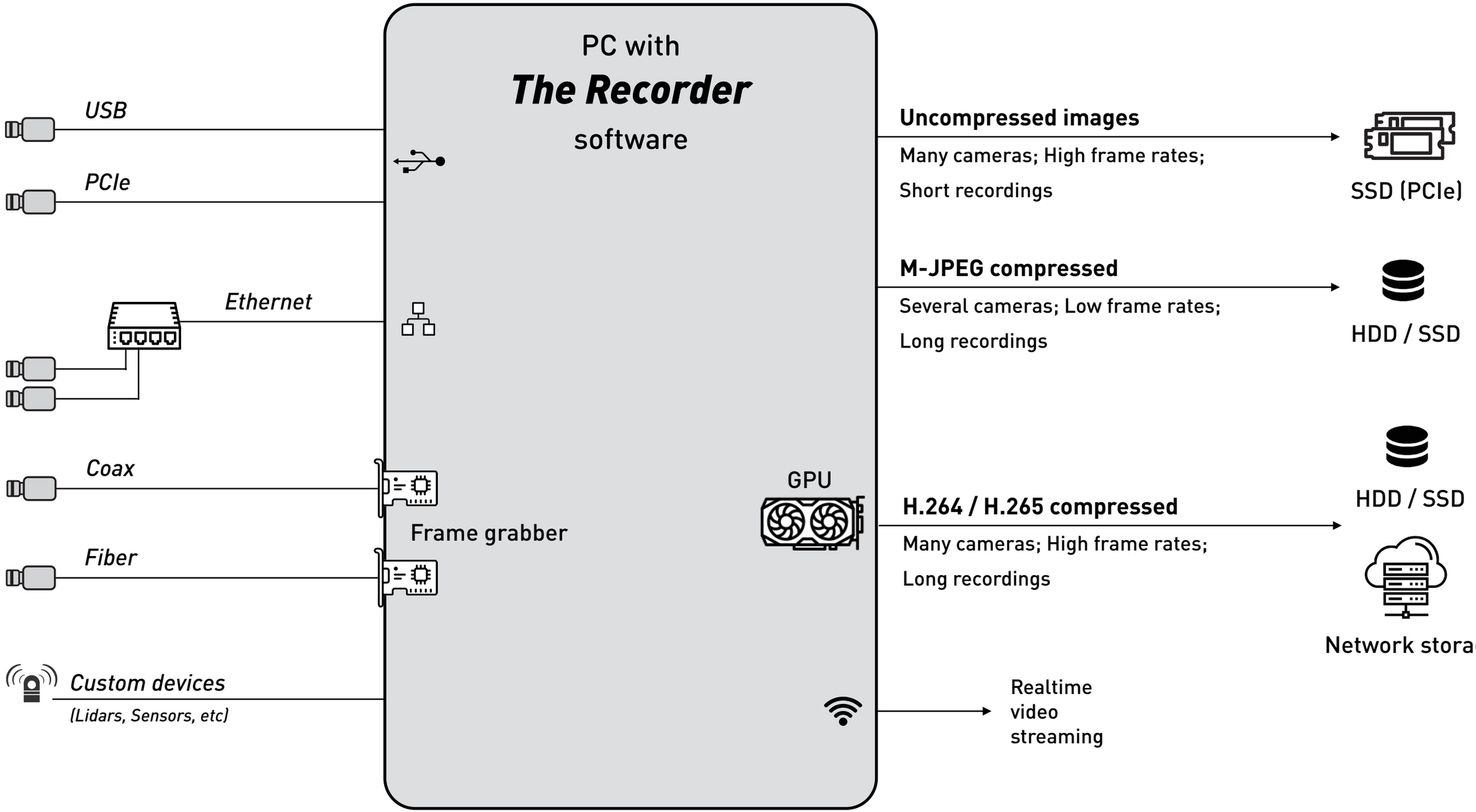
Multicamera.Systems

The Recorder

Video and Data Acquisition, Recording and Processing Software

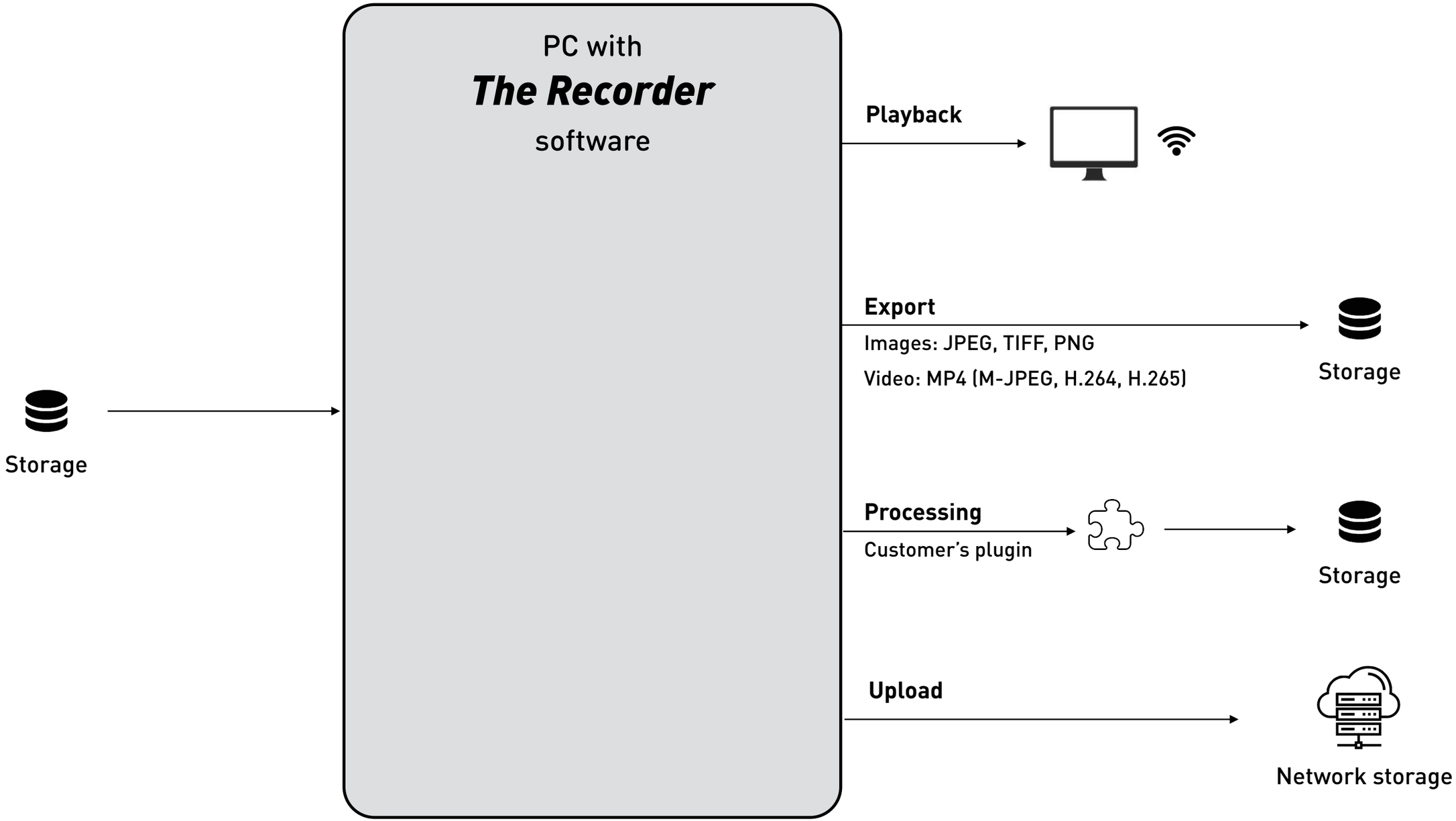
The software for all possible needs

(Data acquisition and recording)



