

# Eocortex 3.4 Technical Specification

# **Technical Specification**

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#### **About Eocortex**

**Eocortex** is a global provider of the open platform software with smart video analytics for creating video surveillance systems. The **Eocortex** video management software is easy to design, install, set up and operate. Regular updates and technical support are provided for free.

The present specification contains the overview and the comparison of the capabilities provided by each type of license.

More details on the capabilities of **Eocortex** can be found in the documentation posted on eocortex.com.

#### Overview of the licenses

A single **Eocortex** license permits the connection of one IP camera with the capabilities listed in the license documentation.

Client software, including mobile applications and Web client are provided free of charge.

The following types of **Eocortex** licenses are available:

- **ML** is a great solution for creating smaller systems with up to 20 IP cameras. It allows building a system with one server and two client workstations. ML version does not support video analysis modules but, if necessary, it can be upgraded to **Eocortex LS** or **ST** versions.
- **LS** is suitable for creating a video surveillance system with up to 400 IP cameras. It allows combining up to 5 servers and 10 client workstations in a single system; it supports the video analysis modules. All modules for the LS version are available at an additional cost. If necessary, this version can be upgraded to **ST**.
- **ST** is designed for building scalable video surveillance systems with an unlimited number of IP cameras, servers and client workstations. This version is compatible with all video analysis modules. Several modules are included free of charge; others are available at an additional cost.
- **Enterprise** is designed for building large, scalable video surveillance systems with a wide range of features and an unlimited number of IP cameras, servers and client workstations. The Enterprise license includes several additional features useful for large-scale systems, and it supports video analytics. Some of the video analysis modules are provided free of additional charge, others are to be paid for. It is also possible to add several enhanced features for additional charge. (These licenses are supported only on servers working under Windows OS.)
- **Ultra** is intended for creating large, scalable video surveillance systems with the enhanced list of features and an unlimited number of IP cameras, servers and client workstations. The software package supports the video analysis modules, 16 of which are supplied free of additional charge, others are available at a cost. (These licenses are supported only on servers working under Windows OS.)
- **Ultra2019**: it is the **Ultra** license purchased before version 3.1 of **Eocortex** was released; it contains features included in the **Ultra** license for version 3.1 of **Eocortex**.

Only the servers with the same type of licenses, taking into consideration the limitations of such licenses, can be united in a common multiserver system.

License protection methods:

• **Hardware USB key**: the hardware key must be connected to the USB port of the video surveillance server. The hardware key can be reinstalled on another server if required.

• **Software key**: at activation, the software key is tied to the specific computer and cannot be subsequently transferred to another video surveillance server.

Floating licensing is available in certain types of licenses. It allows using a single license key on several **Eocortex** servers.

The floating licenses can be used on any HASP keys, be it USB or software ones.

In a floating license, the total number of cameras, modules and other licensed features is shown. The video surveillance system administrator distributes the cameras among servers at his/her discretion; the system core automatically distributes the corresponding licenses among the servers.

The floating license key is called network key and is installed on any **Eocortex** server located in the same local area network (or VPN) with the servers that use this key.

Several network and local keys can be installed within the same **Eocortex** video surveillance system. However, on each individual server, it is possible to use only one key for licensing the cameras bound to this server

#### Main features

| FEATURE                     | VALUE  | DESCRIPTION   |
|-----------------------------|--|---|
| Windows operating systems   | Windows 7 SP1 / 8 / 8.1 / 10 Windows Server 2008 R2 SP1 / 2012 / 2012 R2 / 2016 Windows embedded for Intel x86 and x64 platforms, with full functionality of abovementioned Windows versions | Windows family operating systems that can<br>be used for launching server applications of a<br>video surveillance system  |
| GNU/Linux operating systems | Ubuntu 18.04 LTS, 20.04 LTS Astra Linux CE 2.12 Debian 9, 10 CentOS 7  | GNU/Linux family operating systems that can<br>be used for launching server applications of a<br>video surveillance system<br>Range of features of server applications<br>launched under GNU/Linux is limited (see<br>description of limitations below) |
| Video Stream Formats        | MJPEG, MPEG-4, H.264, H.265, MxPEG   | List of supported video codecs  |
| Audio Stream Formats        | PCM, G.711U, G.711A, G.722.1, G.726, G.729A, GSM-AMR, AAC  | List of supported audio codecs  |
| Standards                   | ONVIF (Profile S, Profile T), PSIA (ver. 1.2), RTSP  | List of supported video surveillance standards  |
| Cameras and Devices         | More than 6000 models of more than 180 manufacturers. The detailed list is posted on the web site.   | List of supported cameras and devices   |

| FEATURE             | VALUE   | DESCRIPTION   |
|---------------------|---|---|
| Resolution          | Limited only by IP camera capabilities            | Resolution of the image obtained from the cameras         |
| FPS                 | Limited only by IP camera capabilities            | Framerate of the video stream received from the cameras   |
| Interface Languages | Chinese, Dutch, English, French, Russian, Spanish | Languages used in system settings and client applications |

#### Variations in functionality depending on type of license

| FEATURE               | ML | LS | ST | Enterpris<br>e | Ultra        | DESCRIPTION  |
|-----------------------|----|----|----|----------------|--------------|--|
| Cameras per server    | 20 | 80 |    | Not limited    |              | Maximum number of cameras on one server              |
| Servers in the system | 1  | 5  |    | Not limited    | I            | Maximum number of servers in the system              |
| Workstations          | 2  | 10 |    | Not limited    | l            | Maximum number of client workstations in the system  |
| GNU/Linux             |    |    |    | -              | _            | Launching server applications under GNU/Linux        |
| Floating licensing    | _  | -  | -  | $\checkmark$   | $\checkmark$ | Allows using the same license key on various servers |

