

	Crystal v2.0 Ultimate	Crystal v2.0 Enterprise	CMS v1.7 with Mainconsole	Mainconsole v4.0
System overview				
System scope (Channels)	150+	30-150	100+	16-128
Server OS	Linux embedded	Linux embedded	Windows	Windows
Client OS	MAC/ Windows	MAC/ Windows	Windows	Windows
Web browser	IE/ Windows Firefox	IE/ Windows Firefox	N/A	IE
System maximum channels	Unlimited	Unlimited	Unlimited	64
IP camera per server	64	64	Unlimited by server	64
Analog camera per server	64CH by video server	64CH by video server	Unlimited by server	64
3rd party support	V	V	V	V
Centralized configuring	V	V	X	X
Video wall channel per	Unlimited	X	Unlimited	X
Client channel per system	400CH (NuClient)	400CH (NuClient)	N/A (Only Video Wall)	128CH (Remote Live Viewer)
Centralize viewing	Unlimited	400CH	Unlimited	256CH
Recording failover	v2.1	X	X	V(N+1)
Event management	V	V	Alarm	V
NTP	V	V	X	X
SDK	v2.1	v2.1	X	V
Ethernet Port	2 x Gigabit Port	2 x Gigabit Port	Depends on HW	Depends on HW
System Configure				
Remote config	V	V	X	X
Centralized config	V	V	V	X
User management	Centralized	Centralized	Separated on CMS and Mainconsole	Each server
User group	Unlimited	Unlimited	Unlimited	3 groups
Privilege (function)	V	V	V	V
Permission (device)	V	V	V	V
Authority management	Powerful matrix	Powerful matrix	V	V
Schedule	Centralized	Centralized	Separated on CMS and Mainconsole	Each server
Layout management (customized layout)	V	V	X	X
Recording				
Max. throughput for single volume	250 Mbps	250 Mbps	Depends on HW	Depends on HW
Volume load balance	V	V	X	V
Event record	V	V	V	V
Boost record	By event or by schedule	By event or by schedule	X	By event
Manual record	V	V	X	V
Drive Bays	4/8	4/8	Depends on HW	Depends on HW
Internal Storage	12/24 TB	12/24 TB	Depends on HW	Depends on HW
External storage	DAS/ iSCSi	DAS/ iSCSi	X	DAS/ iSCSi
RAID	0,1,5,10	0,1,5,10	X	Depends on HW
Recycle (condition)	Retention days	Retention days	Volume capacity or retention days	Volume capacity or retention days
Recycle (device)	Individual by camera	Individual by camera	Whole system	Whole system
Control				
Physical PTZ	V	V	V	V
Digital PTZ	V	V	V	V
Preset	V	V	V	V
Patrol	V	V	V	V
PTZ priority	V	V	V	X
Immervion	V	V	V	V

NUUO Generic Dewarp	V	V	X	V
Joystick	V	V	V	V
Audio	One way	One way	Two way (Mainconsole)	Two way
Live view				
Channel per Matrix Monitor	100	N/A	64	X
Channel per client Monitor	100	100	N/A	64
Live View channels	400CH by NuClient Unlimited by	400CH by NuClient	Unlimited by Video Wall	256CH
Video wall	V	X	V	X
Live View connect (per server)	256CH	256CH	128CH (Mainconsole)	128CH
Group (Public) View	V	V	V	X
User specific View	V	V	X	V
View tour	V	V	V	V
Custommized layout	V	V	X	X
Image fusion	V	V	X	X
Stream profile	V, Camera dual stream	V, Camera dual stream	V	V, Server transcode
Multi View (Duplicate	V	V	V	V
E-Map layer	Unlimited	Unlimited	Unlimited	10
IO control	V, Centralized	V, Centralized	V	V
Mobile client	X	X	X	V
Local display	X	X	X	V
Playback				
Instant playback	V	V	V	V
Post- event smart search	V	V	X	V
Event search	V	V	Powerful alarm search/filter	V
Metadata search	V	V	V	V
Verification tool	V	V	V	V
Auto backup	V	V	V	V
Manual backup	V	V	V	V
Video export	AVI, ASF, Original AVI, MOV	AVI, ASF, Original AVI, MOV	AVI, ASF	AVI, ASF, Original AVI
Snapshot	BMP, JPEG	BMP, JPEG	BMP, JPEG	BMP, JPEG
Event & Action				
Motion detection	V	V	V	V
Digital input	V	V	V	V
Metadata event	V	V	V	V
Camera disconnect	V	V	V	V
Server disconnect	V	V	V	V
Disk abnormal	V	V	V	V
On screen notification	V	V	X	V
Instant playback from event	V	V	V	V
Notification on E-Map	V	V	V	V
Point to to preset point on event	V	V	V	V
E-Mail notification	V	V	V	V
3rd party integration				
Plugin structure	V	V	N/A	V
Metadata overlay on video	V	V	V	V
Metadata playback line by	V	V	X	X
POS	V	V	V	V
Access control	V	V	V	V