

# observer irMOTION

*irMOTION observer* has been developed to control multiple camera devices by a central management console tool. Each manager is able to control up to 16 devices. Depending on the bandwidth and performance of the computer system a data transfer rate of 10 frames per second for each device can be reached.

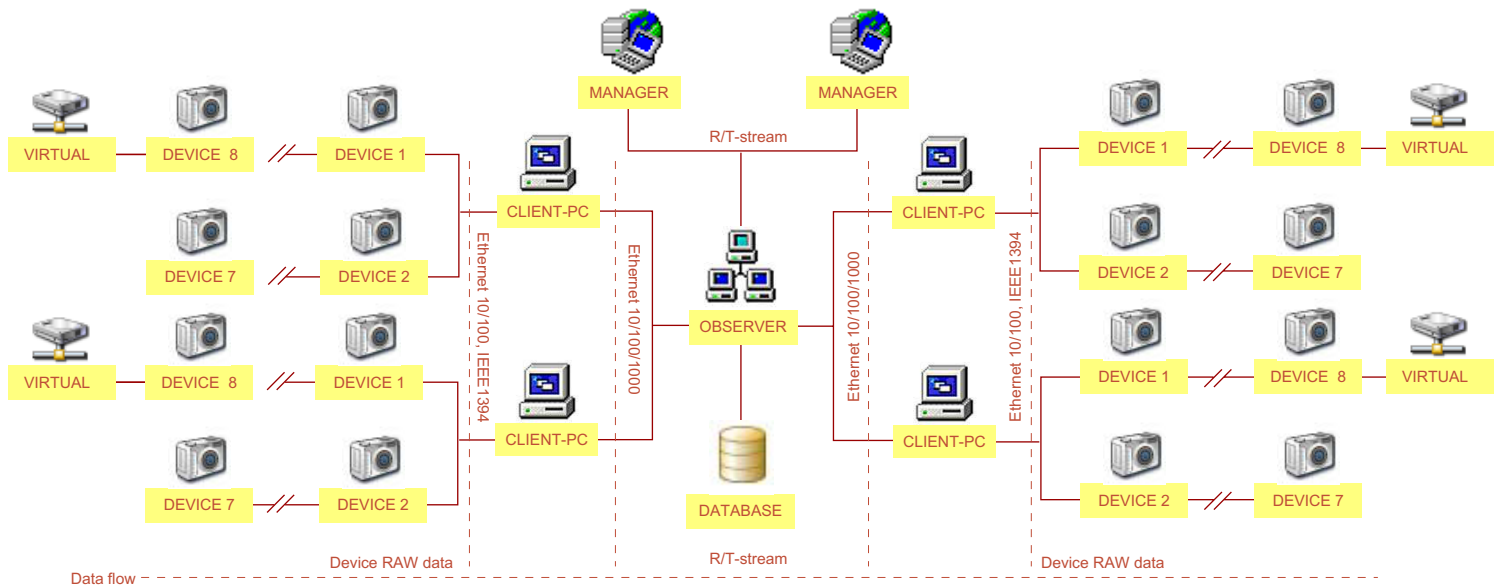
*irMOTION observer* provides an innovative server / client concept to access infrared and video cameras over intranet or internet. The data will be transferred as a video stream (based on H.264 technology) to observe multiple clients on different process locations. To control the client devices special data packets handle the communication between server and clients.

*irMOTION observer* technology is divided into:

- » Management consoles to control the clients
- » Observer system to handle the traffic between the clients
- » Client computers to access the camera devices by IEEE1394 or ETHERNET.

*irMOTION observer* records the client raw data to harddisk or SQL based data bases up to 60 Hz on client side. To replay stored streams a virtual file camera can be configured.

*irMOTION observer* supports customized plugin modules to trigger and analyze data in real time.



### *irMOTION observer (Basic license)*

- » Server license to support up to 4 clients
- » 2 clients license modules
- » 1 control management console

### *irMOTION observer - Add-on Modules*

- » Additional server, client and manager licenses
- » Trigger assistant module
- » Realtime capture & Virtual file device support
- » Customized plugin modules
- » Fusion hardware module (CCD camera support)
- » EtherCAT hardware support



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