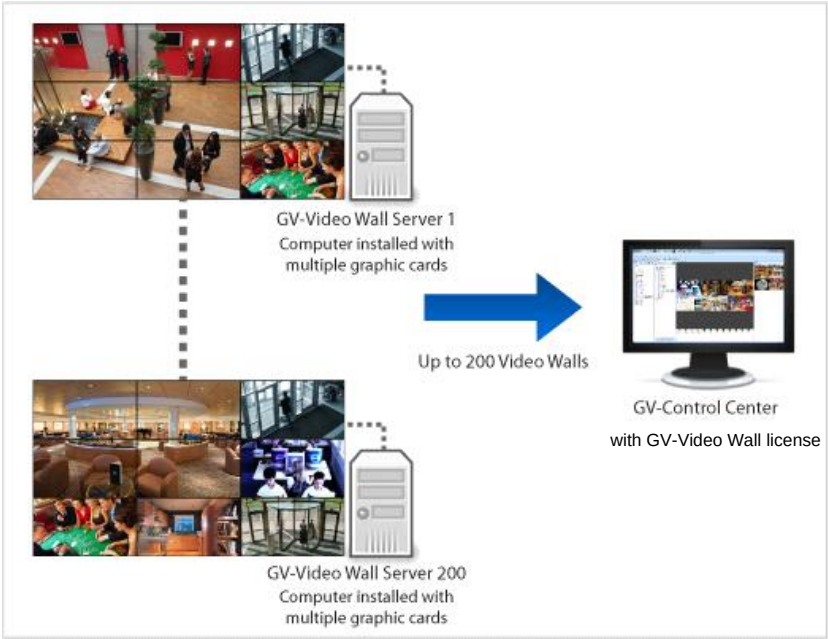
GV-Video Wall

Introduction

With GV-Control Center, you can remotely configure and manage up to 200 GV-Video Wall servers, each with a different layout. A video wall is an establishment of multiple monitors on a server, which is installed with multiple graphic cards. In GV-Video Wall, you can blend and display various video sources and applications at the same time.



Features

- Up to 200 video walls
- Screen splitting
- Roaming and zooming operations at any position
- Remote desktop sharing
- On each GV-Video Wall server, you can:
  - display up to 288 IP channels
  - display actual size IP images
  - freely adjust the size and position of each channel, whether it be within or across monitors
  - display up to 16 zoomed channels with Zoom Windows
  - display up to 16 Scan Windows, each displaying up to 64 channels in turn, at custom time interval
  - display up to 16 web pages with Web Windows
  - play back up to 16 videos with Media Windows
  - play back up to 16 videos with Remote ViewLog
  - display up to 288 channels of customized view regions of remote monitors
  - display live views enabled from Remote E-Map

Applications

GV-Video Wall allows you to display different applications and live views, such as Remote E-Map, GIS, Vital Sign Monitor, Remote Desktop and Remote ViewLog, on the defined monitors.

System Requirements

OS Supported	64-bit	Windows 10 / 11 / Server 2016 / Server 2019
CPU		Core i7 2600K, 3.4 GHz
Memory		16 GB Dual Channels
Hard Disk		1 GB
Processor Graphics		Please see GPU Decoding Specifications below.
DirectX		9.0c
LAN Card		Gigabit Ethernet x 2

Note: To display a megapixel IP channel across monitors, make sure the external graphic cards on a server are of the same brand, model and driver version, and the capacity of graphic cards are of NVIDIA GTS 450 or higher to ensure maximum efficiency.

License

Free License	N/A
Maximum License	200 Video Wall servers (max 288 channels / server)
Increment for Each License	1 Video Wall server
Optional Combinations	1. Control Center + Video Wall (1 to 200 license) 2. Control Center + Vital Sign Monitor + Video Wall (1 to 200 license) *No. 2 is **not** supported by *software licensing*
License Type	GV-USB dongle or software license

Note:

1. To upgrade to V4.0.0 or later, a purchased initial license is required to start GV-Control Center software.
2. The licensing comes in two forms: *GV-USB dongle* and *software license*. The two are incompatible. Before using software licensing, make sure to remove the GV-USB dongle if inserted on the PC.
3. GV-USB dongle has two types: Internal and External. Internal dongle is recommended for the Hardware Watchdog function, which restarts the PC when Windows crashes or freezes.
4. Software licensing:
   - Not support the following software currently: GV-AI Guard, GV-ASManager, GV-DVR / NVR.
   - Support the following products: GV-AI FR V1.2 or later, GV-Recording Server V2.0 or later, GV-SNVR series, GV-VMS V17.4.2 / V18.3.0 or later, UA-HD DVR Series, UA-SNVR Series, IP devices.