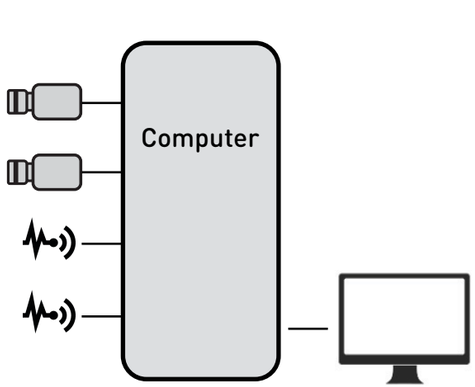
The software for all possible needs

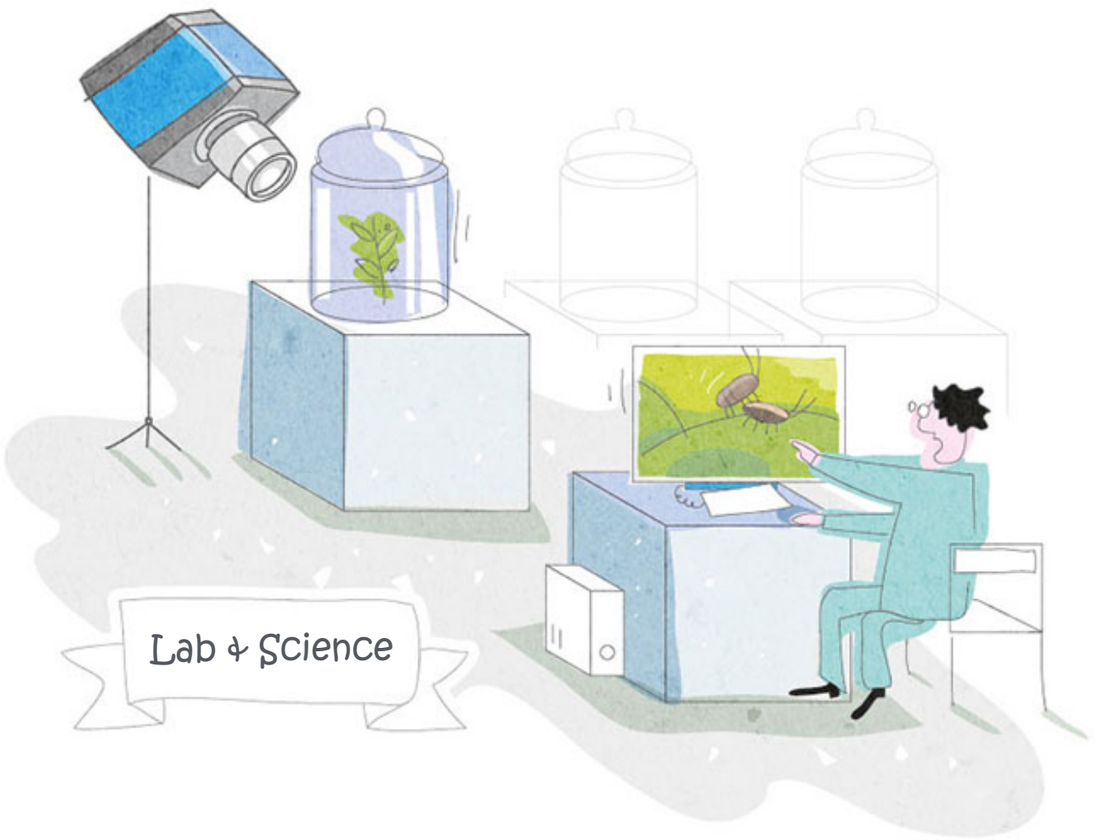
(Recorded data playback, export and processing)



