



## **HikCentral Professional System Requirements & Performance**

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# Contents

Chapter 1 System Requirements.....1

Chapter 2 Server Performance.....3

    2.1 System Management Server (SYS) ..... 3

    2.3 Streaming Server ..... 25

Chapter 3 Client Performance.....26

    3.1 Decoding Performance ..... 26

    3.2 Control Client Performance..... 29

## Chapter 1 System Requirements

<b>OS for Server*</b>	<p>Microsoft® Windows 11 64-bit</p> <p>Microsoft® Windows 10 64-bit</p> <p>Microsoft® Windows 8.1 64-bit</p> <p>Microsoft® Windows 7 SP1 64-bit</p> <p>Microsoft® Windows Server 2019 64-bit</p> <p>Microsoft® Windows Server 2016 64-bit</p> <p>Microsoft® Windows Server 2012 R2 64-bit</p> <p>Microsoft® Windows Server 2012 64-bit</p> <p>Microsoft® Windows Server 2008 R2 SP1 64-bit</p> <p>Microsoft® Windows Server 2022</p> <p><i>*For Windows 8.1 and Windows Server 2012 R2, make sure it is installed with the rollup (KB2919355) updated in April, 2014.</i></p>
<b>OS for Control Client</b>	<p>Microsoft® Windows 11 64-bit</p> <p>Microsoft® Windows 10 64-bit</p> <p>Microsoft® Windows 8.1 64-bit</p> <p>Microsoft® Windows 7 SP1 64-bit</p> <p>Microsoft® Windows Server 2019 64-bit</p> <p>Microsoft® Windows Server 2016 64-bit</p> <p>Microsoft® Windows Server 2012 R2 64-bit</p> <p>Microsoft® Windows Server 2012 64-bit</p> <p>Microsoft® Windows Server 2008 R2 SP1 64-bit</p> <p>Microsoft® Windows Server 2022</p> <p><i>*For Windows 8.1 and Windows Server 2012 R2, make sure it is installed with the rollup (KB2919355) updated in April, 2014.</i></p>
<b>OS for Mobile Client</b>	<p>iOS 10.0 and above</p> <p>Android 6.0 and above</p>
<b>Database</b>	PostgreSQL V11.8
<b>Browser</b>	<p>Google Chrome® 100 and above</p> <p>Firefox® 100 and above</p> <p>Safari® 13 and above</p> <p>Microsoft® Edge 100 and above</p> <p>Internet Explorer® 11 and above</p>
<b>Virtual Machine</b>	<p>VMware® ESXi™ 6.x, ESXi™ 7.x</p> <p>Microsoft® Hyper-V with Windows Server 2012/2012 R2/2016 (64-bit)</p> <p><b>Note:</b> The Control Client cannot run on the virtual machine. The Virtual machine in cluster mode is not supported. The migration of virtual machine will cause the failure of License verification.</p>
<b>Failover Cluster</b>	<p>Microsoft® Windows Server 2019 64-bit</p> <p>Microsoft® Windows Server 2016 64-bit</p> <p>Microsoft® Windows Server 2012 64-bit</p>

	Microsoft® Windows Server 2008 R2 SP1 64-bit RoseReplicatorPlus_5.1.0_175-x64
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\*Server refers to SYS (System Management Server).

## Chapter 2 Server Performance

### 2.1 System Management Server (SYS)

SYS Configurations			
Feature	Low-End	High-End	
CPU	Intel® Core™ i5-8500 @ 3.00 GHz	Intel® Xeon® E-2314 @ 2.80 GHz Intel® Xeon® E-2324G @ 3.10 GHz	Intel® Xeon® E-2378 @ 2.60 GHz <i>Note: Intel® Xeon® Silver 4110 @ 2.10 GHz is also supported.</i>
RAM	8 GB	16 GB <i>Note: For a smoother and faster running, 32 GB is recommended.</i>	
NIC	GbE Network Interface Card	GbE Network Interface Card	GbE Network Interface Card
HDD for OS	SATA-II 7200 RPM Enterprise Class HDD	SATA-II 7200 RPM Enterprise Class HDD	SATA-II 7200 RPM Enterprise Class HDD
HDD for Picture Storage	Video security-class HDD or high performance network HDD. It should support writing or reading of 10 MB/s.	Enterprise-class HDD or high performance network HDD. It should support writing or reading of 20 MB/s.	Enterprise-class HDD or high performance network HDD It should support writing or reading of 20 MB/s.
HDD Capacity	At least 650 GB	At least 650 GB	At least 650 GB
OS	Microsoft® Windows 8.1 64-bit	Microsoft® Windows Server 2012 (R2) 64-bit or above	Microsoft® Windows Server 2012 (R2) 64-bit or above
Virtual Machine	<b>Amazon AWS EC2</b> Instance: c5.xlarge CPU: Intel® Xeon® Cascade Lake @3.60 GHz vCPU Count: 4 RAM: 8 GB	<b>Amazon AWS EC2</b> Instance: m5.xlarge CPU: Intel® Xeon® Platinum 8175M @3.10 GHz vCPU Count: 4 RAM: 16 GB	<b>Amazon AWS EC2</b> Instance: c5.2xlarge CPU: Intel® Xeon® Platinum 8000 @3.40 GHz vCPU Count: 8 RAM: 16 GB Storage: HDD