Specifications

Each GV-Control Center can support up to **200** GV-Video Wall. For each Video Wall, you can install and display:

Features	Video Wall
Max. No. of Monitors	Unlimited. *The maximum number of monitors allowed depends solely on the graphic cards installed to the Video Wall server.
Max. No. of Channels	288
Scan Window / Channels	16 / 64
Zoom Window	16
Web Window	16
Media Window	16
Remote ViewLog Window	16
Remote Monitor	288 *On each Video Wall you can display a customized view region of a remote monitor.
Live view from Remote E-Map	1
Language	Arabic, Bulgarian, Czech, Danish, Dutch, English, Finnish, French, German, Greek, Hebrew, Hungarian, Indonesian, Italian, Japanese, Lithuanian, Norwegian, Persian, Polish, Portuguese, Romanian, Russian, Serbian, Simplified Chinese, Slovakian, Slovenian, Spanish, Swedish, Thai, Traditional Chinese, Turkish

Note:

1. The total number of camera channels and Remote Monitors displayed on the Video Wall cannot exceed 288.
2. Specifications are subject to change without notice.

Compatible GeoVision Products

- GV-DVR / NVR: V8.5 or later
- GV-VMS: V14.1 or later
- GV-ASManager: V4.3 or later
- GV-Recording Server: V1.4 or later
- GV-AI FR: V1.2 or later
- GV-AI Guard: V1.1 or later
- GV-Live Streaming app: V1.0.2
- GV-SNVR0400F / 1600: FW V1.1 or later; GV-SNVR0411: FW V2.0 or later; GV-SNVR0412: FW V1.13 or late; GV-SNVR0811: FW V2.73 or later; GV-SNVR0812: FW V1.03 or later; GV-SNVR1611: FW V3.03 or later; GV-SNVR1612: FW V1.01 or later
- GV-VS11 / 12 / 14 / 2400 / 2420 / 2800 / 2820: FW V1.01 or later
- GV-VS2401 / VS21600: FW V1.00 or later
- UA-HD DVR series: UA-XVL810: FW V1.02 or later, UA-XVL1610: FW V1.02 or later, UA-XVR810: FW V1.02 or later
- UA-SNVR series: UA-SNVRL810-P: FW V1.01 or later, UA-SNVR1620-P: FW V1.01 or later

GPU Decoding Specifications

A higher total frame rate can be achieved if your CPU comes with onboard GPU or is connected to external GPU for GPU decoding.

Onboard GPU: GPU decoding is only supported when using the following Intel chipsets:

For **H.264** Video Compression

- 2nd~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th~ 11th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

For **H.265** Video Compression

- 6th~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th~ 11th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

External GPU: GPU decoding is only supported when using NVIDIA graphics cards with compute capability 3.0 or above and memory 2 GB or above. To look up the commute capability of the NVIDIA graphics cards, refer to:

https://developer.nvidia.com/cuda-gpus

Note:

1. Only one external NVIDIA graphic card can be supported by GV-Control Center to perform GPU decoding for free of charge.
2. GeForce GTX1060 is not supported.

Onboard GPU + External GPU: To have both the onboard and external GPU to perform GPU decoding, the GPUs must follow their respective specifications listed above.

Note:

1. If you have both onboard and external GPUs installed, the onboard GPU must be connected to a monitor for activating H.264 / H.265 GPU decoding.
2. CUDA compute capability 5.0 or higher is required to ensure optimal performance.

Options

Optional Devices	Description
GV-Joystick V2	GV-Joystick V2 facilitates PTZ camera control. It can be either plugged into the GeoVision surveillance system for independent use or connected to GV-Keyboard to empower the operation.