Recording systems with variety of configurations

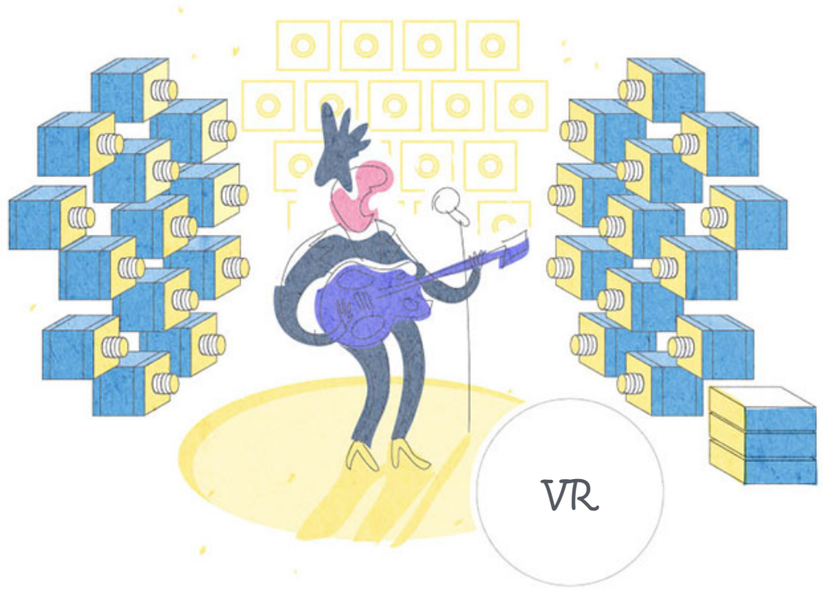
Single computer system

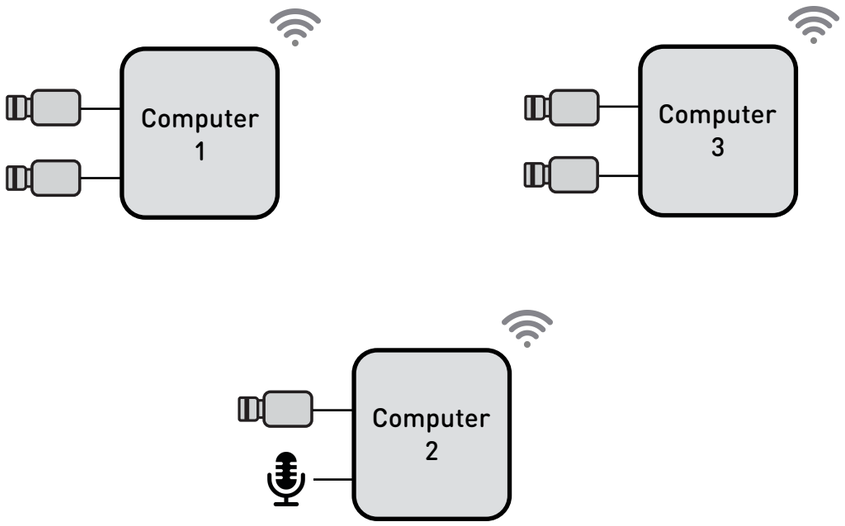




Recording systems for variety of application

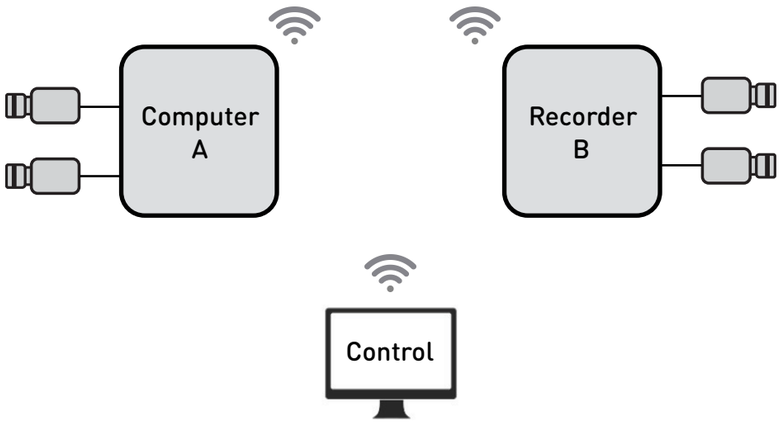