	Storage: EBS NIC: 10 Gbps	Storage: EBS NIC: 10 Gbps	NIC: 10 Gbps
	Microsoft Azure Instance: B4MS CPU: Intel Xeon® E5-2673 v4 @ 2.30 GHz vCPU Count: 4 RAM: 16 GB NIC: 10 Gbps		Microsoft Azure Instance: F8s_v2 CPU: Intel Xeon® Platinum 8272CL CPU @2.60GHz vCPU Count: 8 RAM: 16 GB NIC: 10 Gbps
Maximum Performance			
	Feature	Low-End	High-End
Workbench	Default Preset Workbenches	3	
	Customized Preset Workbenches	32	128
	Preset Workbenches Allocated to Each User	4	8
	Personal Workbenches Created by Each User	4	8
Manageable Resources	Encoding Devices	256	For E-2314, totally up to 1,024 devices can be added. For E-2378, totally up to 2,048 devices can be added. <i>*For scenarios only needing access control devices or elevator devices, up to 1,024 devices can be added.</i>
	Access Control Devices	256	
	Elevator Control Devices	128	
	Security Control Devices	256	
	Fire Protection Devices	256	
	Guidance Terminals	-	
	Guidance Screens	-	512
	Video Intercom Devices	32	5,000
	Indoor Stations	32	



	<b>Visitor Terminals</b>	8	32
	<b>DS-5600 Series Face Recognition Terminals</b> <i>*Applied with Hikvision Turnstiles</i>	32	*If DS-5600 series devices are applied with third-party turnstiles, they are regarded as access control devices.
	<b>Security Radars and Radar PTZ Cameras</b>	30	
	<b>Digital Signage Terminals</b>	128	1,024
	<b>Interactive Flat Panels</b>	128	1,024
	<b>Network Transmission Devices</b>	-	128
	<b>UVSS</b>	2	4
	<b>On-Board Devices</b>	300	E-2314: 500 E-2378: 1,000
	<b>Entrance/Exit Stations</b>	40	40
	<b>Query Terminals</b>	16	16
	<b>Cameras (After Capability Expanded)</b>	512	E-2314: 3,000 E-2378: 10,000
	<b>Alarm Inputs</b> <i>* Excluding security control panels and panic alarm devices</i>	512	10,000
	<b>Alarm Inputs of Security Control Devices</b>	512	10,000
	<b>Alarm Outputs</b>	512	3,000
	<b>ANPR Cameras</b>	256	E-2314: 1,024 E-2378: 3,000
	<b>People Counting Cameras</b>	256	E-2314: 1,024

			E-2378: 3,000
	<b>Queue Management Cameras</b>	256	E-2314: 1,024 E-2378: 3,000
	<b>Heat Map Cameras</b>	128	1,024 (recommended max. value)
	<b>Facial Recognition Servers</b>	16	64
	<b>Thermal Cameras</b>	5 (recommended max. value)	20 (recommended max. value)
	<b>Access Points (Doors + Floors)</b>	128	1,024 <i>*For scenarios only needing doors or floors, 1,024 doors or floors can be added.</i>
	<b>Doors</b>	128	1,024
	<b>Floors</b>	128	1,024
	<b>Enrollment Station</b>	8	
	<b>Recording Servers</b> <i>*Including pStor, Hybird SAN, NVR, and cloud storage</i>	64	
	<b>Streaming Servers</b>	64	
	<b>DeepinMind Servers</b>	64	
	<b>Dock Stations</b>	-	1,500
	<b>Resources in One Analysis Group</b>	64	
	<b>Partitions (Areas)</b>	64	2,048
	<b>Remote Sites</b>	-	1,024
	<b>Resources on Remote Sites</b>	-	100,000
<b>Area</b>	<b>Areas</b>	512	3,000
	<b>Area Hierarchies</b>	5	
	<b>Cameras in One Area</b>	256	

