INTRODUCTION

GV-VMS is a comprehensive video management system that records up to 64 channels of GeoVision and/or third-party IP devices. The live view and playback layout can be easily adjusted with the intuitive drag-and-drop function. GV-VMS comes with a variety of intelligent video analytics to offer precise monitoring and to reduce the need for manual supervision. The built-in Webcam Server allows users to remotely access live view and recordings from anywhere using Web browsers, mobile app and Remote ViewLog. Compatibility with GV-CMS (GeoVision Central Monitoring Station) and interoperability with a wide selection of third party IP cameras through ONVIF and PSIA make GV-VMS a versatile and effective surveillance solution.
Features

Monitoring
- Support for 64 channels in GV-VMS and CMS applications
- Support for H.264, H.265 GPU decoding and GPU fisheye dewarping
- Software license management support
- Customizable layout for live view and playback with drag-and-drop support
- Multi-monitor display to show live view and playback on different monitors
- Support for QView display which enables the projection of a live view display onto another monitor
- Support for Microsoft SQL and Access database type
- Support for over 500 GeoVision and 3rd party IP camera models – see IP Camera Support List
- Auto search for IP cameras
- Support for H.264, H.265, and MJPEG codec
- Support for resolution from CIF to megapixels
- Smart Dual Streaming for monitoring and recording
- Support for smart streaming of GV-IP cameras
- Panel resolution up to 4K
- Noise Tolerance for Motion Detection
- 3D E-map
- System log
- Support for up to 1,000 accounts for logins and passwords
- Multi-level passwords protection and password expiration management
- Automatic login with GV-PCR310 Enrollment Reader
- I/O devices control
- PTZ control panel and PTZ auto functions
- System Idle Protection
- Live view buffer and frame rate control
- Live View Object Index to show the objects or faces captured
- Dual stream on-demand display
- Fisheye dewarping for GeoVision and 3rd party fisheye cameras
- Support for ONVIF, PSIA, and RTSP protocols

Intelligent Recording, Smart Search and Easy Playback
- Continuous recording (round-the-clock) and recording triggered by motion detection, alarm and schedule
- Adjustable recording quality and frame rate for each camera
- Pre-motion/IO and post-motion/IO recording
- Storyline recording
- Timeline Search
- Object search
- Thumbnail browse to quickly search for specific frames within video footage
- Instant Playback
- Extracting frames from a video clip during playback
- Support for Daylight Saving Time (DST)
- Support for recording in standard H.264, H.265, and MJPEG codec
- Support for configuration change without stopping recording
- Continuous playback of set frames A to B
- AVI repair utility
**Video Merging and Export**

- Exporting video recording within a specified time range
- Exporting videos in EXE format, playable with any third-party players
- Exporting videos of multiple channels in a single AVI video
- Support for automatically assigning storages to multiple camera channels
- Support for Windows burning software
- Time Merge function for exporting a full-length video with recorded and non-recorded periods
- Support for saving dewarped fisheye view in AVI format

**Notification**

- E-mail notification with attached video images upon specified alert conditions
- Camera popup upon motion or I/O trigger
- Computer alarm upon recording errors, input, motion and other alarm conditions
- Video lost detection and notification through on-screen message

**Video Analytics**

- Object Counting
- People Counting
- Intrusion Alarm
- Face Detection
- Face Recognition
- Privacy Mask
- Panorama View
- Defog Function
- Video Stabilization
- Wide Angle Lens Dewarping
- Motion Detection
- Crowd Detection
- Scene Change Detection
- Unattended and Missing Object Detection
- Fisheye dewarping and object tracking in fisheye view
- Heat Map
- Human Detection

**Utilities**

- Dynamic DNS
- Digital watermark
- Windows lockup
- Fast backup and restore (FBR)
- Bandwidth Control program
- Point of Sale (POS) integration
- Local backup and remote backup with GV-Backup Center