#### Cameras and devices

| FEATURE                              | DESCRIPTION   |
|--------------------------------------|---|
| Connection to IP cameras and devices | Network connection to IP video cameras, network video recorders, video servers, encoders            |
| IPv4 support                         | Connecting cameras using IPv4 addresses, including auto search for such cameras in the network      |
| IPv6 support                         | Connecting cameras using IPv6 addresses, including auto search for such cameras in the network      |
| PTZ cameras                          | Support of PTZ camera features  |
| Audio stream reception               | Reception of sound from cameras   |
| Duplex audio mode                    | Transmission of sound from the operator's workstation to the loudspeaker or audio out of the camera |
| Decoding of B-frames                 | Decoding of B-frames of video streams encoded in H.264 and H.265                                    |
| ONVIF™                               | ONVIF™ Profile S, Profile T support   |

| FEATURE                                | DESCRIPTION  |
|--|--|
| PSIA                                   | PSIA version 1.2 support   |
| Auto search for IP cameras             | Automatic search for cameras that support ONVIF or UPnP in the local network   |
| Remote configuring of IP cameras       | Camera setup using Eocortex Configurator application without connecting to the camera web interface. Available for a limited list of cameras. Depending on the model, the following settings may be available: IP address, codec, resolution, framerate, compression rate                        |
| Utilization of user ports              | Possibility to use non-standard network ports of cameras and devices that are used by the specific models of such devices  |
| Support of two streams from one camera | Possibility to receive two video streams from an IP camera, each with its particular parameters: codec, framerate, and resolution  |
| Camera in-built motion detector        | Use of built-in motion detector of the IP camera   |
| Camera archive                         | Access to the archives located on the memory cards of the cameras, including simultaneous viewing of the archives of several cameras, synchronization of the Eocortex archive with the camera archive (e.g. if the camera was working without connection with the Eocortex server for some time) |
| Signal I/O ports                       | Support of camera signal I/O ports   |
| Service PTZ functions                  | Support of service features of PTZ cameras: lens washing, wiper  |

| FEATURE  | DESCRIPTION   |
|--|---|
| Video from video recorders, servers and encoders | Reception of real-time video from analog and IP cameras connected to video recorders, servers and encoders  |
| Archive of video recorders and servers           | Access to the internal archives of the video recorders and video servers, including the following capabilities: simultaneous viewing of the archives of several channels of the video recorders and servers; synchronization of the Eocortex archive with the archive of a video recorder or a server (e.g. if the video recorder or server worked for some time without connection with the Eocortex server) |
| Sound from video recorders, servers and encoders | Receiption of real-time audio from analog and IP cameras connected to the video recorders, servers and encoders, as well as recording the sound captured by these devices   |
| PTZ via video recorders, servers and encoders    | Control of analog and IP PTZ cameras connected to video recorders, servers and encoders   |
| Panoramic and multi-lens cameras                 | Support of various modes used in panoramic and multi-lens cameras   |
| Thermal cameras                                  | Obtaining images from thermal cameras   |
| Audio devices                                    | Support of sound transmitting IP devices (for a limited list of devices)  |
| Door phone support                               | Interaction with call panels of door phones connected via IP: video reception, reception and transmission of sound, unlocking door locks (for a limited list of devices)  |
| Self-sufficient driver packages                  | Self-sufficient driver packages (DevicePack) for ensuring backwards compatibility of IP cameras and devices after updating the server application   |

| FEATURE            | DESCRIPTION   |
|--------------------|---|
| Camera diagnostics | Diagnostics of cameras from Eocortex Configurator application in order to identify issues with their connection and functioning |

| FEATURE                             | ML | LS | ST | Enterprise | Ultra    | DESCRIPTION  |
|-------------------------------------|----|----|----|------------|----------|--|
| Video analytics built into a camera | -  | +  | +  | +          | <b>√</b> | Support of in-camera video analytics. The following video analysis features are available: - line crossing monitoring; - high temperature monitoring; - monitoring the temperature of recognized persons |

## Video analytics

| FEATURE                             | ML           | LS           | ST           | Enterprise   | Ultra        | DESCRIPTION   |
|-------------------------------------|--------------|--------------|--------------|--------------|--------------|---|
| Motion detector                     | <b>√</b>     | <b>√</b>     | <b>√</b>     | <b>√</b>     | √            | Detecting movement in the frame using real-time video stream analysis. The possibility to set several detection zones, with an option of limiting the dimensions of objects to be detected in each zone. It is possible to limit the frequency of the analysis in order to reduce server load   |
| Video analytics server              | -            | +            | +            | +            | +            | One of the servers can be assigned as a video analytics server. Video analysis modules will operate on this server, processing video sent to the video analytics server from other servers. Archiving and broadcasting data to client workplaces will be performed by general video surveillance servers. The video analytics server allows to take the load connected with video analytics off the general servers |
| Video analytics built into a camera | -            | +            | +            | +            | $\checkmark$ | Support of in-camera video analytics. The following video analysis features are available: - line crossing monitoring; - high temperature monitoring; - monitoring the temperature of recognized persons  |
| Abandoned object detector           | -            | +            | $\checkmark$ | $\checkmark$ | $\checkmark$ | Detecting the objects that are left without motion for a preset period of time  |
| Automatic zoom                      | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | Displaing a separate zoomed-in area of the frame where moving objects are present   |