Event & Alarm	Alarm Inputs in One Area	256	
	Alarm Outputs in One Area	256	
	Alarm Priorities	255	
	Alarm Categories	25	
	Event and Alarm Rules	1,500	E-2314: 3,000 E-2378: 10,000
	User-Defined Event Rules	1,0000	
	Arming Schedule Templates	200	
	Events or Alarms Storage	<ul style="list-style-type: none"> <li>● 30 events or alarms without picture per second.</li> <li>● 5 events or alarms with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 20 events or alarms with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 1,000 (E-2378) events or alarms without picture per second (for up to 1 minutes).</li> <li>● 20 events or alarms with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 80 events or alarms with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>
	Events or Alarms Sent to Clients	<ul style="list-style-type: none"> <li>● 38 events or alarm/s.</li> <li>● 30 Clients/s (Web Client, Mobile Clients, and Control Clients)</li> </ul>	<ul style="list-style-type: none"> <li>● <b>Web Client:</b> 20 events or alarms with picture per second; 40 events or alarms without picture per second; 100 access events/s.</li> <li>● <b>Control Client:</b> 120 events or alarm/s.</li> <li>● 100 Clients/s (Web Client, Mobile Clients, and Control Clients)</li> </ul>
	Event Triggered Capturing	20 cameras can be triggered to capture pictures concurrently per second.	
	Alarm Triggered Recording	30 cameras can be triggered to record video concurrently per second.	128 cameras can be triggered to record video concurrently per second. *If the recorded videos are stored in CVR, only 30 cameras can be triggered to record video concurrently per second.
	Alarm Triggered Actions (Excluding Recording)	152 actions (excluding recording) can be triggered concurrently by	512 actions (excluding recording) can be triggered concurrently by alarms per second.

			alarms per second.	
	<b>Combined Alarms</b>		10 alarms per second	
	<b>Optimus Alarms</b>		30 alarms per second (for up to 1 minute)	E-2314: 100 alarms per second (for up to 1 minute) E-2378: 500 alarms per second (for up to 1 minute)
<b>Recording</b>	<b>Recording Schedules</b>		512	E-2314: 3,000 E-2378: 30,000
	<b>Recording Schedule Templates</b>		200	
<b>Map</b>	<b>Map</b>	<b>Maps Linked to One Area</b>	64	
		<b>Resolution</b>	8192×8192	
		<b>Size for One Map</b>	64 MB	
		<b>Total Size for Maps</b>	2 GB	15 GB
		<b>Maps</b>	128	1,024
		<b>Cameras on One Map</b>	16	128
		<b>Alarm Inputs on One Map</b>	16	128
		<b>Alarm Outputs on One Map</b>	16	128
		<b>Labels on One Map</b>	16	128
		<b>UVSS on One Map</b>	4	4
		<b>Access Points on One Map</b>	16	128
		<b>Hot Regions on One Map</b>	8	64
		<b>Cameras on Maps in Total</b>	512	E-2314: 3,000 E-2378: 10,000
		<b>Alarm Inputs on Maps in Total</b>	32	3,000

		Alarm Outputs on Maps in Total	32	3,000
		Labels on Maps in Total	128	3,000
		UVSS on Maps in Total	4	4
		Access Points on Maps in Total	32	E-2314: 128 E-2378: 512
		Hot Regions on Maps in Total	128	1,024
	GIS Map	Elements in Total	3,000	
		Hot Regions in Total	128	1,024
		Cameras in Total	512	E-2314: 3,000 E-2378: 10,000
		Alarm Inputs in Total	512	3,000
		Alarm Outputs in Total	512	3,000
		UVSSs in Total	4	4
		Access Points in Total	32	E-2314: 128 E-2378: 1024
		Labels in Total	512	3,000
AR Monitoring	AR Map	AR Scenes	100	
		Plans	512 <b>Note:</b> Up to 100 scenes are allowed for each plan.	
		Tags for Each Scene	200	
		Tag Groups for Each Scene	100	
User & Role	Roles		400	3,000
	Users		100	3,000
	Roles Assigned to One User		● 100 roles can be assigned to	● 100 roles can be assigned to one user (Resources linked

		one user (Resources linked to one role < 170); ● 50 roles can be assigned to one user (Resources linked to one role < 514).	to one role < 1,000); ● 50 roles can be assigned to one user (Resources linked to one role < 3,000).
	<b>Concurrent Accesses via Client</b>	● 30 Control Clients and Web Clients access the system concurrently; ● 30 Mobile Clients access the system concurrently.	● 100 Control Clients and Web Clients access the system concurrently; ● 100 Mobile Clients access the system concurrently;
	<b>Double Authentications</b>	32 users	50 users
<b>Data Storage (BI Data and Data Recorded in System)</b>	<b>Data Retention Period</b>	5,000,000 per Month and Stored for 3 Years	
	<b>People Counting</b>	5 million each year	
	<b>Heat Map</b>	0.25 million each year	
	<b>ANPR</b>	60 million each year	
	<b>Events</b>		
	<b>Alarms</b>		
	<b>Access Records</b>	1.4 billion each year	
	<b>Attendance Records</b>	55 million each year	
	<b>Visitor Records</b>	10 million each year	
	<b>Operation Logs</b>	5 million each year	
	<b>Service Information Logs</b>		
	<b>Service Error Logs</b>		
	<b>Recording Tags</b>	60 million	
<b>Person</b>	<b>Persons</b>	2,000	1,000,000
	<b>Departments</b>	3,000	
	<b>Department Hierarchies</b>	10	
	<b>Profile Pictures</b>	2,000	1,000,000
	<b>Size of One Profile Picture</b>	Recommended: 300 KB	

