



## VICONNET VIRTUAL MATRIX CONTROLLER

### Control and View ViconNet Video in a Whole New Way

- Enhances existing ViconNet system to simulate crosspoint matrix functionality
- Displays any ViconNet camera on any monitor over the network
- Utilizes KRX-3 to decode network video to analog
- Displays video on any composite, S-Video or VGA monitor
- Offers simple and intuitive graphical user interface to control the Virtual Matrix
- Fully compatible with Vicon keypads for camera selection and control
- Offers alarm management and monitor titling functionality
- Supports wall designs typical of large-scale security command centers
- Works in conjunction with any other ViconNet viewing software

The ViconNet Virtual Matrix Controller (VMC) changes the way video can be controlled on an IP video or DVR system. Combined with the KRX-3 Video Decoder, the ViconNet<sup>®</sup> system can be transformed to simulate crosspoint matrix functionality. The Virtual Matrix Controller is software-based and runs on a preconfigured PC.

The Virtual Matrix Controller, along with the KRX-3, takes video from Kollector™ Digital Recorders or IP cameras/servers from the network and outputs analog video to monitors. The KRX-3 Video Decoder handles the translation from ViconNet digital video to analog composite, VGA or S-video. In this way, ViconNet can integrate into an existing security infrastructure. The ViconNet Virtual Matrix can be controlled from the VMC GUI or via a conventional keypad. (By giving the cameras a unique numerical ID, they can be called up by the keypad.) The

functionality and setup screens of the Virtual Matrix match ViconNet version 4 and higher.

The VMC can work independently or in conjunction with any other ViconNet viewing software. The user can choose the display option that works best for the particular installation. For example, the control center can use the VMC with its monitor wall while the system administrator can utilize a PC with VN1000 software viewing the same cameras.

When a camera is selected for viewing, it displays on the selected monitor and a spot view displays on the GUI, if this feature is turned on. The monitors are graphically depicted on the GUI and the selected monitor is highlighted in red and spotlighted. The PTZ function can be used on the preview display. The Main Window contains the necessary controls to operate and set up the unit.

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# Technical Specifications

## VIRTUAL MATRIX CONTROLLER

Motherboard/Power Supply:	ATX motherboard with 450 W power supply.
Operating System:	Windows XP Professional.
CPU:	Pentium IV, 3.0 GHz.
RAM Memory:	1 GB.
Hard Drive:	80 GB min.
Pointing Device:	PS-2 or USB wheel mouse.
Keyboard:	PS-2 or USB, 101 keys.
LAN Card:	1 Gbps onboard.
VGA Adapter:	Video adapter with onboard 128 MB RAM (1028x768 pixels, 32-bit color).
Cooling:	Internal fan, 45 cfm flow rate.
Current:	Tower: 0.5 A. Rack: 0.7 A.
Power Consumption:	Tower: 60 W. Rack: 80 W.

## SOFTWARE FEATURES

Main Window Screen:	A multi-channel display area containing up to 16 connected cameras and microphones and all necessary controls to operate and set up the system.
Sites and Device List:	A physical list of all known Site areas and connected cameras and microphones.
Quick Playback:	Start video playback of live camera with a few clicks.
Play from Time:	Call up images from the database from Main Screen based on time of occurrence.
Control Dialog Display Area:	A space that provides a variety of additional functions based on the selected control.
Toolbar:	An area providing access to all major functions of the system.
Display Mode Controls Area:	A palette of buttons to set the video view mode for single, quad or full screen.
Other Controls Area:	A palette of buttons that activate when a valid device is selected from the Sites and Device List.
System Configuration:	A Main Settings menu used for setup of devices, authorization, and all other system functions.
Function Control Area:	A palette of controls used to manually record, set the picture quality (resolution), clear alarms and refresh mode of the live video display
Site Configuration:	Allows set up of all IP address information and a Backup Nucleus.
Macro Configuration:	Macros can be defined for recorded or displayed/played cameras, microphones and related devices (sensors).

Device Configuration:	Devices can be configured for system recognition and operation.
Authorization Rights Setup:	Group rights can be configured by specific site. Rights provide authority to perform all system functions.
Log Reporting:	Continuously running activity log.
Schedule Function:	System can be set to record and display a video "tour" of multiple channels.
Alarm Configuration:	Alarms can be programmed to announce under special conditions.
Storage Database Utilities:	This utility allows set up and usage of detected hard disks locally.
Authentication:	Video authentication is established by site and affects display of destination video.
Central Failure Notification (CFN):	Provides notifications indicating certain applications have failed.

## MECHANICAL

Case Style:	Standard mid-height tower or rack-mount.
Dimensions:	Tower Height: 16.7 in. (424 mm). Width: 7.5 in. (191 mm). Depth: 16.7 in. (424 mm).  Rack Mount Height: 3.4 in. (86 mm). Width: 19.0 in. (483 mm). Depth: 22.5 in. (572 mm).
Weight:	Tower: Approx. 30 lb (13.6 kg). Rack Mount: Approx. 26 lb (11.8 kg).
Construction:	Steel and plastic.
Color:	Black.

## PC REQUIREMENTS (when purchasing software only)

Operating System:	Windows XP/Vista/2003 Server.
CPU:	Pentium IV, 3 GHz minimum.
RAM Memory:	1 GB minimum.
Hard Drive:	3 GB of free space required
Mouse:	PS-2 or USB type required.
LAN Card:	1 Gbps required for network connection.
VGA Adapter:	Video adapter with onboard 128 MB RAM. Recommended settings are 1024 x 768 pixels and 32-bit color.

## ENVIRONMENTAL

Operating Temperature Range:	32 to 104° F (0 to 40° C).
Operating Humidity Range:	0 to 95% relative, non-condensing.