| FEATURE                  | ML           | LS           | ST           | Enterprise   | Ultra        | DESCRIPTION   |
|--------------------------|--------------|--------------|--------------|--------------|--------------|---|
| CCTV sabotage detector   | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | Detectig camera defocusing, turning the camera away from the predetermined direction, flaring and overlapping   |
| Counting people in queue | -            | +            | +            | +            | $\checkmark$ | Counting people in queues. Allows to specify up to six control zones with individual threshold values for each zone. Creating reports with a possibility of sending them according to a time schedule   |
| Cross-camera tracking    | -            | +            | $\checkmark$ | $\checkmark$ | $\checkmark$ | Chronologically bound search on several cameras using Search for objects, with the possibility to create a video clip from the fragments found; it is also possible to create a route on the site plans if the cameras with the found fragments are present there |
| Crowd detector           | -            | +            | +            | +            | $\checkmark$ | Calculating the quantity of people in crowds, notifying the operator about the exceedance of the preset threshold values. It is possible to set up to 6 control zones with individual threshold values for each zone. Reports creation is available               |
| Face detection           | -            | +            |              | $\checkmark$ | $\checkmark$ | Detecting faces in the frame  |
| Face Mask Detector       | _            |              |              | $\checkmark$ | $\checkmark$ | Detecting people not wearing medical face masks in the frame.   |

| FEATURE                     | ML | LS | ST | Enterprise | Ultra      | DESCRIPTION   |
|-----------------------------|----|----|----|------------|------------|---|
| Face Recognition (Complete) |    | +  | +  | +          | <b>√</b> 1 | Recognizing faces using a database.  Recognition of turned and masked faces.  Determining sex, age and emotions of recognized persons.  Recognizing faces using an archive.  Creating reports.  High performance video cards (GPUs) are always used for recognition; at that, all the appropriate video cards installed on the server will be used.  Importing data from external files to face database.  A possibility to set up own database for individual cameras or groups of cameras.  Replication of a remote database allowing to perform recognition even in case of temporary absence of connection with the server where the main database is stored.  Additional report allowing to monitor the presence of people on the specified territory, including work time logging, is available.  Displaying the temperature received from video cameras with thermal sensors. Highlighting the faces of people running a fever |

| FEATURE                  | ML           | LS           | ST           | Enterprise   | Ultra        | DESCRIPTION   |
|--------------------------|--------------|--------------|--------------|--------------|--------------|---|
| Face Recognition (Light) | _            | +            | +            | +            | <b>V</b> 1   | Recognizing faces using a database. Creating reports.   |
|                          |              |              |              |              |              | It is possible to use a high-performance video card (GPU) for recognition.  |
|                          |              |              |              |              |              | Importing data from external files to face database.  |
|                          |              |              |              |              |              | Replication of a remote database allowing to perform recognition even in case of temporary absence of connection with the server where the main database is stored. |
|                          |              |              |              |              |              | Displaying the temperature received from video cameras with thermal sensors. Highlighting the faces of people running a fever.                                      |
|                          |              |              |              |              |              | Successfully passed FRVT conducted by NIST  |
| Fire and smoke detector  | _            | +            | +            | +            | $\checkmark$ | Detecting the presence of smoke and open fire   |
| Fisheye dewarping        | _            | +            | +            | +            | $\checkmark$ | Software dewarping of Fisheye camera images   |
| Frame area blurring      | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | Blurring areas of a frame of archived real-time video and freeze frames in Eocortex Client application  |
| Hard hat detector        | -            | +            | +            | +            | $\checkmark$ | Detecting people not wearing hard hats. The following colors of hard hats are supported: white, yellow, green, red, orange, blue                                    |

| FEATURE                              | ML | LS | ST | Enterprise | Ultra | DESCRIPTION  |
|--------------------------------------|----|----|----|------------|-------|--|
| Licence Plate Recognition (Complete) | -  | +  | +  | +          | +     | Recognition of license plates of vehicles travelling at the speeds of up to 250 kmh (or up to 20 kmh for the Parking license).  Recognition of license plates of 195 states.  Recognition of up to 10 license plates in a frame. |
|                                      |    |    |    |            |       | License plate database maintenance. A possibility to upload license plates to the database from external files.  |
|                                      |    |    |    |            |       | A possibility to set up own database for individual cameras or groups of cameras.  |
|                                      |    |    |    |            |       | Replication of a remote database allowing to perform recognition even in case of temporary absence of connection with the server where the main database is stored.  |
|                                      |    |    |    |            |       | Creation of license plate groups, including for the purposes of interception and automatic opening of a rising arm barrier.  |
|                                      |    |    |    |            |       | Downloading recognized license plates into external files.   |
|                                      |    |    |    |            |       | Manual and automatic rising arm barrier control  |