	<b>Total Size of Profile Pictures</b>	500 MB	300 GB
	<b>Persons to Be Reviewed</b>	10,000	
	<b>Resigned Persons</b>	100,000	
	<b>Resignation Types</b>	100	
<b>Access Control</b>	<b>Persons for Access Control</b>	2,000	50,000
	<b>Cards</b>	10,000	250,000
	<b>Fingerprints</b>	8,000	200,000
	<b>Credentials (Cards + Fingerprints)</b>	10,000	250,000
	<b>Irises</b>	4,000	100,000
	<b>Anti-Passback Rules</b>	32	128
	<b>Access Points in One Anti-Passback Rule</b>	16	
	<b>Access Levels</b>	32	512
	<b>Access Points in One Access Level</b>	32	1024
	<b>Access Schedules</b>	32	
	<b>Card Templates</b>	32	
	<b>Device Polling Rate</b>	3 minutes	
	<b>Speed of Applying Persons' Access Level Settings to Device</b>	<ul style="list-style-type: none"> <li>● Card: 4.2 cards per second</li> <li>● Fingerprint: 1.7 fingerprints per second</li> <li>● Face credential: 1.7 face pictures per second</li> <li>● Iris: 100 irises per second</li> </ul>	
	<b>Speed of Reporting Access Records</b>	10 records per second	E-2314: 100 records per second E-2378: 1,000 records per second
<b>Visitor</b>	<b>Visitors</b>	5,000	100,000
	<b>Visitor Registration/Reservation Records</b>	100,000	

	<b>Visitor Reservation Records to Be Approved</b>	5,000	10,000
	<b>Visitor Email Templates</b>	20	
	<b>Visit Purposes</b>	20	
	<b>Visitors in Blocklist</b>	5,000	10,000
	<b>Entities in Watch List</b>	5,000	10,000
	<b>Hosts to Be Applied</b>	10,000	50,000
	<b>Card Templates</b>	20	20
<b>Time and Attendance</b>	<b>Persons for Time and Attendance</b>	5,000	50,000
	<b>Shifts</b>	32	128
	<b>Break Timetables</b>	128	
	<b>Break Timetables in One Timetable</b>	4	
	<b>Custom Reports</b>	128	
	<b>Holidays</b>	32	
	<b>Overtime Types of Pay Code</b>	128	
	<b>Leave Types of Pay Code</b>		
	<b>Application Roles</b>	100	
	<b>Application Flows</b>	1,000	
	<b>Nodes in One Application Flow</b>	100	
	<b>Persons Allowed in One Application Role</b>	500	
	<b>Persons Contained in All Application Roles in Each Nodes</b>	500	
	<b>Concurrent Login of Employees via Client</b>	500	



Intelligent Analysis	Persons for Intelligent Analysis	2,000	1,000,000
	Intelligent Analysis Groups	32	1,000
	Face Comparison Groups	16	64
	Storage of Face Matched/Mismatched Events	<ul style="list-style-type: none"><li>● 120/s without pictures</li><li>● 20/s with pictures (each picture 500 KB, stored in Recording Server)</li></ul>	<ul style="list-style-type: none"><li>● 400/s without pictures</li><li>● 100/s with pictures (each picture 500 KB, stored in Recording Server)</li></ul>
BI (Retail/Supermarket Scenario)	Total Stores	64	E-2314: 200 E-2378: 1,000
	Total Floors		
	Total Entries and Exits		
	Total Analytic Areas		
	Total Cameras for People Counting	Subject to the specifications in <b>Manageable Resources</b> .	
	Total Cameras for Queue Analysis		
	Total Cameras for Heat Analysis		
	Promotion Days	Total Promotion Days: 100 Total Days of a Promotion Day: 30	
	Scheduled Reports	Total Scheduled Reports: 100 Total Data in One Scheduled Report: 32,000	
	Floors of One Store	10	
	Entries and Exits of One Store	64	100
	Cameras Installed at Entries and Exits	5	
BI (Public Scenario)	Total Analysis Group	64	E-2314: 200 E-2378: 1,000
	Cameras of Each Analysis	64	

	Group		
Vehicle and Parking Management	Vehicle Lists	13	100
	Vehicles	60,000	500,000
	Undercarriage Pictures (Each 10 MB)	512	3,000
	Storage of License Plate Matched/Mismatched Events	<ul style="list-style-type: none"> <li>● 5/s with pictures (each picture 500 KB, stored in SYS server)</li> <li>● 20/s with pictures (each picture 500 KB, stored in Recording Server)</li> </ul>	<ul style="list-style-type: none"> <li>● 400/s without pictures</li> <li>● 20/s with pictures (each picture 500 KB, stored in SYS server)</li> <li>● 100/s with pictures (each picture 500 KB, stored in Recording Server)</li> </ul>
	Parking Lots	-	10
	Total Lanes	-	40
	Lanes in One Parking Lot	-	32
	Vehicle Lists	-	100
	Vehicles in One List	-	5,000
	Vehicles in Blocklist	-	5,000
	Total Floors of Parking Lot	-	128
	Parking Spaces on One Floor	-	1,024
	Customized Vehicle Types	-	10
	Vehicles	-	500,000
	Vehicles' Cards	-	250,000
	Temporary Cards of One Parking Lot	-	10,000
	Passing Frequency of Lanes	-	1 vehicle per second for single lane
Report	Regular Report Rules	100	
	Event or Alarm Rules in One Event/Alarm Report	32	
	Records in One Sent Report	10,000 or 10 MB	
	Resources Selected for One	● 20 people counting cameras searched for one people counting report	