Systems with multiple computers

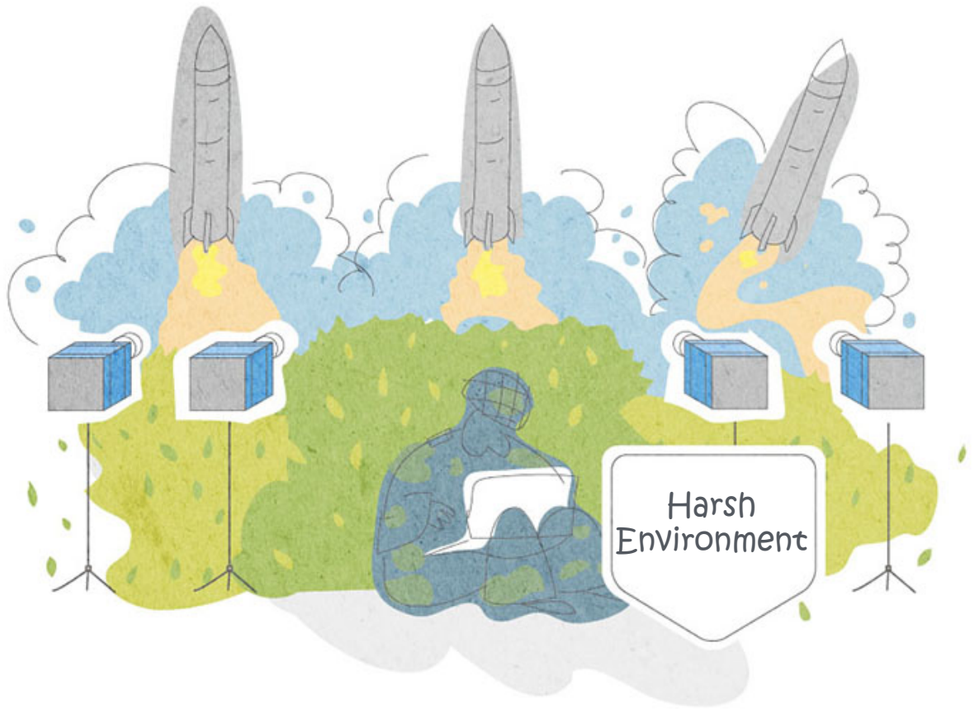




Recording systems for specific conditions

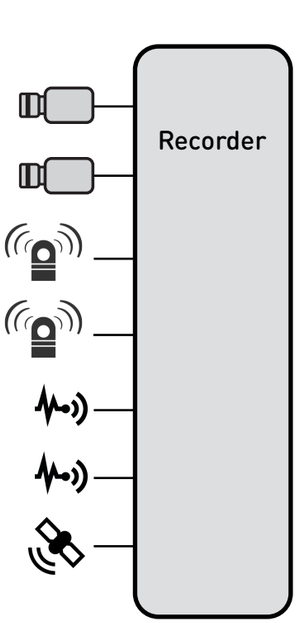
Redundant Recording Systems





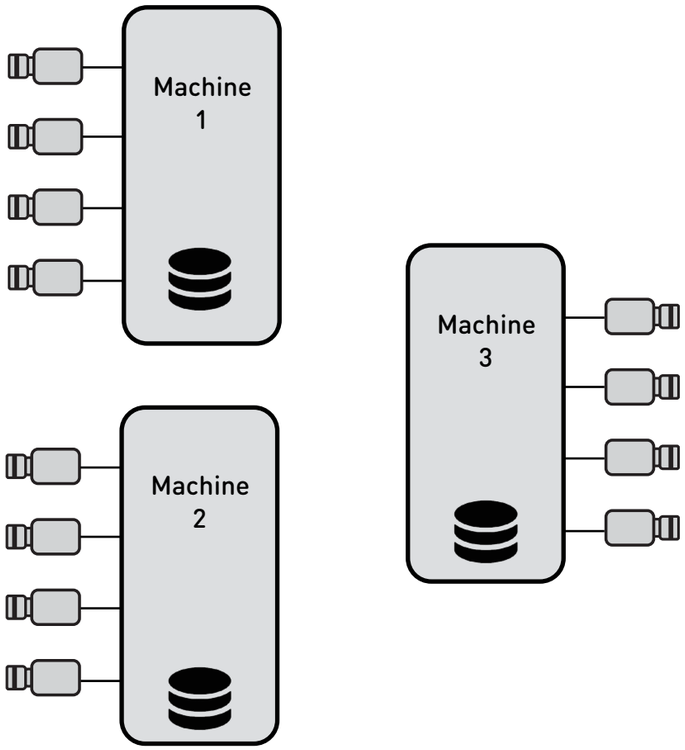
Recording systems with various equipment