| FEATURE                           | ML | LS | ST | Enterprise | Ultra        | DESCRIPTION   |
|-----------------------------------|----|----|----|------------|--------------|---|
| Licence Plate Recognition (Light) | -  | +  | +  | +          | +            | Recognition of license plates of vehicles travelling at the speeds of up to 270 kmh (or up to 30 kmh for the Parking license).  |
|                                   |    |    |    |            |              | Recognition of license plates of 43 states.   |
|                                   |    |    |    |            |              | Recognition of up to 10 license plates in a frame.  |
|                                   |    |    |    |            |              | License plate database maintenance. A possibility to upload license plates to the database from external files.   |
|                                   |    |    |    |            |              | Replication of a remote database allowing to perform recognition even in case of temporary absence of connection with the server where the main database is stored.           |
|                                   |    |    |    |            |              | Creation of license plate groups, including for the purposes of interception and automatic opening of a rising arm barrier.   |
|                                   |    |    |    |            |              | Downloading recognized license plates into external files.  |
|                                   |    |    |    |            |              | Manual and automatic rising arm barrier control   |
| Loud sound detector               | -  | +  | +  | +          | $\checkmark$ | Registering the sound whose level is in escess of the limit preset by the user  |
| People counting                   | _  | +  | +  | +          | $\checkmark$ | Counting the number visitors entering and existing thru one or several entrances.   |
|                                   |    |    |    |            |              | Setting up counting zones allowing to determine the number of people in the zones in real time.   |
|                                   |    |    |    |            |              | Creating reports with a possibility of sending them according to a time schedule  |
| Personnel activity monitoring     | -  | +  | +  | +          | $\checkmark$ | Monitoring personnel activity on the selected workplaces. Allows to set up to six control zones with individual threshold values for each zone. Reports creation is available |

<sup>√:</sup> available, included with the base license; +: available at additional cost; -: not available; : available only on Windows servers

| FEATURE              | ML | LS | ST       | Enterprise | Ultra        | DESCRIPTION  |
|----------------------|----|----|----------|------------|--------------|--|
| Search for objects   | _  | +  | <b>√</b> | <b>√</b>   | <b>√</b>     | Search in the archive for  - any moving objects: - in a set rectangular area; - crossing a set line people: - any people; - by the color of clothes; - by samples from the archive or an image file vehicles: - by category: passenger cars and trucks, buses, two-wheel transport; - by color; - by samples from the video archive or an image file dangerous objects animals faces.  |
| Shelf fullness check | -  | +  | +        | +          | $\checkmark$ | Shelf Fullness Check. Helps to fill the shelves on time upon their emptying  |
| Tracking             | -  | +  | <b>√</b> | <b>√</b>   | $\checkmark$ | Tracking moving objects in the camera's field of view.  Generating alerts on intersecting lines and borders, entering the dedicated zone, prolonged stay in the zone. Interactive search in the archive for an event of crossing the line set by the operator.  It is possible to track all moving objects as well as the ones of a preset type: people, vehicles, animals. Moreover, it is possible to set up the tracking of objects whose dimensions are within the preset range. |

| FEATURE                  | ML | LS | ST | Enterprise | Ultra        | DESCRIPTION   |
|--------------------------|----|----|----|------------|--------------|---|
| Traffic density heat map | -  | +  | +  | +          | $\checkmark$ | Visualizing traffic intensity in different areas of the frame, both in real time and during a specified interval. It is possible to superimpose the heat map on the field of view of the camera placed on a site plan. Creating reports                           |
| Unique visitor counting  | _  | +  | +  | +          | <b>√</b> 1   | Creating the unique visitor counting reports based on face detection and recognition, including information regarding age, sex and emotions of visitors.  It is possible to exclude certain groups from the calculation to avoid, for example, counting employees |

 $<sup>^{\,1}\,</sup>$  Only for the systems with 50 or more cameras

## Archive management

| FEATURE                       | DESCRIPTION  |
|-------------------------------|--|
| Modes of recording to archive | Recording to the archive can be made continuously, by the operator's command, by the camera motion detector, by Eocortex software motion detector, by any video surveillance system event, as well as on schedule, including the possibility to combine other recording modes with the scheduled one   |
| Organization of archive       | The archive of each server stores the recordings of only those cameras that were bound to it at the moment of the recording.   |
|                               | The archive is stored on the server's logical drives that are determined by the operation system. It is possible to use any acceptable devices as storage media: HDD, SSD, RAID, external storage drives, network drives, as well as their combinations.   |
|                               | Video and audio data are stored in the archive in the format received from an IP camera.   |
|                               | The rate of recording and playback of the archive is only restricted by the hardware. To increase performance while using several logical drives, the recording is made to all the available drives simultaneously. If one of the drives becomes unavailable, the recording of new data to it stops and is redistributed to the available drives. Reciprocally, when the drive becomes available, the recording to it resumes. |
|                               | The archive has a circular structure: when the space allocated for it becomes fully used up, new archive files start to replace the oldest ones, overwriting them, taking into account the archive depth parameters set for each camera  |

| FEATURE                             | DESCRIPTION  |
|-------------------------------------|--|
| Archive size optimization           | The size of the archive is limited only by the drive capacity and the operating system.  Storage limits can be set for the each logical drive: maximum size of archive, minimum allowable free space.  Various archive size limits can be set for all and for each IP camera.  Additional options allowing to reduce the size of the archive are available: skippig of frames without motion, storing key frames only, switching archive recording between low and high-resolution streams |
| Prerecording and post-<br>recording | A capability to set the short intervals of time within which the recording to the archive will be performed before the start of an event that triggers the recording (prerecording) and after the start of an event that triggers the stop of the recording (post-recording). The duration of the intervals can be set in the range of 1 to 10 seconds.  |
| Adding of drives                    | Scalable drive space for video archive storage   |
| Archive replication                 | Dedicated replication server allows to copy the archives of the set cameras from other servers. The archive depth of the replication server may be different from the original one   |
| Archive depth report                | Creating reports regarding the archive depth allowing to monitor the availability of the archive per camera and per date   |

| FEATURE   | ML | LS           | ST           | Enterprise   | Ultr<br>a    | DESCRIPTION  |
|---|----|--------------|--------------|--------------|--------------|--|
| Archive decimation after the preset period of time        | _  | -            | _            | <b>√</b>     | $\checkmark$ | Reducing the number of frames in the archive after the preset time interval. It is possible to set up the decimation in two stages: after the first interval, the number of frames in the archive is reduced to one preset value, and after the second interval the additional reduction of the number of frames takes place |
| Saving the archive when moving a camera to another server | -  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | In a multi-server system, moving a camera to another server is performed without losing its archive, provided that the moving is done with the built-in setting tools of the video surveillance system   |

