

GV-Mobile Server

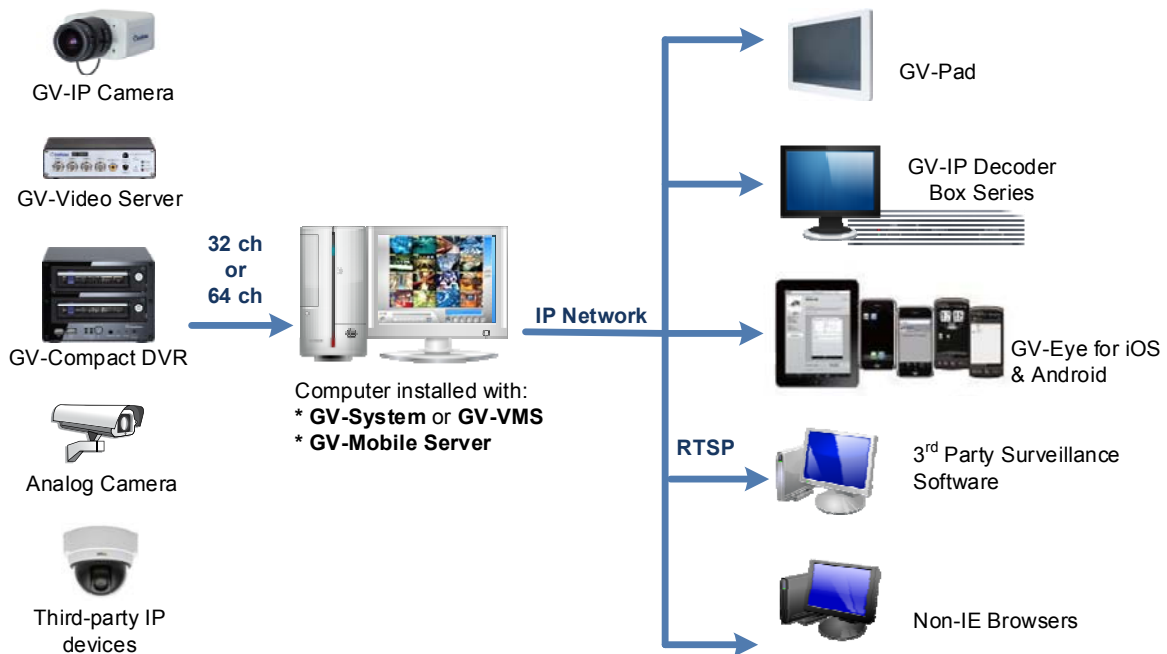


INTRODUCTION

GV-Mobile Server compresses IP videos from various hosts to D1 or VGA, or keeps the original resolution, and sends them to multiple clients for live viewing, reducing the CPU loading and bandwidth usage of IP video devices. GV-Mobile Server can receive up to 64 channels of live view from hosts including GV-IP devices, 3rd party IP devices, GV-VMS / DVR / NVR, GV-Recording Server, and GV-Video Gateway. Users can establish up to 4 matrix channels on GV-Mobile Server, each consisting of 36 cameras. Clients can access the live view from GV-Mobile Server using GV-Pad, GV-IP Decoder Box Series, GV-Eye for iOS and Android, 3rd party surveillance software through RTSP protocol or Non-IE browsers.