Recording systems with various types of data sources

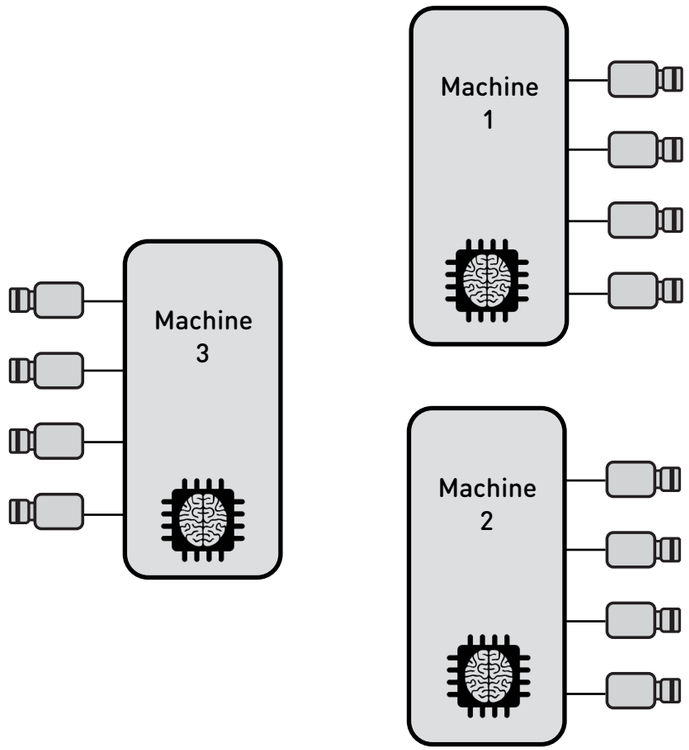


Recording or Acquisition & Processing

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 thought frame grabber or external trigger mechanism;
  - All frames are ns or µs 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 guaranties very low CPU utilization even at highest data rates.**
- **Easy integration with user own software modules for online or offline data processing.**

