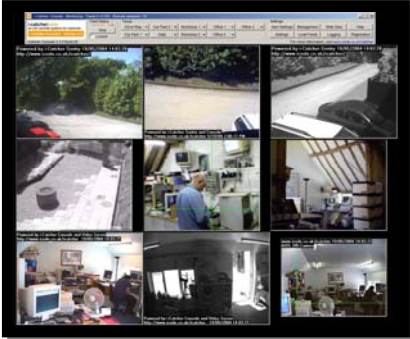# ELMO
## FOCUS ON THE FUTURE

## I-Catcher® Software Suite
**A complete view & record solution for local or remote access using ELMO's IP cameras**



- ➢ **View, Record And Playback**
- ➢ **Motion Detection**
- ➢ **Pre/Post Alarm Recording**
- ➢ **Runs on Standard PC Hardware**
- ➢ **Manage Multiple IP Video Sources**
- ➢ **PTZ Tracking Control**
- ➢ **Target Tracking In Fixed Cameras**
- ➢ **Video Tampering Detection**
- ➢ **Web-Server Upgrade Option**

Using the i-Catcher software suite, it is easy to create a comprehensive IP-based surveillance system for live viewing and recording of up to 32 cameras on a single PC. With the flexibility and range of features normally found in more expensive solutions, i-Catcher's functions are web-accessible and run on standard PC hardware, so compatibility and service issues are minimized.

## i-Catcher Console

i-Catcher Console is the primary application in the i-Catcher software suite. It manages video streams from a variety of IP sources, displaying them on the Console PC, on other computers on the network, or over the internet via optional software. The optional web server plug-in provides remote access to the live feeds as well as the recorded images. i-Catcher Console allows you to play back images while recording, as a continuous sequence, or in a loop, showing the most recent activity on any given input. Playback controls permit direct search for the required time and date. Automatic removal of old images and scheduling features ensure minimal maintenance of the system's stored files, while remote administration features allow you to control most settings without needing to be at the PC itself.

i-Catcher's advanced motion detection triggers recording, with adjustable Pre- and Post-Event capabilities to ensure recording of important events. The playback system allows instant review of recorded footage - all while the system is still recording. User profiles with authentication ensure that only authorized persons can view the system.

The integrity of the stored video files is ensured because each frame is recorded with a digital signature. If an image is lacking this signature when played back, the user is immediately notified that the image may have been altered. Sensitivity controls and user-defined masks prevent recording of shadows. The Console's alerting functions can send captured images by email, or upload them to a web site for remote viewing, and SMS message alerts via third party software.

## i-Catcher Monitor



i-Catcher Monitor is designed to display i-Catcher Console images or, as a stand-alone application, IP image sources such as network cameras and video servers. It allows views of one or four feeds simultaneously, with the option to expand to full screen when the situation demands it. Views are cycled through user defined lists and change after a user defined period. i-Catcher Monitor allows the user to pause feeds or skip on immediately to the next set, so large numbers of video streams can be monitored. It best suits installations where a primary console is required but additional or alternate observation stations are needed for monitoring specific groups of cameras. Multiple sessions of Monitor can be connected to the same Console.

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## i-Catcher Product Feature Comparison

| Feature | Console 3 | Console 3 Enterprise | Feature | Console 3 | Console 3 Enterprise |
|---|---|---|---|---|---|
| **Monitoring** | | | **Alerting** | | |
| Max. # Cameras | 255 | 255 | Email alert | ● | ● |
| Motion Detection | ● | ● | SMS alerts | ● | ● |
| Multiple Monitor Display | ⊗ | ● | FTP uploads | ● | ● |
| Object counting | ⊗ | ● | Audio alert | ● | ● |
| Tripwires | ⊗ | ● | **Management** | | |
| Object removal/addition | ⊗ | ● | Plan view interface | ⊗ | ● |
| Speed indication | ⊗ | ● | Multi-level user profiles | ● | ● |
| Fire detection | ⊗ | ● | Web based management | ● | ● |
| Loiter detection | ⊗ | ● | **Playback** | | |
| Mask off areas of image | ● | ● | Graphical timeline | ● | ● |
| Pre-event recording | ● | ● | Web based playback | ● | ● |
| Post-event recording | ● | ● | Loop play | ● | ● |
| Schedule recording | ● | ● | Tamper protection | ● | ● |
| **Recording** | | | **User Interface** | | |
| Record on motion | ● | ● | Improved PTZ Control | ● | ● |
| Watermark images | ● | ● | Preset Screen Layouts | ● | ● |
| Storage management | ● | ● | Auto-arrange Windows | ● | ● |
| Heartbeat images | ● | ● | **Web Interface** | | |
| MJPEG Cameras | ● | ● | Multi-camera live views | ● | ● |

## i-Catcher Console System Requirements - Based on typical system use and 320x240 resolution.

| Console System | CPU Speed | RAM | Hard Disk[2] | Notes |
|---|---|---|---|---|
| Cameras | 1.5 GHz | 256 Mb | 150 GB | [1] Requires the fastest available dual-core CPU to maximize performance. |
| 8 Cameras | 2.2 GHz | 512 Mb | 200 GB | |
| 16 Cameras | 3.0 GHz[1] | 512 Mb/1024 Mb | 400 GB | [2] Assumes cameras recording at 5fps average with standard MD settings, and image retention of 21 days. |
| 32 Cameras | 3.6 GHz[1] | 1024 Mb | 550 GB | |

Graphics Card - A high performance graphics card designed for multi-media/gaming is recommended, provided it has a minimum of 64Mb of onboard RAM. *For large camera systems (e.g. 16 or 32 cameras) a dual-output graphics card is recommended for use with a multi-monitor configuration.*

Optimizing the PC - Exclude i-Catcher directories from virus scanning and turn off support for 8.3 file naming.