	<b>Report</b>	<ul style="list-style-type: none"> <li>● 20 ANPR cameras searched for one vehicle analysis report</li> <li>● 20 queues searched for one queue analysis report</li> <li>● 20 presets searched for one temperature report</li> </ul> <p>*With this limitation, you can generate a neat and clear report via the Control Client and it costs less time.</p>		
<b>Smart Wall</b>	<b>Decoding Devices</b>	32		
	<b>Smart Walls</b>	32		
	<b>Views</b>	1,000		
	<b>Cameras in One View</b>	256		
	<b>View Groups</b>	100		
	<b>Views in One View Group</b>	10		
	<b>Cameras in One Window of Auto-Switch</b>	20		
	<b>Windows of an Auto-Switch</b>	16		
	<b>View Group of an Auto-Switch</b>	1		
	<b>Concurrent Accesses via Control Client</b>	5		
	<b>Operation Logs Storage</b>	500,000		
	<b>Alarms Displayed on Smart Wall as Actions</b>	5 alarms per second (each alarm has 16 related cameras).		
	<b>LED Smart Walls Linked to a Decoder</b>	69 decoder: 1 C10ST: 1		
	<b>LCD Smart Walls Linked to a Decoder</b>	69 decoder: 3 C10ST: 3		
	<b>Maximum Output Ports Linked to a LCD Smart Wall</b>	6 × 10		
	<b>Maximum Output Ports Linked to a LED Smart Wall</b>	16 × 20		
<b>Digital Signage</b>	<b>Contents Release</b>	<b>Materials</b>	-	10,000
		<b>Material Size</b>	-	4 GB

		Programs	-	2,000	
		Text Messages	10,000		
		Schedules	-	1,000	
		Release Records	-	1,000	
		Content Review Records	20,000		
		Video Walls	512		
		Concurrent Operation	Materials Uploading	-	32
	Schedules Applying		-	100	
	Programs Applying		-	100	
	Program	Windows On One Page	-	16	
		Media Files in Each Window	-	256	
Interactive Flat Panel	Applications		1,000		
	Applications Uploaded for One Time		100		
Audio Broadcast	Speaker Unit		128		
	Broadcast Groups		-	128	
	IP Speakers in One Broadcast Group			100	
	Media Libraries				
	Audio Files in One Media Library				
	Broadcast Schedules				
Security Inspection	Security Analyzers		-	E-2314: 8	

			E-2378: 8
	<b>Walk-Through Metal Detectors</b>	-	E-2314: 64 E-2378: 64
<b>On-Board Monitoring</b>	<b>Fence Rules for One Vehicle</b>	4	
	<b>Vehicles Can Be Located in One Client</b>	50	64
	<b>Retention Period of GPS Data</b>	1 Year	
	<b>Retention Period of Statistics Data</b>	3 Years	
	<b>Driving Event Storage</b>	Store 5,000,000 Events per Month Retention Period: 3 Years	
	<b>Speed of Handling Driving Events</b>	300 events per second (last 1 minute)	E-2314: 500 events per second (last 1 minute) E-2378: 1000 events per second (last 1 minute)
	<b>Maximum Number of Drivers</b>	10,000	
<b>Evidence Management</b>	<b>Evidences</b>	100,000	
	<b>Evidence Files</b>	5,000,000	
<b>Patrol</b>	<b>Patrol Points</b>	1,024	

	<b>Patrol Person Groups</b>	300	
	<b>Schedule Templates</b>	1,000	
	<b>Shifts of a Patrol Route</b>	8	
<b>Dock Management</b>	<b>Docks</b>	-	500
	<b>Dock Events</b>	-	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 500 (E-2378) events without picture per second (for up to 1 minutes).</li> <li>● 20 events with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 80 events with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>
	<b>Dock Data Retention Period</b>	-	2 Years
<b>Parcel Tracking</b>	<b>Check Points</b>	-	1000
	<b>Scanning Devices (Accessed via CodePlatform or NVR)</b>	-	50
	<b>Scanning Devices (Accessed directly)</b>	-	45
	<b>Parcel Tracking Events</b>	-	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 500 (E-2378) events without picture per second (for up to 1 minutes).</li> <li>● 50 events with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>