**WebCam for Remote Surveillance**

- SSL Encrypt Connection Support
- UPnP™ Support
- Control Panel on Single View to provide instant information and operation
- Support for PIP, Focus View, Defogging Live Videos, and Video Stabilizer in Single View
- Restricting Power User and User to access WebCam Server at specified time length
- Event List Query
- Download Center
- Remote E-Map with pop-up live images upon input trigger
Advanced I/O Control
- Visual Automation to intuitively trigger an output by clicking on the camera view
- Virtual I/O control
- Record video, send e-mail notification and trigger output upon input trigger
- Move PTZ camera to a preset location on input trigger
- Latch Trigger feature

Remote Monitoring Software
- WebCam
- GV-Mobile Server
- GV-Edge Recording Server (Windows /Mac) *
- GV-Cloud Center
- GV-Eye for Android Smartphones and iPhone / iPod / iPad

IT Technology
- RSA Network Security
- Authentication Server: centralized control of password settings in multiple GV-VMS with support for Windows Active Directory

Integration with Centralized Management Software
- GV-Center V2
- GV-Vital Sign Monitor
- GV-Dispatch Server
- GV-Control Center

Note: To remotely view from 33 to 64 channels on the GV-Edge Recording Server (Windows version), you will need to purchase an additional license. Currently, GV-Edge Recording Server (Mac version) only supports remote connection with up to 32 channels.
License

GV-VMS supports connection with up to connection with up to 64 IP devices. You can connect up to 32 channels of GV-IP Devices for free. If you need to connect more than 32 channels of GV-IP Devices or connect with third-party IP devices, license is required.

<table>
<thead>
<tr>
<th>Supported Devices</th>
<th>Channels</th>
<th>License</th>
</tr>
</thead>
<tbody>
<tr>
<td>GV IP Devices Only</td>
<td>32 ch</td>
<td>No license required</td>
</tr>
<tr>
<td></td>
<td>64 ch</td>
<td>GV-VMS Pro license required, 32 ch per license</td>
</tr>
<tr>
<td></td>
<td>16 ch</td>
<td><strong>Trial Version:</strong> 16 channels of 3rd-Party IP devices</td>
</tr>
<tr>
<td>GV + 3rd-Party IP Devices</td>
<td>32 ch</td>
<td>3rd-Party license required, in increments of 1 ch</td>
</tr>
<tr>
<td></td>
<td>64 ch</td>
<td>2 licenses required:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• GV-VMS Pro license, 32 ch per license.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 3rd-Party license, in increments of 1 ch.</td>
</tr>
</tbody>
</table>

**Note:**
1. GV-USB Dongle comes in internal and external dongles. 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.
2. GeoVision offers a 60-day trial period that allows you to connect to 16 channels of third-party IP devices without license. Currently, you cannot remotely access the trial channels using remote applications.

Minimum System Requirements

Below are the minimum PC requirements for connecting GV-VMS with 32 and 64 channels of GV and 3rd party IP cameras (dual streams).

<table>
<thead>
<tr>
<th>CPU</th>
<th>GV-VMS (Up to 32 Channels)</th>
<th>GV-VMS Pro (Up to 64 Channels)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU</td>
<td>4th Generation i3-4130, 3.4 GHz</td>
<td>4th Generation i7-4770, 3.4 GHz</td>
</tr>
<tr>
<td>Memory</td>
<td>8 GB RAM</td>
<td>16 GB RAM</td>
</tr>
<tr>
<td>Graphic Card</td>
<td>Please see the GPU Decoding Specifications below.</td>
<td></td>
</tr>
</tbody>
</table>

**Note:**
1. To use the fisheye dewarping function, the graphic card must support DirectX 10.1 or above.
2. H.265 decoding requires 6th Generation Intel Desktop Processor (Skylake) or above.

Minimum Network Requirements

The data transmitting capacity of GV-VMS depends on the number of Gigabit connections available. The number of Gigabit network cards required to connect 64 channels are listed below according to the resolution and codec of the source video.