#### Automation

| FEATURE                           | DESCRIPTION  |
|-----------------------------------|--|
| Scheduled actions                 | Executing actions or sequences of actions on schedule. Creating flexible schedules ranging from a single run to regular runs, with various periods: in set number of seconds, minutes, hours, days; at the preset time, week days, dates of a month, and using some other parameters   |
| Actions by events                 | Executing actions or sequences of actions by occurrence of the preset events. It is possible to set flexible conditions of the execution of actions  |
| Actions performed by user command | Performing actions or sequences of actions by a client application's user command. Available for users of client applications for Android, iOS and Windows   |
| Automation actions                | Available automation actions: Turn on recording; Turn on washer; Turn on autofocus mode; Disable recording; Alarm generation; Add an event to door phone log; Run external application on server; Change the video stream to be recorded to archive to the main one; Disable decimation when recording to archive; Send HTTP or HTTPS request to an external system with HTTP API; Send Push notifications to mobile devices; Send to messenger; Send report by email; Send notification by email; Send notification by SMS; Pause; Send signal to Camera output; Save frame; Set camera position  |
| Automation events                 | Available automation events: Large number of people in queue; Large crowd of people; Fire; Call over the door phone; Loud sound; Motion; Smoke; External alarm start; Motion started; Inactive zone; License plate detected; Face detected; Face detected (Face Recognition module); Loss of connection with analog camera; Loss of connection with camera; End of external alarm; Motion stopped; Abandoned object; Tracking of moving objects; No connection with camera; No hat; User alarm; Video suveillance sabotage; Signal to camera input; Honeywell Pro-Watch event; Siemens DMS8000 event; External system event; Request to close gate; Request to open gate; Connecting to analog camera; Establishing connection with camera |

## Setup and control

| FEATURE                                 | DESCRIPTION  |
|---|--|
| System setup tools                      | All system settings are made in the Eocortex Configurator application with remote or local connection to one of the Eocortex servers   |
| Eocortex Status Info utility            | Eocortex Status Info utility is designed for launching and stopping Eocortex Server application, as well as for setting up and performing diagnostics of Eocortex video surveillance system. The utility is launched automatically at the start of the operating system and is displayed in the task bar on the computer where the Eocortex Server is running. The system status and diagnistics notifications are displayed in the utility's window |
| Preview without saving changes          | Watching video stream from camera with the preset configuration  |
| Adding cameras with the same parameters | Possibility to add cameras with the settings similar to those of the already connected cameras to the system   |
| Group setup of cameras                  | Possibility to simultaneously set up common parameters for a group of cameras  |
| Automatic starting of applications      | Possibility to automatically start Eocortex applications after the start of the operating system. Configuring automatic authentication after an application has started  |
| Compatibility of versions               | Compatibility of client software with server software of earlier versions  |

| FEATURE   | ML | LS           | ST           | Enterpris<br>e | Ultra        | DESCRIPTION  |
|---|----|--------------|--------------|----------------|--------------|--|
| Dragging and dropping cameras between servers               | _  | $\checkmark$ | $\checkmark$ | $\checkmark$   | $\checkmark$ | Switching cameras from one server to another with several clicks   |
| Multiserver systems   | _  | $\checkmark$ | $\checkmark$ | $\checkmark$   | $\checkmark$ | Unifying several servers, including those geographically distributed, in a common system via local and global TCP/IP networks  |
| Centralized setup of distributed video surveillance systems | -  | <b>√</b>     | <b>√</b>     | $\checkmark$   | $\checkmark$ | To set up a multiserver system, it is sufficient to connect to one of the servers of the system  |
| Centralized update of all the system's servers              | _  | <b>√</b>     | <b>√</b>     | $\checkmark$   | $\checkmark$ | Capability to remotely update all the system's servers from one application; it is also possible to roll back to the previous version remotely   |
| System health monitoring                                    | -  | -            | -            | <b>√</b>       | $\checkmark$ | Monitoring the current state of the video surveillance system components: current status of servers, including their accessibility, CPU and memory load, operability of video analytics and archiving subsystems, network and HDD state, camera connection status as well as monitoring certain other parameters. The monitoring subsystem allows to send notifications regarding critical events via email in accordance with the list and levels of control parameters set by the user |