Through GV-Mobile Server, the clients can,

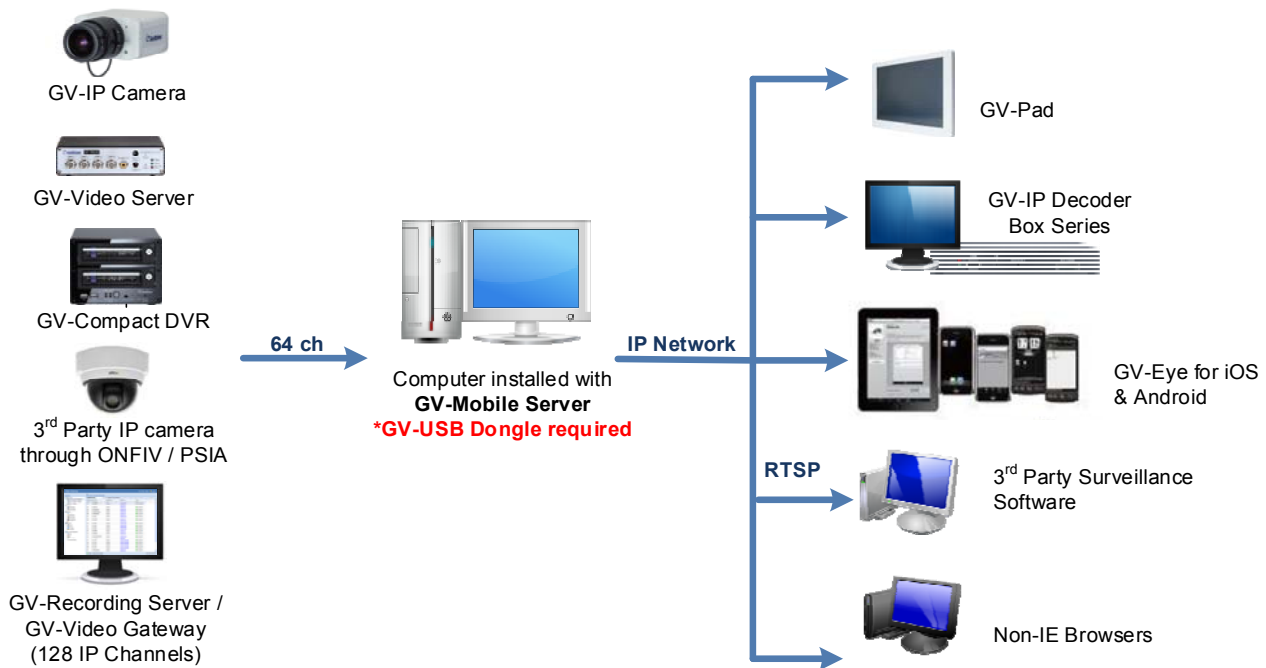
- To encode channels from GV-System / GV-VMS, install GV-Mobile Server on the same computer as GV-System / GV-VMS.



Note:

- GV-System only supports up to 32 channels.
- GV-VMS does not support analog cameras.

- With a GV-USB Dongle, the GV-Mobile Server can be installed in any remote server. It can directly encode IP channels from GeoVision and third-party IP devices through ONVIF and PSIA protocols, as well as those from GV-Recording Server / GV-Video Gateway.



Features

- Supports up to 64 channels
- Live view access of analog cameras (connected to GV-System)
- Live view access of up to 4 user-selectable matrix channels
- Supports motion pop-up for matrix view
- Provides for dual streams
- Supports fisheye dewarping
- Significantly reduces CPU loading and bandwidth usage of IP video devices
- User-configurable frame rate, quality, codec type and resolution for each camera stream
- Remote access to live view using non-IE browsers

Minimum System Requirements

Depending on the resolution, video compression format and the number of connected channels, **Standard Requirements** or **Advanced Requirements** shall be met. The **GV-USB Dongle** is only required for connections with GV-Recording Server / GV-Video Gateway, third-party (ONVIF & PSIA) IP devices and GV-IP devices directly.

Standard Requirements

OS	32-bit	Windows 7 / 8 / 8.1 / Server 2008
	64-bit	Windows 7 / 8 / 8.1 / Server 2008 R2 / Server 2012 R2
CPU	Core i3 4130, 3.4 GHz	
Memory	4 GB x 2	
Hard Disk	1 GB or more for installation	
Graphic Card	AGP or PCI-Express, 1024 x 768, 32-bit color	
DirectX	9.0c	
LAN	Gigabit Ethernet X 1	
Hardware	Internal or external GV-USB Dongle	

Note: It is recommended to use the internal GV-USB Dongle to have the Hardware Watchdog function which restarts the PC when Windows crashes or freezes.