<table>
<thead>
<tr>
<th>Codec</th>
<th>Resolution</th>
<th>Bitrate Used (Mbps)</th>
<th>Total FPS for 64 ch</th>
<th>Gigabit Network Cards Required</th>
<th>Max. Channels Supported per Network Card</th>
</tr>
</thead>
<tbody>
<tr>
<td>H.264</td>
<td>1.3 MP</td>
<td>5.05</td>
<td>1920</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td></td>
<td>2 MP</td>
<td>7.01</td>
<td>1920</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td></td>
<td>3 MP</td>
<td>10.48</td>
<td>1280</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td></td>
<td>4 MP</td>
<td>11.65</td>
<td>960</td>
<td>2</td>
<td>Max. 50 ch / card</td>
</tr>
<tr>
<td></td>
<td>5 MP</td>
<td>16.48</td>
<td>640</td>
<td>2</td>
<td>Max. 38 ch / card</td>
</tr>
<tr>
<td></td>
<td>8 MP</td>
<td>17.14</td>
<td>1600</td>
<td>2</td>
<td>Max. 38 ch / card</td>
</tr>
<tr>
<td></td>
<td>12 MP</td>
<td>16.67</td>
<td>960</td>
<td>2</td>
<td>Max. 38 ch / card</td>
</tr>
<tr>
<td>H.265</td>
<td>3 MP</td>
<td>7.06</td>
<td>1920</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td></td>
<td>4 MP</td>
<td>9.44</td>
<td>1600</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td></td>
<td>5 MP</td>
<td>7.52</td>
<td>1920</td>
<td>1</td>
<td>Max. 64 ch / card</td>
</tr>
<tr>
<td>MJPEG</td>
<td>1.3 MP</td>
<td>32.36</td>
<td>1920</td>
<td>3</td>
<td>Max. 22 ch / card</td>
</tr>
<tr>
<td></td>
<td>2 MP</td>
<td>44.96</td>
<td>1920</td>
<td>4</td>
<td>Max. 16 ch / card</td>
</tr>
<tr>
<td></td>
<td>3 MP</td>
<td>38.73</td>
<td>1280</td>
<td>4</td>
<td>Max. 18 ch / card</td>
</tr>
<tr>
<td></td>
<td>4 MP</td>
<td>40.35</td>
<td>960</td>
<td>4</td>
<td>Max. 17 ch / card</td>
</tr>
<tr>
<td></td>
<td>5 MP</td>
<td>30.48</td>
<td>640</td>
<td>3</td>
<td>Max. 22 ch / card</td>
</tr>
<tr>
<td></td>
<td>8 MP</td>
<td>58.52</td>
<td>1600</td>
<td>6</td>
<td>Max. 12 ch / card</td>
</tr>
<tr>
<td></td>
<td>12 MP</td>
<td>65.98</td>
<td>960</td>
<td>6</td>
<td>Max. 11 ch / card</td>
</tr>
</tbody>
</table>
Frame rate limit in a single hard disk

Since the size of transmitted data from IP cameras may be quite large and reach beyond the transfer rate of a hard disk, you should note the total recording frame rates that you can assign to a single hard disk, as listed below.