## Security

| FEATURE                          | DESCRIPTION  |
|----------------------------------|--|
| Access management                | Flexible system of user rights to access objects and features of the system, including the limitation of access to the specific cameras and differentiation of rights for viewing real-time video and playing back the archive. The rights are assigned to the security groups. The authorization is made on the level of specific users with their individual passwords; each of these users in included into one of the security groups. The users and the security groups are the integral elements of the video surveillance systems |
| Secure connections               | Using TLS and SSL security certificates for encoding data transmitted between cameras and Eocortex servers, as well as between the servers and client applications, including mobile and web ones, and also the Eocortex Configurator application  |
| Electronic signature             | Using safety certificates for signing frames being saved and video clips being downloaded  |
| Limitation of client connections | Limiting the number of simultaneous client connections to the system under the same account  |

| FEATURE                              | ML | LS | ST | Enterprise | Ultr<br>a | DESCRIPTION   |
|--------------------------------------|----|----|----|------------|-----------|---|
| Control of access to system settings | -  | _  | _  | <b>√</b>   | <b>√</b>  | Limitation of access of different user groups to the individual system settings, including the access to the settings of certain servers and cameras. At that, it is possible to deny access to all settings for certain user groups on all types of licenses |

| FEATURE                                | ML | LS | ST | Enterprise   | Ultr<br>a    | DESCRIPTION  |
|--|----|----|----|--------------|--------------|--|
| Support of Microsoft® Active Directory | _  | -  | -  | $\checkmark$ | $\checkmark$ | Supporting authorization using Microsoft® Windows or Microsoft® Active Directory accounts. Using Microsoft® Windows or Microsoft® Active Directory groups as security groups |

## Centralization and scaling

| FEATURE                      | DESCRIPTION  |
|------------------------------|--|
| Multiserver architecture     | Ensuring high flexibility of the system and resiliency of its components   |
| Main and subordinate servers | By default, one server in the system is assigned as the main server, and the others as subordinate. The system parameters are stored on the main server. Each subordinate server stores a backup copy of the system parameters. Such architecture ensures the integrity of the system, providing, at the same time, the fault tolerance in cases when the subordinate servers lose connection with the main server. Moreover, in case of a failure of the main server, any subordinate server can be assigned as the main one without losing the system settings |
| System integration           | To connect another multiserver system to the current video surveillance system, it is sufficient to connect one of the servers of this system; the other servers will be connected automatically   |
| Disconnection of servers     | When a server is disconnected from the multiserver system, all the cameras bound to it are disconnected as well; the camera settings are preserved. Thus, the simple and trouble-free migration of servers between multiserver systems is ensured  |

| FEATURE                | ML | LS | ST | Enterprise | Ultra | DESCRIPTION   |
|------------------------|----|----|----|------------|-------|---|
| Video analytics server | -  | +  | +  | +          | +     | One of the servers can be assigned as a video analytics server. Video analysis modules will operate on this server, processing video sent to the video analytics server from other servers. Archiving and broadcasting data to client workplaces will be performed by general video surveillance servers. The video analytics server allows to take the load connected with video analytics off the general servers |

## Reliability and failover

| FEATURE                        | DESCRIPTION  |
|--------------------------------|--|
| Backup drives                  | One or more drives may be assigned to operate as backup drives: they will be used for recording only in case of failure of all the main drives; at that, once one of the main drives becomes available, the recording to the backup drives will stop.  |
| Cold backup of servers         | In case of failure of the server with the USB protection key, it is posible to transfer the USB key to a cold redundancy server with the pre-installed Eccortex application, then activate the current license bound to the USB key on the given server. In a multiserver system, it is sufficient to connect the new server to the system and assign the cameras of the failed server to it; at that, all the camera settings will be saved. In the single-server system, it will be required to use the camera configuration file saved before |
| System health check            | In the course of operation, the video surveillance system components perform automatic self-diagnostics, informing the users about the issues encountered and giving recomendations regarding their rectification  |
| Increased database reliability | Automatic creation of backup copies of the database and automatic restoration of the database after failures   |

| FEATURE            | ML | LS | ST | Enterprise   | Ultr<br>a    | DESCRIPTION   |
|--------------------|----|----|----|--------------|--------------|---|
| Archive backing up | _  | -  | -  | $\checkmark$ | $\checkmark$ | Simultaneous recording of the video archive and database to the main and backup drives installed on the same server |

| FEATURE               | ML | LS | ST | Enterprise | Ultr<br>a | DESCRIPTION  |
|-----------------------|----|----|----|------------|-----------|--|
| Hot backup of servers | _  | +  | +  | <b>√</b>   | <b>√</b>  | In case of a failure of the server itself or all of its drives, the cameras assigned to it will be processed by other servers, including the broadcasting of the real-time video and the recording to the archive.  In case of the fast backing up, the switching to the redundancy server happens within 10 seconds from the moment of losing the connection with the main server.  In case of the constant backing up, connecting to cameras is performed continuously from two servers that process and archive videos from these cameras. In case one of the servers is down, the video and archive data will be available on another server |

## Windows-based Client application

| FEATURE  | DESCRIPTION   |
|--|---|
| Windows-based Client application                           | Eocortex Client Windows application with user-friendly interface ensures access to all the video surveillance features with just a few clicks: watching real-time video, viewing archive, controlling PTZ cameras, viewing events, using video analytics, seting up the system  |
| Direct connection to cameras                               | Direct connection to cameras from the operator's computer   |
| Connection to cameras thru server                          | Connection from the operator's computer to the servers to which the cameras are bound   |
| Connection to cameras thru proxy server                    | Connection from the operator's computer to one proxy server that, in its turn, is connected to the servers to which the cameras are bound.  |
| System event log   | Event Log contains information about all events registered in the system, including starting and stopping server applications, information about connections to cameras, changes of settings, user actions, alarms, video analytics results and other events. To make it easier to find events in the log, it is possible to filter and sort them by various criteria |
| H.264 decoding on video card                               | Decoding of H.264 on a video card in order to reduce the CPU load and increase the speed of video stream processing. The video card with DXVI support is required.  |
| Opening cameras in browser                                 | Possibility to open HTML pages of the cameras in the browser  |
| Automatic update of<br>Windows-based Client<br>application | Automatic updating the Eocortex Client application when connecting to the Eocortex server   |

| FEATURE                  | DESCRIPTION  |
|--------------------------|--|
| P2P connection to server | P2P connection to the servers registered in Eocortex Cloud |

