

INVR-16POE

NVR

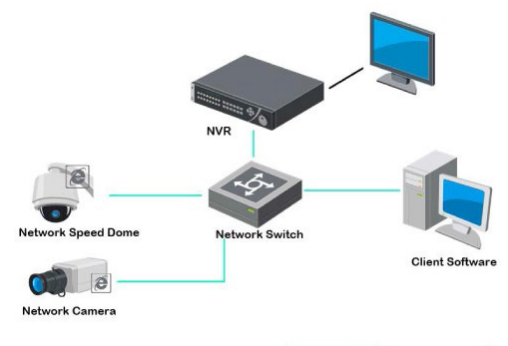


KEY FEATURES

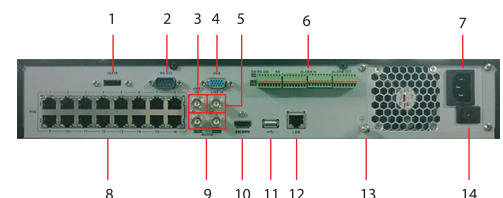
- Third-party network cameras supported
- Up to 5MP resolution recording
- HDMI and VGA output at up to 1920 1080P resolution
- Plug & Play with 16 independent PoE network interfaces
- 4 SATA HDD interface up to 4TB each
- HDD quota and group management



SPECIFICATION	INVR-16POE
Video/audio input	
IP Video Input:	16-ch
Two-way audio input:	1-ch, BNC (2.0 Vp-p, 1kΩ)
Incoming bandwidth:	80Mbps
Video/Audio output	
CVBS Output:	1-ch, BNC(1.0Vp-p, 75Ω) Resolution: 704×576(PAL); 704×480(NTSC)
HDMI Output:	1-ch, resolution: 1920 × 1080P / 60Hz, 1600 × 1200 / 60Hz, 1280 × 1024 / 60Hz, 1024 × 768 / 60Hz
VGA Output:	1-ch, resolution: 1920 × 1080P / 60Hz, 1600 × 1200 / 60Hz, 1280 × 1024 / 60Hz, 1024 × 768 / 60Hz
Recording Resolution:	5MP / 3MP / 1080P / UXGA / 720P / VGA / 4CIF / DCIF / 2CIF / CIF / QCIF
Audio Output:	2-ch, BNC(Linear Electrical Level, 600Ω)
Synchronous Playback:	16-ch
Playback resolution:	5MP / 3MP / 1080P / UXGA / 720P / VGA / 4CIF / DCIF / 2CIF / CIF / QCIF
Hard disk	
Capacity:	Up to 4TB capacity for each disk
SATA:	4 SATA interfaces for 4HDDs
eSATA:	1 eSATA interface
External interface	
Network interface	1 RJ-45 10 / 100 / 1000 Mbps self-adaptive Ethernet interface 16 independent 100 Mbps PoE network interfaces
Serial interface	1 RS232 serial interface 1 RS485 serial interface 1 keyboard 485 serial interface
USB interface	3 x USB 2.0
Alarm in	16
Alarm out	4
General	
Power Supply:	100 ~ 240VAC, 6.3A, 50 ~ 60Hz
Consumption:	< 40 W
Working Temperature:	10 °C ~ +55 °C
Working Humidity:	10% ~ 90%
Chassis:	19-inch rack-mounted 1.5U chassis
Dimension:	440 × 390 × 70 mm
Weight(without HDD):	< 8 Kg (17.64 lb) (without hard disk or DVD-R/W)



REAR PANEL



1. ESATA INTERFACE
2. RS-232 INTERFACE
3. VIDEO OUT
4. VGA INTERFACE
5. LINE IN
6. RS-485 INTERFACE, CONTROLLER PORT, ALARM IN AND ALARM OUT
7. AC 100V~240V
8. NETWORK INTERFACES WITH POE FUNCTION
9. CVBS AUDIO OUT AND VGA AUDIO OUT
10. HDMI INTERFACE
11. USB INTERFACE
12. LAN NETWORK INTERFACE
13. GROUND
14. POWER