	<b>Retention Period of Scanning Records</b>	-	3 Months
<b>Canteen Consumption</b>	<b>Canteen Payment Terminals</b>	-	100
	<b>Number of Merchants</b>	-	100
	<b>Merchant Levels</b>	-	5
	<b>Payment Groups</b>	-	512
	<b>Payment Rules</b>	-	128
	<b>Meal Types</b>	-	8
	<b>Number of Payment Persons</b>	-	50000
	<b>Payment Response Time for 100 Payment Terminals Working Simultaneously</b>	-	3 Seconds
	<b>Consumption Events</b>	-	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 200 (E-2378) events without pictures per second (for up to 1 minutes).</li> <li>● 20 events with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 80 events with pictures (500 KB each, stored in recording server) per second.</li> </ul>

	<b>Speed of Applying Person Permissions</b>	-	Card: 50 Milliseconds Per Card Profile Picture: 1 Second Per Profile Picture
<b>Traffic</b>	<b>Devices for Toll Verification</b>	-	10
	<b>Devices for Traffic Event Detection</b>	-	50
	<b>Vehicle Passing Events</b>	-	<ul style="list-style-type: none"> <li>● 40 events without picture per second (for up to 1 minutes).</li> <li>● 20 events with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 40 events with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>
	<b>Traffic Events</b>	-	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 200 (E-2378) events without picture per second (for up to 1 minutes).</li> <li>● 20 events with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 80 events with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>
	<b>Retention Period of Toll Verification Records</b>	-	3 Years
	<b>Retention Period of Traffic Data</b>	-	3 Years
<b>Public Order Management</b>	<b>Municipal Enforcement PTZ Cameras</b>	-	500
	<b>Water Level Detection PTZ Cameras</b>	-	500



	<b>Urban Management Incidents</b>	-	<ul style="list-style-type: none"> <li>● 20 events with pictures (500 KB each, stored in SYS server) per second.</li> <li>● 80 events with pictures (500 KB each, stored in Recording Server) per second.</li> </ul>
	<b>Water Level Events</b>	-	<ul style="list-style-type: none"> <li>● 100 (E-2314) or 200 (E-2378) events without picture per second (for up to 1 minutes).</li> </ul>
	<b>Retention Period of Urban Management Data</b>	-	3 Years
	<b>Retention Period of Water Level Data</b>	-	3 Years
<b>Others</b>	<b>Streaming Gateway</b>	50 cameras×2 Mbps input and 50 cameras×2 Mbps output	200 cameras×2 Mbps input and 200 cameras×2 Mbps output
	<b>Time Consumed to Export Devices and Sites</b>	10 seconds	E-2314: 10 seconds E-2378: 19 seconds
	<b>Number of Messages Sent from SYS to Mobile Clients on Different Smart Phone Systems</b>	iOS/HUAWEI: 30 per second Firebase Cloud Messaging (FCM): 26 per second	
<b>Store Audit</b>	<b>Stores</b>	-	1,000
	<b>Auditors of Each Store</b>	-	1
	<b>Rectification Personnel of Each Store</b>	-	1

	<b>Rating Items</b>	-	3,000
	<b>Max. Deducted Points of Each Rating Item</b>	-	100
	<b>Rating Categories</b>	-	200
	<b>Rating Templates</b>	-	100
	<b>Rating Items Linked to Each Rating Template</b>	-	100
	<b>Audit Schedules</b>	-	150
	<b>Audit Schedules Linked to Each Store</b>	-	10
	<b>Max. Validity Period of Each Audit Schedule</b>	-	3 Years
	<b>Stores Linked to Each Audit Schedule</b>	-	1,000
	<b>Pictures Uploaded During Each Audit</b>	-	4
	<b>Size of Each Picture Uploaded During an Audit</b>	-	8 MB
	<b>Pictures Uploaded for Each Rectification</b>	-	4

	<b>Size of Each Picture Uploaded for a Rectification</b>	-	8 MB
	<b>Retention Period of Task List</b>	-	3 Years
	<b>Retention Period of Deficiency List</b>	-	3 Years
<b>Industrial Inspection</b>	<b>Device Types</b>	-	1,000
	<b>Parts of Each Device Type</b>	-	20
	<b>Sub-Parts of Each Part</b>	-	10
	<b>Inspection Points of Each Device Type</b>	-	50
	<b>Production Equipment</b>	-	2,000
	<b>Inspection Schedules</b>	-	150
	<b>Inspection Schedules Linked to Each Area</b>	-	10
	<b>Max. Validity Period of Each Inspection Schedule</b>	-	3 Years
	<b>Task Execution Cycle</b>	-	Supports performing an inspection task for one time by day/week/month.