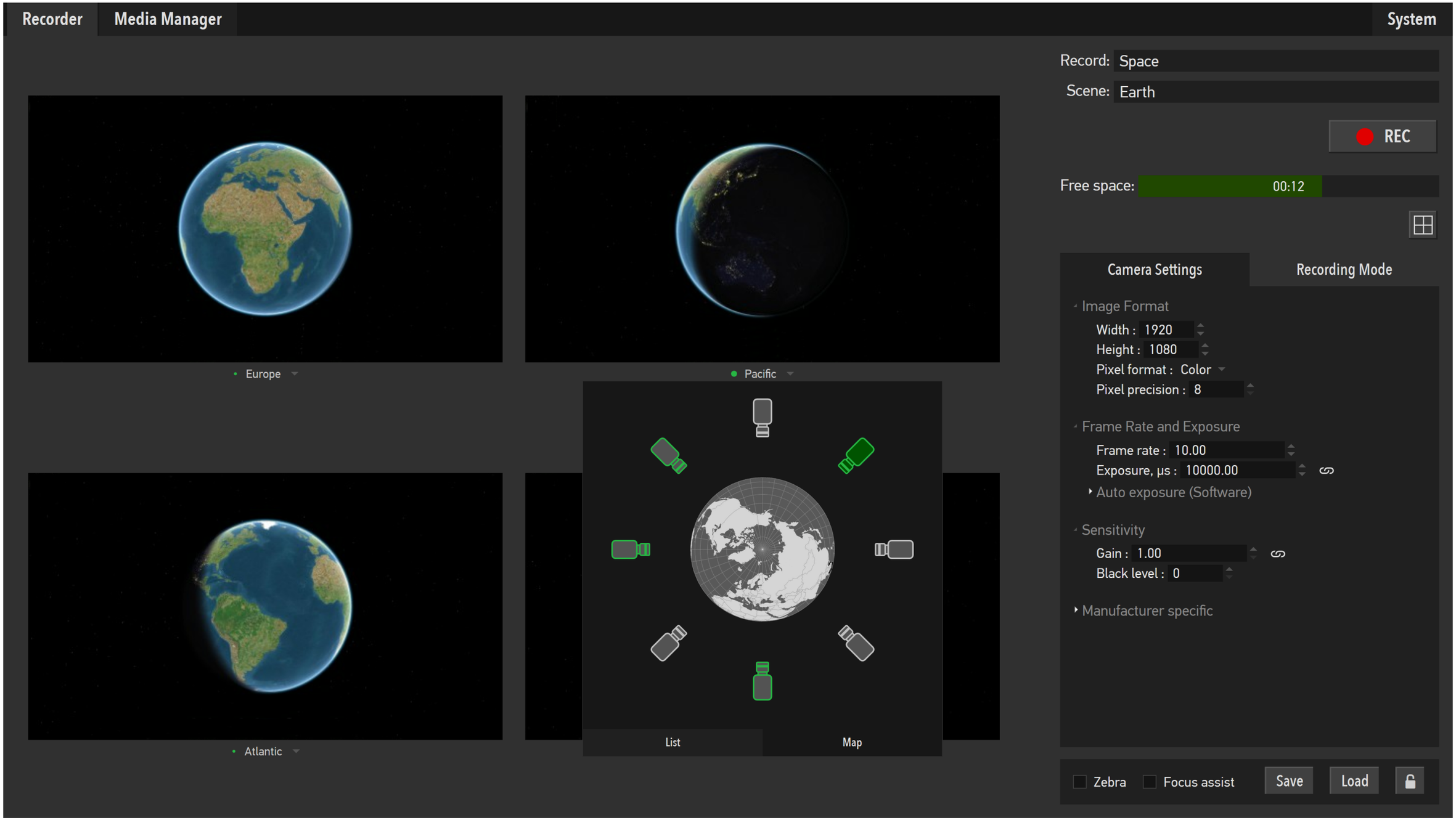
Software features summary

- 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