#### Screen and video wall

| FEATURE                                | DESCRIPTION   |
|--|---|
| Display modes                          | A variety of display modes: full-screen mode and many screen grids with various quantities of cells (up to 262). Vertically-oriented cells are used in some screen grids.   |
| Drag and drop of cameras               | Dragging and dropping cameras from one screen grid to another using a mouse or a touch screen   |
| Digital zoom                           | Zooming in real-time and archived video to the whole cell of a grid or to full screen   |
| Frame aspect ratio control             | Choosing various ways of diplaying video in a screen grid cell: keeping proportions of the video transmitted by the camera; stretching the image to the cell size; with automatic selection of optimal display mode. In addition to the default mode for all cells, it is possible to set a separate display mode for each cell   |
| Video stream buffering                 | Increasing the smoothness of the image due to frame buffering   |
| Screen profiles (views)                | Facilitation and acceleration of the video surveillance process is ensured due to the possibility to select the preset screen profiles (views) — screen grids with the preestablished sets of cameras. The views can be set both centrally and locally. The centrally preset views are available from any workplace for any user who has the rights to view the cameras set in the view. The views preset on a remote workplace are only available on the particular PC and only for the user who created them. It is possible to create an unlimited number of views of any type |
| Automatic switching of screen profiles | Automating the process of video surveillance by means of automatic switching the screen profiles (views) on the display. The sequences of the automatic switching of views are set centrally. It is possible to set up an unlimited number of such sequences  |
| Several displays                       | Supporting several displays on a single workstation   |

| FEATURE    | M | 11 | LS | ST | Enterprise   | Ultra        | DESCRIPTION  |
|------------|---|----|----|----|--------------|--------------|--|
| Video wall |   | -  | _  | -  | $\checkmark$ | $\checkmark$ | Capability of creating a videowall using the software. The videowall can consist of any number of monitors connected to a computer with the Eocortex Client software running |

## Archive playback

| FEATURE  | DESCRIPTION  |
|--|--|
| Archive playback in a separate cell                      | Playing back the archived videos in a selected screen cell simultaneously with real-time video broadcasting in other cells   |
| Simultaneous playback of the archives of several cameras | Starting simultaneous playback of video from several cameras on the same screen. It is possible to simultaneously play back video from up to 25 cameras  |
| Archive playback tools                                   | Availability of various video archive playback control tools: interactive timeline showing the presence of an archive; a calendar showing days for which the archived videos are available; selection of speed (from $0.1x$ to $120x$ ) and archive playback direction |
| Playback of combined archives                            | Automatic switching between playing back the archives stored on server and on camera in cases when the archive is only available on camera   |
| Archive bookmarks  | Marking archive fragments with bookmarks. Creating user categories of archive bookmarks. Filtering archive bookmarks using various criteria  |
| Timeline   | Viewing of the archive, events and archive bookmarks on the timeline   |

#### Alarms

| FEATURE                              | DESCRIPTION   |
|--------------------------------------|---|
| Guard mode                           | Using special mode of camera operation that implies generation of an alarm as a reaction to certain events. The camera may be set to the guard mode both manually and automatically, on schedule of by occurrence of an event   |
| Alarm generation                     | Setting up automatic alarm generation when certain events occur on cameras put on guard. Generating alarms by operators. Developing customer alarm generation mechanisms using Eocortex API and SDK   |
| Registering and processing of alarms | Registering alarms in an event log. Setting up actions and sequences of actions to be executed when an alarm is registered, including sending alarm notifications   |
| Alarm announcements                  | Immediately notifying the operators about the registered alarms using audio and visual alerts   |
| Alarm monitor                        | Using one of the monitors for displaying the video from the cameras where the alarm was generated. The possibility to set automatic removal of a camera from the alarm monitor upon expiration of the specified period of time since the moment of commencement of the alarm. Possibility to display alarms on the alarm monitor only. Delayed video play |
| Alarm cells                          | Using some of the cells of a standard monitor to display images from the cameras where an alarm was triggered   |
| User alarm on-screen button          | Operator turning on and off user alarm on specific cameras using the alarm button on the screen   |

#### PTZ

| FEATURE                             | DESCRIPTION   |
|-------------------------------------|---|
| Basic PTZ functions                 | Support of basic PTZ camera features: turning and tilting with adjustable speed of movement, zoom in/out (optical zoom), manual and automatic focusing                          |
|                                     |   |
|                                     |   |
| Presets                             | Transition between preset PTZ camera positions  |
| Automatic patrolling (tours)        | Creating customized transition sequences (tours)  |
| AreaZoom                            | Support of AreaZoom feature implemented on some of the cameras: camera positioning and optical zoom of the area selected by the user on the screen using a mouse or touch-based |
| PTZ emulation for panoramic cameras | Similation of PTZ control for panoramic cameras   |
| Interactive control of PTZ cameras  | Manual PTZ camera control using a mouse, a touch screen, a keyboard, a game joystick, as well as the specialized PTZ consoles and joysticks                                     |
| Virtual PTZ Joystick                | Pan and tilt control of the camera using virtual joystick displayed on screen allows to change rotation speed and return camera to home position                                |

| FEATURE                                | DESCRIPTION   |
|--|---|
| Automatic PTZ camera control           | Control of PTZ cameras according to schedule and upon occurrence of a certain event |
| User setup of joystick and PTZ console | Assigning joystick axes and user actions to joystick and PTZ console buttons        |

| FEATURE                                       | ML | LS | ST | Enterprise   | Ultr<br>a    | DESCRIPTION  |
|---|----|----|----|--------------|--------------|--|
| Priorities for interactive PTZ camera control | _  | -  | -  | $\checkmark$ | $\checkmark$ | Assignment of priorities for interactive PTZ camera control: user with higher priority can override the user with lower priority |