	<b>Areas Linked to Each Inspection Schedule</b>	-	100
	<b>Retention Period of Task &amp; Issue List</b>	-	3 Years
<b>Education Management</b>	<b>Classes</b>	-	120
	<b>Sections in Each Course Schedule</b>	-	84/week
	<b>Retention Period of Course Records</b>	-	3 Years
	<b>Retention Period of Class Attendance Data</b>	-	3 Years
	<b>Retention Period of To-Be-Corrected Attendance Data</b>	-	1 Month
	<b>Time Range of Displayed To-Be-Corrected Attendance Data</b>	-	7 Days
	<b>Retention Period of School Arrival Records</b>	-	3 Years
	<b>Time Range for Searching School Arrival Records</b>	-	31 Days
	<b>Retention Period of Course Inspection Records</b>	-	3 Years
	<b>Time Range for Searching Completed Courses</b>	-	7 Days

	<b>Time Range for Searching Course Inspection Records</b>	-	7 Days
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## 2.3 Streaming Server

Configurations		
Feature	Low-End	High-End
<b>CPU</b>	Intel® Core™ i5-4590 @ 3.30 GHz	Intel Xeon® E-2124 @ 3.30 GHz
<b>RAM</b>	8 GB	16 GB
<b>NIC</b>	GbE Network Interface Card	GbE Network Interface Card
<b>HDD Type</b>	SATA-II 7200 RPM Enterprise Class Hard Drives	SATA-II 7200 RPM Enterprise Class Hard Drives
<b>HDD Capacity</b>	10 GB for Streaming Server Log Files	10 GB for Streaming Server Log Files
Maximum Performance		
<b>Input and Output</b>	200 streams × 2 Mbps input and 200 streams × 2 Mbps output	300 streams × 2 Mbps input and 300 streams × 2 Mbps output

## Chapter 3 Client Performance

### 3.1 Decoding Performance

**Notes:**

- The performance refers to maximum live view channels within up to 80% of CPU consumption (software decoding) or up to 80% of video engine load/decoding value (hardware decoding).
- You can switch to hardware decoding on the System page. If the OS of your PC is Windows 7, make sure DirectX (D3DX9\_43.dll and D3DCompiler\_43.dll) have been installed, or the hardware decoding will fail and it will switch to software decoding. To realize hardware decoding and reach the following maximum decoding performance, click [here](#) to download and install DirectX.

Configurations						
Feature	Configuration 1			Configuration 2		Configuration 3
CPU	Intel® Core™ i5-9400/F			Intel® Core™ i3-8100 @ 3.60 GHz		Intel® Core™ i7-8700k @ 3.70 GHz
RAM	8 GB			8 GB		16 GB
NIC	GbE Network Interface Card			GbE Network Interface Card		GbE Network Interface Card
Graphics Card	NVIDIA® GeForce GTX 1050Ti			Intel® UHD Graphics 630+GT1030		NVIDIA® GeForce RTX 2080
OS	Microsoft® Windows 10 (64-bit)			Microsoft® Windows 10 (64-bit)		Microsoft® Windows 10 (64-bit)
Performance in Software Decoding						
Encoding Format	Frame Rate (fps)	Bit Rate (Mbps)	Resolution	Maximum Live View Channels		
				Configuration 1	Configuration 2	Configuration 3
H.264	30	0.5	CIF	163	97	193
	30	1	4CIF	81	38	80

	30	3	720p	33	14	43
	30	6	1080p	16	7	22
	30	8	3 MP	12	4	17
	30	12	8 MP	4	1	7
	25	16	32 MP	/	/	2
<b>H.264+</b>	30	1	720p	40	21	38
	30	3	1080p	16	8	25
	30	4	3 MP	13	6	14
<b>H.265</b>	30	1	720p	29	14	47
	30	3	1080p	12	5	20
	30	4	3 MP	8	3	13
	30	6	8 MP	2	1	4
	25	16	32 MP	/	/	1
<b>H.265+</b>	30	0.5	720p	40	16	56
	30	1	1080p	16	6	28
	30	2	3 MP	9	4	17
	30	3	8 MP	3	1	5
<b>Performance in Hardware Decoding</b>						
<b>Encoding</b>	<b>Frame</b>	<b>Bit Rate</b>	<b>Resolution</b>	<b>Maximum Live View Channels</b>		

Format	Rate (fps)	(Mbps)		Configuration 1	Configuration 2	Configuration 3
<b>H.264</b>	30	0.5	CIF	102	57	94
	30	1	4CIF	73	30	76
	30	3	720p	36	16	41
	30	6	1080p	17	8	20
	30	8	3 MP	12	5	14
	30	12	8 MP	5	2	6
	25	16	32 MP	/	/	2
<b>H.264+</b>	30	1	720p	38	14	41
	30	3	1080p	18	7	20
	30	4	3 MP	12	5	14
<b>H.265</b>	30	1	720p	33	16	45
	30	3	1080p	17	8	29
	30	4	3 MP	12	6	21
	30	6	8 MP	4	2	8
	25	16	32 MP	/	/	3
<b>H.265+</b>	30	0.5	720p	32	17	50
	30	1	1080p	17	9	28
	30	2	3 MP	11	6	22
	30	3	8 MP	4	2	8



## 3.2 Control Client Performance

**Note:** The performance refers to the maximum performance of the Control Client, running on the PC of the following configurations.

