

i7-MVS Lite Client Software

i7-MVS Lite is an abbreviated version of i7-VMS v2. It provides basic video surveillance functions including real-time live view, video recording, and remote playback for the connected devices (such as DVRs, NVRs, network cameras, network speed domes, encoders, etc.). It meets the needs of small-sized projects, such as a small-sized supermarket, an apartment, etc.

Main Features

Live View

- View settings and instant playback
- Live view on main/auxiliary screen
- Up to 64-window division for standard screen, and 48-window division for the wide screen
- Custom window division configurable
- Resuming the latest live view status after client restart
- Customizing the displayed icons on the live view toolbar and adjusting icons order

PTZ Control

- Remote PTZ control
- Configuring and operating preset, patrol, and pattern

Playback

- Dual-stream playback (it should be supported by the device)
- Synchronous playback by default, and up to 16 cameras can be played back synchronously
- Optimizing searching recorded video files to make it quicker and more convenient
- Supports playback in 16x speed
- Clipping the recorded video files
- Downloading video files for multiple cameras synchronously

Network

- Searching the active online devices
- Upgrading device online
- Adding devices by IP address, domain name, and Cloud P2P domain

- Two-way audio and broadcast function
- Alarm output control

General

- Applied in local area network and wide area network (Cloud P2P)
- H.264, H.264+, H.265, and H.265+ video encoding formats
- Resetting device password
- Hardware decoding for live view and playback

Specifications

Model	i7-MVS Lite
Database	SQLite
Supported Language	Bulgarian, Croatian, Czech, Danish, Dutch, English, Finnish, French, German, Greek, Hungarian, Italian, Japanese, Korean, Lithuanian, Norwegian, Polish, Portuguese, Romanian, Russian, Serbian, Simplified Chinese, Slovak, Slovenian, Spanish, Swedish, Thai, Traditional Chinese, Turkish, Vietnamese
Device	Supports up to 64 devices (encoding devices and Cloud P2P devices)
Channel	Supports up to 256 channels
Live View	Supports up to 64-ch live view simultaneously
Auxiliary Screen Preview	Supports up to 4 auxiliary screens for live view
Playback	Supports up to 16-ch synchronous playback
Download	Supports up to 16 downloading tasks simultaneously

Client Requirements

Features		Requirements
Minimum	Processor	Intel® Core™ i5-4590 @ 3.30 GHz
	Memory	8 GB of RAM
	Operating System	Microsoft® Windows 7 (64-bit)
	Video Card	NVIDIA® GeForce GTX 970
Recommended	Processor	Intel® Xeon® E3-1226 V3 @ 3.30GHz
	Memory	8 GB of RAM
	Operating System	Microsoft® Windows 7 (64-bit)
	Video Card	Intel® HD Graphics P4600
High Performance	Processor	Intel® Core™ i7-6700K @ 4GHz
	Memory	16 GB of RAM
	Operating System	Microsoft® Windows 7 (64-bit)
	Video Card	NVIDIA® GeForce GTX 1070

Live View Performance

Performance under Different Client Requirements (Software Decoding)

Encoding Format	Resolution	Bit Rate (Mbps)	Frame Rate (fps)	Maximum Number of Cameras Viewed Simultaneously		
				Minimum	Recommended	High Performance
H.264	720p	3	30	27	25	42
	1080p	6	30	13	12	20
	3 MP	8	30	9	9	14
	8 MP	16	30	3	2	5
H.264+	720p	1	30	33	29	65
	1080p	3	30	18	14	29
	3 MP	4	30	10	9	18
H.265	720p	1	30	26	24	41
	1080p	3	30	10	9	16
	3 MP	4	30	6	6	11
H.265+	720p	0.5	30	29	26	45
	1080p	1	30	13	11	21
	3 MP	2	30	8	7	14

Performance under Different Client Requirements (Hardware Decoding)

Encoding Format	Resolution	Bit Rate (Mbps)	Frame Rate (fps)	Maximum Number of Cameras Viewed Simultaneously	
				Recommended	High Performance
H.264	1080p	6	30	25	25
	8 MP	16	30	6	6
H.264+	720p	1	30	45	45
	1080p	3	30	24	23
	3 MP	4	30	19	17
H.265	720p	1	30	N/A	45
	1080p	3	30	N/A	23
	3 MP	4	30	N/A	15
H.265+	720p	0.5	30	N/A	45
	1080p	1	30	N/A	22
	3 MP	2	30	N/A	15

* For the field of N/A, the video card under the recommended system requirement does not support H.265 or H.265+.

* The above parameters are for reference only. Under the same resolution and frame rate, the bit rate of cameras from different manufacturers may be different. Moreover, the decoding performance from different manufacturers may also be different.

Typical Applications

