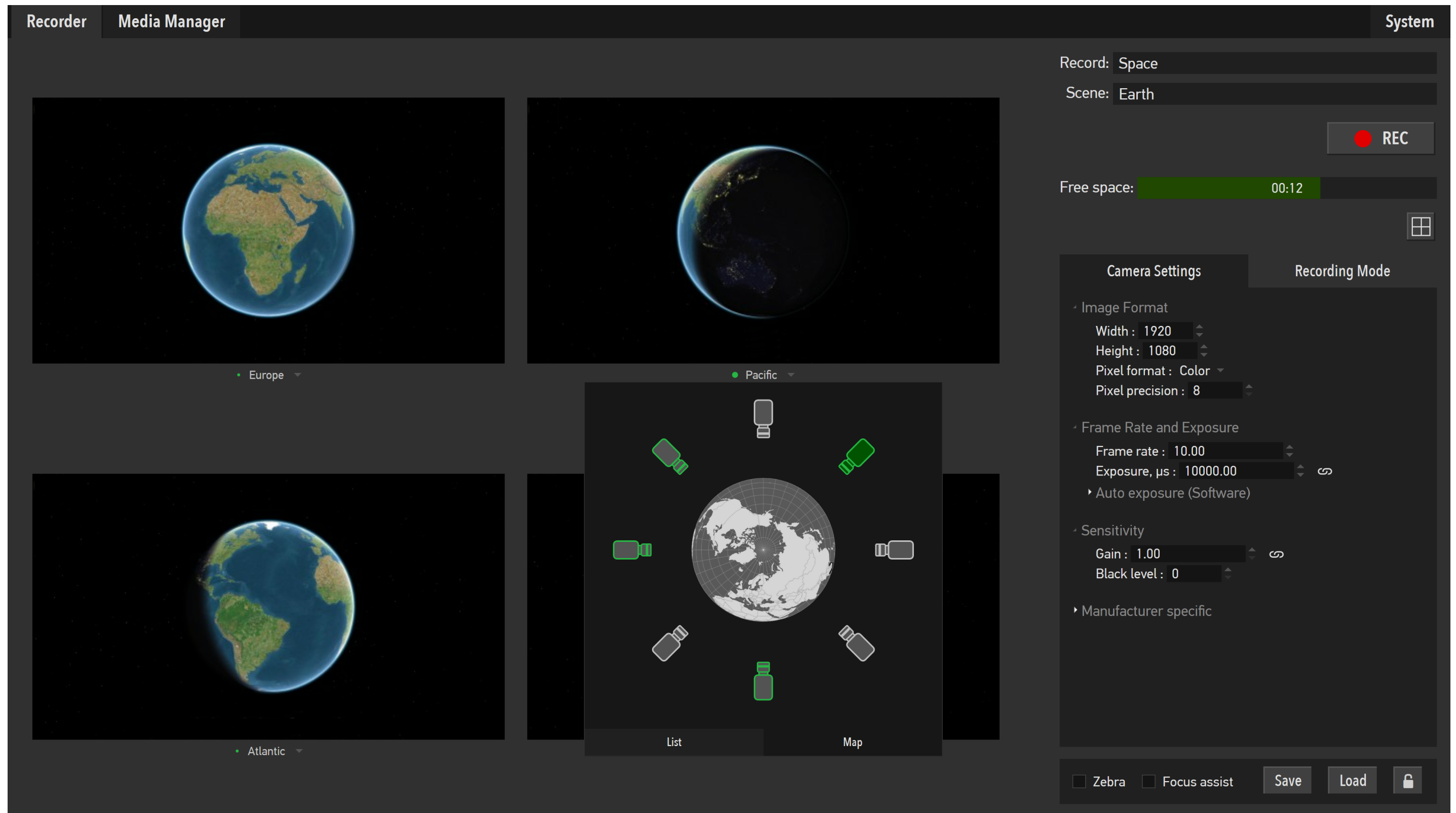
Software features summary

- Cross platform: Windows or Linux or mixed.
- Special interface enhancement to support touchscreen devices and outdoor use.
- Free unlimited updates.
- Recording capabilities to various data formats are summarized in the following table:

	Max frame rate	Max number of cameras	Storage type	Recording length
Uncompressed	Unlimited subject to storage performance	64 per PC subject to storage performance	Fast SSD	Tens of minutes
M-JPEG	~30 fps per CPU core based on color HD camera and i7700 CPU	~ 4 - 8 subject to CPU performance	SSD / HDD	Hours
H.264 / H.265 (GPU required)	~800 fps per GPU based on RTX 20-series GPU and color HD camera	2 per per GTX/RTX Unlimited for Quadro	SSD / HDD / NAS	Hours

Simple and intuitive user interface

(screenshot of image acquisition tab)



Simple and intuitive user interface

(screenshot of recording playback and management tab)