Control Client Configuration		
CPU	Intel® Core™ i7-9700k @ 3.60 GHz	
RAM	16 GB	
NIC	GbE Network Interface Card	
OS	Microsoft® Windows 10 64-bit	
Graphics Card	NVIDIA® GeForce GTX 970	
Maximum Performance		
Control Panel	Control Panels Can Be Configured	5
	Windows on One Control Panel	12
	Displayed Alarms	20
	Displayed Face Recognition Records	200
	Displayed Face Comparison Records	20
	Displayed Access Records	20
	Displayed Vehicle Passing Records	20
Resource	Resources in One Area	256
View	Public Views	100
	Private Views	100 views can be added for one user
	Public View Groups	100
	Private View Groups	100 views per user
	Cameras in One View	64
	View Hierarchies	5
Favorites	Favorites	100 Favorites can be added for one user (the number of users cannot be larger than 100)
	Resources in One Favorites	64
	Favorites Hierarchies	5
Live View and Playback	Channels in Live View	256
	Windows of Zooming Area in Fisheye Dewarping Live View	8
	Windows of Zooming Area in Live View	5
	Channels in Playback	16
	Channels in Synchronous Playback	16
	Channels in Visual Tracking	9
	Channels in Reverse Playback	16
	Auto-Switch Windows on One Auxiliary Screen	64 (four auxiliary screens are supported)
Event and Alarm	Max. Frequency of Alarm and Event Receiving (Face, Access Control, and Entrance & Exit)	100 alarms per second (last for 12 seconds), including 20 alarms with pictures (500 KB

		each) and 80 without pictures.
	<b>Average Frequency of Alarm and Receiving (Face, Access Control, and Entrance &amp; Exit)</b>	20 alarms with pictures (500 KB each) and 20 without pictures
	<b>Alarms Displayed in Alarm Center</b>	2,000
	<b>Unacknowledged Alarms Displayed</b>	5,00
	<b>Alarms to Be Batch Acknowledged for Once</b>	100
	<b>Alarms in One Export</b>	XLS/CSV: Unlimited PDF: 5,000
<b>Monitoring</b>	<b>Events Displayed in Event List</b>	500
	<b>Displayed Face Comparison Records/Access Records/Vehicle Passing Records</b>	200
	<b>Face Comparison Groups Subscribed</b>	10
	<b>Comparison Records of One Person</b>	20
	<b>Displayed Person-Related Events</b>	20
	<b>Displayed Vehicle-Related Events</b>	20
	<b>Displayed Video Search Results</b>	5,000
	<b>Displayed VCA Search Results</b>	5,000
	<b>Face Capture Records</b>	200
	<b>Vehicle Capture Records</b>	200
	<b>Vehicle Matched Events</b>	20
<b>Face and Human Body Recognition</b>	<b>Face Picture Matched Events</b>	20
	<b>Search Results of Matched Face Pictures</b>	Total: 10,000 (20 per page)
	<b>Search Results of Frequently and Rarely Appeared Persons</b>	100 per page
<b>Evidence Management</b>	<b>Files Linked to One Evidence</b>	100
<b>Video Intercom</b>	<b>Channels for Video Intercom</b>	1
<b>Two-Way Audio</b>	<b>Channels for Two-Way Audio</b>	1
<b>Broadcast</b>	<b>Devices in One Broadcast</b>	512
	<b>IP Speakers in One Broadcast</b>	128
<b>Intelligent Analysis</b>	<b>Records in One Export</b>	320,000
<b>Vehicle and Parking</b>	<b>Vehicle Passing Records in One Export</b>	PDF: 500
<b>Health Monitoring</b>	<b>Server Logs in One Export</b>	5,000
	<b>Device Logs in One Export</b>	2,000
	<b>Online/Offline Logs and Recording Logs in One Export</b>	10,000
<b>Task Center</b>	<b>Tasks Downloading Completed</b>	5,000

	Tasks Waiting for Downloading	500
	Tasks Waiting for Uploading	500
	Tasks in Downloading Simultaneously	5
	Tasks in Uploading Simultaneously	5
Smart Wall (Graphic Card)	Times for One Alarm to Be Displayed on Smart Wall	1
	Windows on One Smart Wall	64
Smart Wall (Decoding Device)	Views	1,000
	View Groups	100
	Auto-Switch Cameras in One Window	20
	Auto-Switch Windows on One Smart Wall	16
	Auto-Switch Cameras in Multiple Windows	256
	Maximum Number of Windows Displaying a Program	1
	Network Keyboard	8
	Maximum Resolution and Frame Rate of Displaying a Program	3840*2160, 30 fps
Dock Management	Docks	500
	Retention Period of Dock Records	2 Years
Parcel Tracking	Check Points	1000
	Scanning Devices (Accessed via CodePlatform)	50
	Scanning Devices (Accessed directly)	45
	Scanning Devices (Accessed via NVR)	1000
	Retention Period of Parking Tracking Records	3 Months
Vehicle Monitoring	Driving Events in One Export	100
Login and Logout	Login Time Consumed	15 Seconds
	Logout Time Consumed	10 Seconds
	User Switch Time Consumed	22 Seconds
Others	Image Cache	2 GB



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