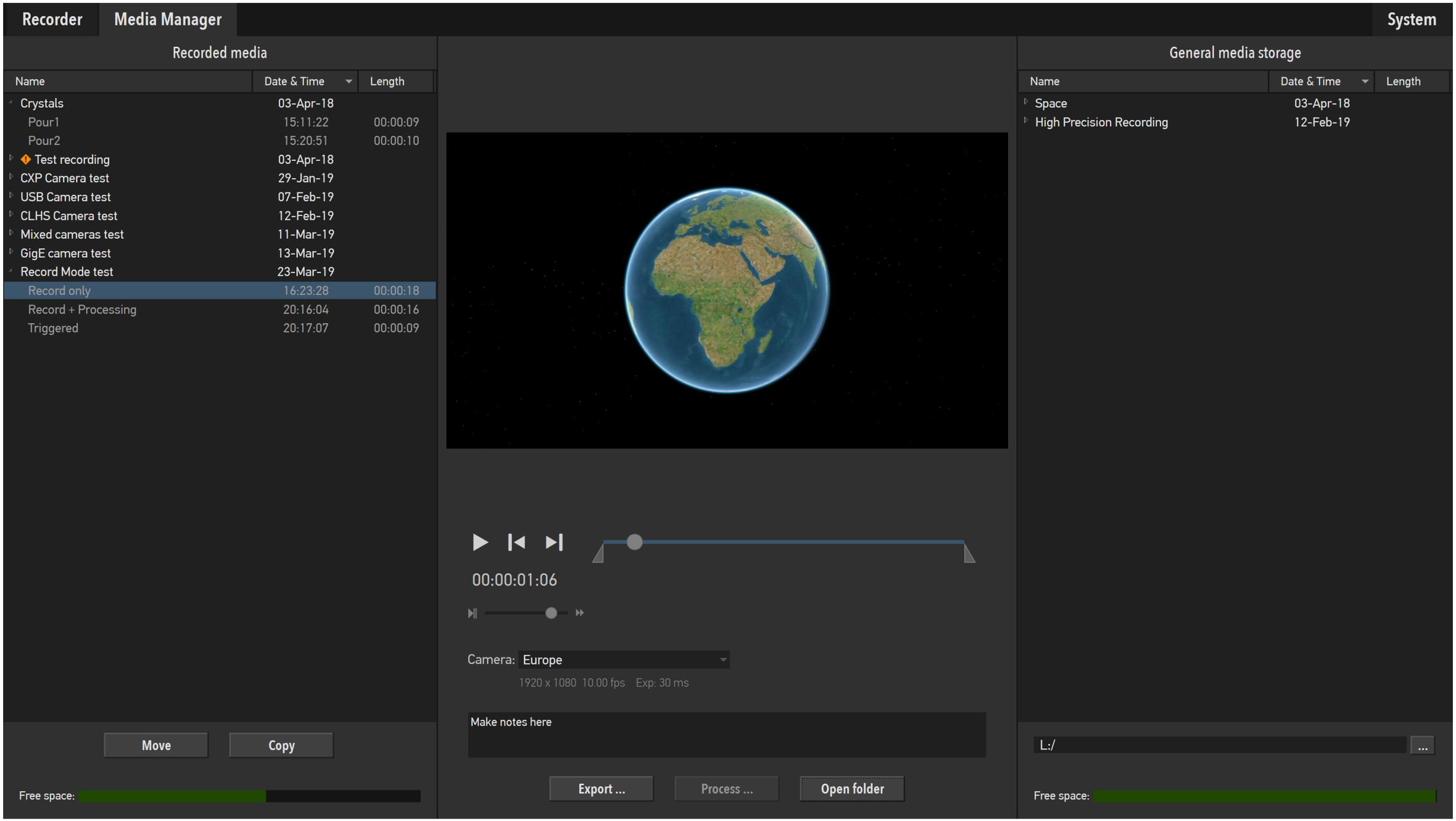
Simple and intuitive user interface

(screenshot of image acquisition tab)