## Export and printout

| FEATURE              | DESCRIPTION   |  |  |  |  |  |
|----------------------|---|--|--|--|--|--|
| Frame saving         | Saving a frame of its fragment on a disk as a JPEG, PNG or BMP file. Saving files with an electr signature  |  |  |  |  |  |
| Frame printing       | Printing out a frame or its fragment  |  |  |  |  |  |
| Video archive export | Exporting a video archive fragment to AVI, MP4 and Eocortex proprietary format.  Export to MP4 can be performed with or without time stamps.  Adding a watermark to the downloaded archive.  Encoding the downloaded archive using a password.  Saving files with an electronic |  |  |  |  |  |

## Site plans and maps

| FEATURE                          | DESCRIPTION  |  |  |  |  |  |
|----------------------------------|--|--|--|--|--|--|
| Site plans                       | Displaying two-dimensional site plans with cameras placed on them. Superimposing the fields of view of the cameras on the site plans   |  |  |  |  |  |
| Sensors and relays on site plans | Displaying sensors and relays connected to signal inputs and outputs of the cameras on the site plans. Visualizing the status of sensors and relays placed on the site plans |  |  |  |  |  |

| FEATURE                                | ML | LS | ST | Enterprise   | Ultr<br>a    | DESCRIPTION  |
|--|----|----|----|--------------|--------------|--|
| Video analytics on site plans          | _  | -  | -  | $\checkmark$ | $\checkmark$ | Visualizing data of individual video analysis modules on the fields of view of the cameras placed on site plans  |
| Integration with cartographic services | -  | -  | -  | <b>√</b>     | <b>√</b>     | Placing cameras and sensors and relays connected to them on the geographical maps provided by the following cartographic services: Google Maps, OpenStreetMap.  The following capabilities are available: changing map display modes; video preview by hovering a mouse pointer over camera; switching from map to preview window; switching from preview window (both real-time and archive) to camera; displaying sensor and relay status; relay control; quick transfer between the preset geolocations |

## Mobility

| FEATURE                   | DESCRIPTION   |
|---------------------------|---|
| Web Client                | Viewing of real-time and archived video in any browser with HTML5 support. Possibility to perform authorization using an Active Directory account   |
| Mobile Client for Android | Viewing of real time and archived video on Android devices, including listening to camera audio and controlling PTZ cameras.  Smart assistant that allows to interact with the application using voice and text commands            |
| Mobile Client for iOS     | Viewing of real time and archived video on iOS devices, including listening to camera audio and controlling PTZ cameras   |
| Messengers                | The service that connects the Eocortex video surveillance systems with the popular messengers, allowing to receive the images from the cameras, event notifications, server status reports and other information via the messengers |

| FEATURE       | ML | LS | ST | Enterprise   | Ultr<br>a    | DESCRIPTION   |
|---------------|----|----|----|--------------|--------------|---|
| Internal Chat | _  | -  | -  | $\checkmark$ | $\checkmark$ | Exchanging messages, screen profiles and certain settings between the users |

## Integration

| FEATURE   | DESCRIPTION  |  |  |  |  |  |
|---|--|--|--|--|--|--|
| Open SDK  | The set of libraries and code samples in C # not only ensure seamless integration of third-party products with Eocortex, but also allow to develop proprietary video surveillance system components  |  |  |  |  |  |
| Open API  | Contains a set of documented API, Json- and XML requests, ensuring interaction with the components of the Eocortex video surveillance system   |  |  |  |  |  |
| RTSP server   | Connection to the server via RTSP to receive video streams in H.264, H.265 and MJPEG formats   |  |  |  |  |  |
| ONVIF server  | Connection to the server via the ONVIF protocol. Available options:  - receiving video streams (with sound) in H.264, H.265 and MJPEG formats;  - lists of available cameras and enabled video analysis modules;  - connection via both HTTP and HTTPS;  - receiving a number of system events;  - getting links for connection to cameras via the RTSP server |  |  |  |  |  |
| Flash component for web sites   | A Flash component that ensures broadcasting of real-time video and audio streams from the cameras connected to the Eocortex servers on the site, as well as controlling the PTZ cameras via the site   |  |  |  |  |  |
| Integration with Honeywell's Pro-Watch® comprehensive security platform | Receiving events from Honeywell's Pro-Watch®, setting response to these events, and viewing the received events in the Events Log of the Eocortex Client application   |  |  |  |  |  |

| FEATURE   | DESCRIPTION  |
|---|--|
| Integration with Paxton Net2 systems  | Receiving Paxton Net2 events, setting up responses to such events as well as viewing the received events in the Events Log of the Eocortex Client application; sending the event that initiates opening of a door from Eocortex to Paxton Net2 |
| Integration with Siemens<br>DMS8000 access control and<br>security and fire alarm<br>system | Receiving events from Siemens DMS8000, setting response to these events, and viewing the received events in the Events Log fo the Eocortex Client application  |