<table>
<thead>
<tr>
<th>Video resolution</th>
<th>H.264 Frame Rate</th>
<th>H.264 Bit Rate</th>
<th>H.265 Frame Rate</th>
<th>H.265 Bit Rate</th>
<th>MJPEG Frame Rate</th>
<th>MJPEG Bit Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 MP</td>
<td>330 fps</td>
<td>14.47 Mbit/s</td>
<td>N/A</td>
<td>N/A</td>
<td>56 fps</td>
<td>65.98 Mbit/s</td>
</tr>
<tr>
<td>8 MP</td>
<td>660 fps</td>
<td>14.13 Mbit/s</td>
<td>N/A</td>
<td>N/A</td>
<td>96 fps</td>
<td>58.52 Mbit/s</td>
</tr>
<tr>
<td>5 MP</td>
<td>220 fps</td>
<td>8.5 Mbit/s</td>
<td>660 fps</td>
<td>6.73 Mbit/s</td>
<td>80 fps</td>
<td>30.4 Mbit/s</td>
</tr>
<tr>
<td>4 MP</td>
<td>330 fps</td>
<td>10.4 Mbit/s</td>
<td>550 fps</td>
<td>7.74 Mbit/s</td>
<td>105 fps</td>
<td>40.53 Mbit/s</td>
</tr>
<tr>
<td>3 MP</td>
<td>440 fps</td>
<td>9.83 Mbit/s</td>
<td>660 fps</td>
<td>5.35 Mbit/s</td>
<td>140 fps</td>
<td>38.67 Mbit/s</td>
</tr>
<tr>
<td>2 MP</td>
<td>660 fps</td>
<td>12.59 Mbit/s</td>
<td>N/A</td>
<td>N/A</td>
<td>210 fps</td>
<td>44.93 Mbit/s</td>
</tr>
<tr>
<td>1.3 MP</td>
<td>660 fps</td>
<td>6.16 Mbit/s</td>
<td>N/A</td>
<td>N/A</td>
<td>300 fps</td>
<td>32.26 Mbit/s</td>
</tr>
</tbody>
</table>

Note: The data above was determined using the bit rate listed above and hard disks with average R/W speed above 110 MB/s.

The frame rate limit is based on the resolution of video sources. The higher video resolutions, the lower frame rates you can assign to a single hard disk. In other words, the higher frame rates you wish to record, the more hard disks you need to install. For the information of recording frame rates, you may consult the user’s manual of the IP camera that you wish to connect to.

**GPU Decoding Specifications**

A higher total frame rate can be achieved if your CPU or external VGA supports GPU decoding.

**On-board VGA:** GPU decoding is only supported when using the following Intel chipsets:

For **H.264** Video Compression
- 2nd Generation Intel Core i3 / i5 / i7 Desktop Processors (Sandy Bridge) - only support 1 MP to 2 MP videos
- 3rd Generation Intel Core i3 / i5 / i7 Desktop Processors (Ivy Bridge)
- 4th Generation Intel Core i3 / i5 / i7 Desktop Processors (Haswell / Haswell Refresh)
- 6th Generation Intel Core i3 / i5 / i7 Desktop Processors (Skylake)
- 7th Generation Intel Core i3 / i5 / i7 Desktop Processors (Kaby lake)
- 8th Generation Intel Core i3 / i5 / i7 Desktop Processors (Coffee lake)

For **H.265** Video Compression
- 6th Generation Intel Core i3 / i5 / i7 Desktop Processors (Skylake)
- 7th Generation Intel Core i3 / i5 / i7 Desktop Processors (Kaby lake)
- 8th Generation Intel Core i3 / i5 / i7 Desktop Processors (Coffee lake)

External VGA: GPU decoding is only supported when using NVIDIA graphics cards with compute capability 3.0 or above and memory 2 GB or above. To look up the compute capability of the NVIDIA graphics cards, refer to: https://developer.nvidia.com/cuda-gpus.

**Note:** Only one external NVIDIA graphic card can be supported by GV-VMS17.1 to perform GPU decoding for free of charge. Additional charges will apply for the use of up to four other NVIDIA graphic cards.

**On-board VGA + external VGA:** To have both the on-board VGA and external VGA perform GPU decoding, the VGAs must follow their respective specifications listed above.

**Note:**
1. If you have both on-board VGA and external VGA installed, the on-board VGA and external VGA must be connected to a monitor for H.264 / H.265 GPU decoding.
2. CUDA compute capability 5.0 or higher is required to ensure optimal performance. For more information, see **Total frame rate and number of channels supported**.
Total frame rate and number of channels supported

Refer to the documents below to see the total frame rate and number of channels supported by GV-VMS when connected to different IP devices.