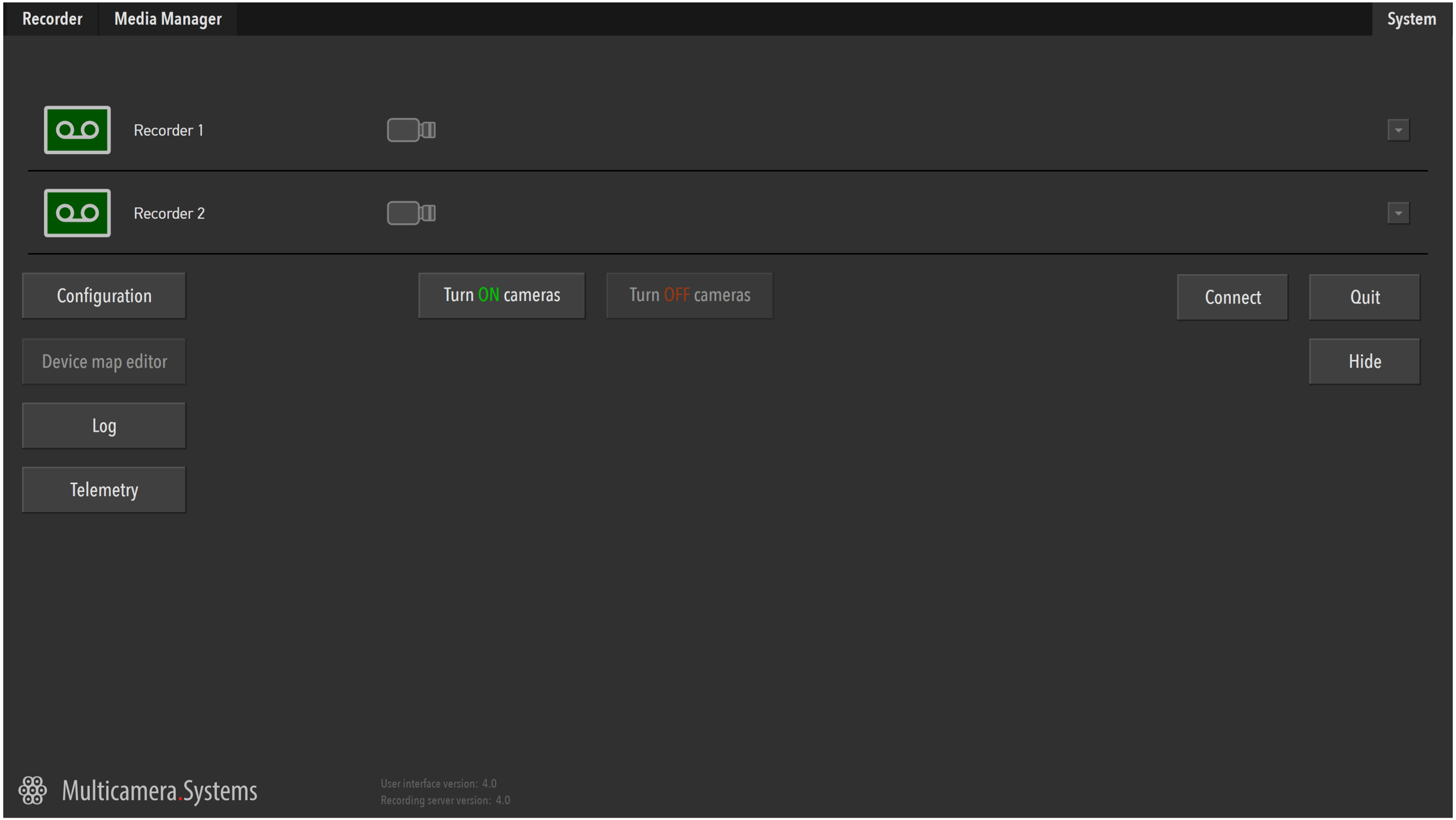
Simple and intuitive user interface

(screenshot of recording playback and management tab)



Simple and intuitive user interface

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



Please contact us for more information

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