Recorder

Media Manager

System

Recorded media

Name	Date & Time	Length
Crystals	03-Apr-18	
Pour1	15:11:22	00:00:09
Pour2	15:20:51	00:00:10
▶ Test recording	03-Apr-18	
▶ CXP Camera test	29-Jan-19	
▶ USB Camera test	07-Feb-19	
▶ CLHS Camera test	12-Feb-19	
▶ Mixed cameras test	11-Mar-19	
▶ GigE camera test	13-Mar-19	
▶ Record Mode test	23-Mar-19	
Record only	16:23:28	00:00:18
Record + Processing	20:16:04	00:00:16
Triggered	20:17:07	00:00:09

Move

Copy

Free space:

▶ ◀ ▶

00:00:01:06

▶◻◻◻▶

Camera: Europe

1920 x 1080 10.00 fps Exp: 30 ms

Make notes here

Export ...

Process ...

Open folder

General media storage

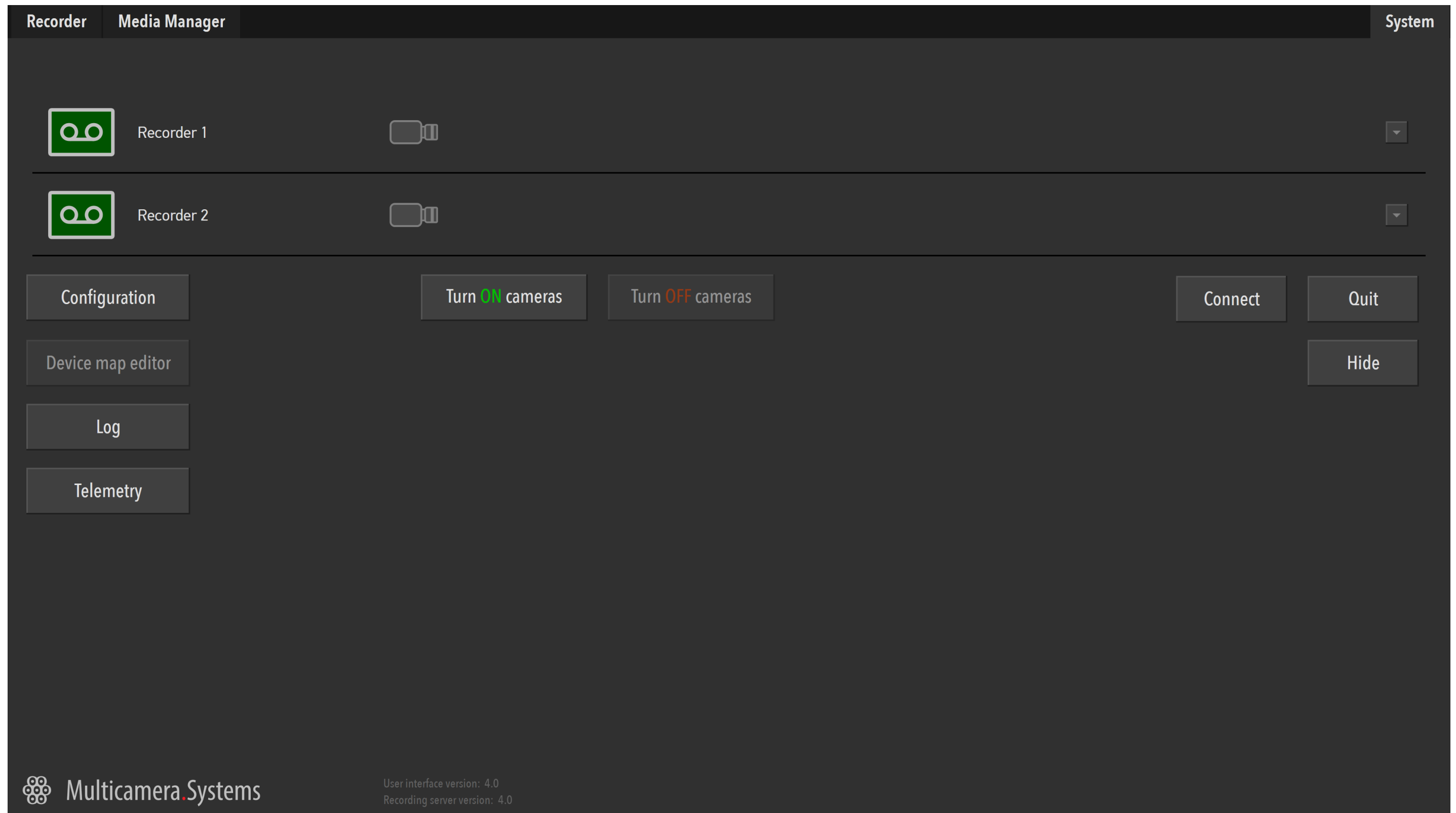
Name	Date & Time	Length
▶ Space	03-Apr-18	
▶ High Precision Recording	12-Feb-19	

L:/

Free space:

Simple and intuitive user interface

(screenshot of recording system control, status and configuration tab)



Please contact us for more information

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