- IP Device Integration Notes (H.264 CPU/GPU Decoding, based on GV-VMS V15.10.1.0)
- IP Device Integration Notes (H.265 GPU Decoding, based on GV-VMS V15.11.0.0)
- GV-Fisheye Camera Integration Notes

### Specifications

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Video Input</strong></td>
<td>Up to 64 channels</td>
</tr>
<tr>
<td><strong>Audio Input</strong></td>
<td>Up to 64 channels</td>
</tr>
<tr>
<td><strong>Video Codec</strong></td>
<td>MJPEG, H.264, H.265</td>
</tr>
<tr>
<td><strong>Audio Codec</strong></td>
<td>16 kHz / 16-bit, 32 kHz / 16-bit</td>
</tr>
<tr>
<td><strong>Video Resolution</strong></td>
<td>From CIF to megapixels</td>
</tr>
<tr>
<td><strong>Networking</strong></td>
<td>LAN, WAN, Internet, Modem Dial-up, Modem-to-Modem, ISDN</td>
</tr>
<tr>
<td><strong>Backup Device</strong></td>
<td>HDD, NAS, CD-R / R-W, DVD+R / +RW, DVD+R (DL), ZIP, JAZ, Blu-ray, GV-Storage System</td>
</tr>
<tr>
<td><strong>Language</strong></td>
<td>Bulgarian / Czech / Danish / English / French / German / Greek / Hebrew / Hungarian / Italian / Japanese / Persian / Polish / Portuguese / Russian / Serbian / Simplified Chinese / Slovakian / Slovenian / Spanish / Traditional Chinese / Turkish</td>
</tr>
</tbody>
</table>

**Note:** All specifications are subject to change without notice.

### Options

<table>
<thead>
<tr>
<th>Optional Devices</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GV-IR Remote Control</td>
<td>GV-IR Remote Control allows you to control GV-VMS at the maximum operation distance of 7 m (22.97 ft).</td>
</tr>
<tr>
<td>GV-NET I/O Card V3.2</td>
<td>GV-NET/I/O card V3.2 provides 4 inputs and 4 relay outputs. It supports both DC and AC output voltages and provides a USB port as well.</td>
</tr>
<tr>
<td>Internal USB Dongle</td>
<td>The USB dongle can provide the Hardware Watchdog function to the GV-VMS by restarting the computer when Windows crashes. You need to connect the dongle internally on the motherboard.</td>
</tr>
<tr>
<td>GV-COM V3</td>
<td>GV-COM V3 can add 1 RS-485 port to your computer through a USB connector.</td>
</tr>
<tr>
<td>GV-IO Box 4E</td>
<td>GV-IO Box 4E provides 4 inputs and 4 relay outputs. It supports both DC and AC output voltages, PoE, TCP / IP and RS-485 port for PC connection.</td>
</tr>
<tr>
<td>GV-IO Box (4 Ports V1.2)</td>
<td>GV-IO Box 4 Ports V1.2 provides 4 inputs and 4 relay outputs. It supports both DC and AC output voltages, and provides a USB port for PC connection.</td>
</tr>
<tr>
<td>GV-IO Box (8 Ports)</td>
<td>GV-IO Box 8 Ports provides 8 inputs and 8 relay outputs, and supports both DC and AC output voltages. You can connect the unit to the PC either by using its USB port or through network by using its Ethernet module.</td>
</tr>
<tr>
<td>GV-IO Box (16 Ports)</td>
<td>GV-IO Box 16 Ports provides 16 inputs and 16 relay outputs, and supports both DC and AC output voltages. You can connect the unit to the PC either by using its USB port or through network by using its Ethernet module.</td>
</tr>
<tr>
<td>GV-Joystick V2</td>
<td>GV-Joystick V2 allows you to easily control PTZ cameras. It can be either plugged into the GV-VMS for independent use or connected to GV-Keyboard.</td>
</tr>
<tr>
<td>GV-Keyboard V3</td>
<td>GV-Keyboard V3 is used to program and operate GV-VMS and PTZ cameras. Through RS-485 configuration, it can control up to 36 GV-VMS. In addition, you can connect PTZ cameras directly to the keyboard for PTZ control.</td>
</tr>
</tbody>
</table>