Advanced Requirements

OS	64-bit	Windows 7 / 8 / 8.1 / Server 2008 R2 / Server 2012 R2
CPU		Core i7 4770, 3.4 GHz
Memory		4 GB x 2
Hard Disk		1 GB or more for installation
Graphic Card		AGP or PCI-Express, 1024 x 768, 32-bit color
DirectX		9.0c
LAN		Gigabit Ethernet X 2
Hardware		Internal or external GV-USB Dongle

Note:

1. The memory required may vary depending on the number of channels and resolution of videos received.
2. It is recommended to use the internal GV-USB Dongle to have the Hardware Watchdog function which restarts the PC when Windows crashes or freezes.

Software License

Free License	When installed and executed on the same server with GV-DVR, GV-NVR or GV-VMS
Maximum License	64 channels, 4 Matrix views
Increment for Each License	N/A
Optional Combinations	N/A
Dongle Type	Internal or external

Note:

1. The Maximum License is a paid service.
2. GV-DVR and GV-NVR only support up to 32 channels.

The Advanced Requirements is highly recommended in any of the following conditions:

Resolution	Codec	Bitrate	No. of Connected Channels
CIF (320 x 240)	H.264	0.75 Mbit/s	62 or more
VGA (640 x 480)	H.264	3.59 Mbit/s	16 or more
D1 (704 x 480)	H.264	4.09 Mbit/s	13 or more
1.3 MP (1280 x 1024)	H.264	5.05 Mbit/s	12 or more
2 MP (1920 x 1080)	H.264	7.01 Mbit/s	9 or more
3 MP (2048 x 1536)	H.264	10.48 Mbit/s	9 or more
4 MP (2048 x 1944)	H.264	11.65 Mbit/s	11 or more
5 MP (2596 x 1920)	H.264	16.48 Mbit/s	15 or more

Note: These data may vary in different scenes (different data bitrates).

Specifications

Channels		
Maximum No. of Channels		64
Maximum No. of Matrix Views		4
Dual-stream Support		Yes
Live View Access		
From GeoVision IP devices		Yes (GV-IP Decoder Box Series and GV-Pad)
From third-party surveillance software		Yes (through RTSP)
From mobile devices	Application	Yes (GV-Eye for iOS and Android)
	Browser	Yes (http live streaming for iOS)
Using non-IE browsers		Yes (in MJPEG format)
General		
Language		Arabic / Bulgarian / Czech / Danish / Dutch / English / Finnish / French / German / Greek / Hebrew / Hungarian / Indonesian / Italian / Japanese / Lithuanian / Norwegian / Persian / Polish / Portuguese / Romanian / Russian / Serbian / Simplified Chinese / Slovakian / Slovenian / Spanish / Swedish / Thai / Traditional Chinese / Turkish

Note: Specifications are subject to change without notice.

Compatible Device

The following software versions have been tested for compatibility with GV-Mobile Server V1.3 or later:

- **GV-VMS14.10** or later
- **GV-System V8.5.3** or later
- **GV-Recording Server** V1.1.0.0 or later
- **GV-Video Gateway** V1.1.0.0 or later
- **GV-IP Camera: V1.09** or later
- **GV-Video Server VS02A / VS04A / VS04H / VS12:** V1.05 or later
- **GV-Video Server VS11:** V1.0 or later
- **GV-Compact DVR V2:** V1.07 or later
- **GV-Compact DVR V3 (4-Channel):** V1.01 or later
- **GV-Compact DVR V3 (8-Channel):** V1.00 or later

Compatible Standard and Protocol

GV-Mobile Server also allows for integration with third-party IP video devices that are compatible with ONVIF (V2.0) and PSIA (V1.1) standards.

ONVIF	PSIA	RTSP	
--------------	-------------	-------------	--

Options

Optional Devices	Description
Internal USB Dongle	The USB dongle can provide the Hardware Watchdog function to the GV-Mobile Server by restarting the computer when Windows crashes. You need to connect the dongle internally on the motherboard.