



FLIR Video Player

The FLIR Video Player is a software component that allows systems integrators to easily embed video display from FLIR's networking products in their applications. The standard version of the FLIR Video Player can be downloaded on an "as is" basis from FLIR Developers Network website.

A number of useful plug-ins like framegrabber video recording, Video Motion Detection to Analytics, Video Tracking and Electronic Video Stabilization are optionally available. These will dramatically increase the functionality of the FLIR Video Player.

Optional Technical Support and Professional Services packages are available from FLIR Networked Systems.



Features

- Streaming sources (MPEG-1/2, MPEG-4, 14bit uncompressed)
- Third party IP sources (e.g. Axis, NKF, Impath Networks, ...)
- FLIR nDVR RTSP playback with VCR control
- DirectX frame grabber support
- Snap frames to BMP or JPEG files
- Image crop (analog sources), flip X and Y, freeze, de-interlace
- ASF and AVI file support with advanced playback options

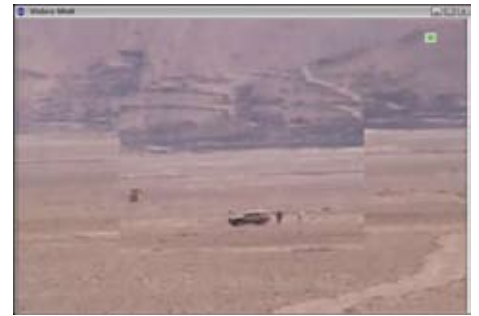
Plug-ins

The following plug-ins are optionally available

- Frame grabber video compression, recasting & file recording
- Statistical VMD (outdoor, visible or thermal)
- Multiple target acquisition and annotation
- Video Analytics with spatial rules (areas and poly-lines)
- Video Tracker (Correlation, Colour, Intensity)
- Advanced filtering (Median, Sobel, AGC, Look Up Tables...)
- Configurable Region of Interest for processing (ROI)
- Electronic video stabilization
- Text, graphics and logo overlay (OSD)

Key benefits

- Fully compatible with Nexus sensors
- One Player for all network and analog sources
- Cost effective, all in one, modular software processing toolbox
- Windows Direct Show based efficient rendering
- Real-time low latency network or frame grabber video display
- Intel primitives, multi-core optimized code for maximum performance in latest PC architectures
- Insertable filters for multiple options: VMD, Analytics, Video Tracking, Electronic Stabilization, Look Up Tables...
- Support for multiple instances in one PC (VideoWall, Analytics)



The FLIR Video Player can be extended with options like Video Motion Detection, Target Acquisition, Video Analytics, Electronic Stabilization and many other useful features. A Video Wall can also be created easily.

Part numbers

FNS200.DEV.VIDEOP.V2

FLIR Video Player (free download)

Basic version. The FLIR Video Player is downloadable from FLIR Networked Systems website, free of charge. You must first apply for registration at "FLIR Developers Network" (<http://ns.flir.com>).

FNS200.DEV.VIDEOP.VMD.V1

FLIR Video Player Video Motion Detection Option

Enables Video Motion Detection (up to 10 areas with 20 vertex per area) and Statistical Filter.

FNS200.DEV.VIDEOP.ACQ.V1

FLIR Video Player Video Analytics and Tracking Option

Enables multi-target acquisition and spatial rules, as well as video tracking mode.

FNS200.DEV.VIDEOP.ESTAB.V1

FLIR Video Player Electronic Stabilization and Filtering Option

Enables the chain of filters for image post-processing, including eSTAB and OSD Symbology.

FNS200.DEV.VIDEOP.REC.V1

FLIR Video Player Video Recording and Recasting Option

Allows video compression from analog frame-grabbers for file recording and recasting.

Technical specifications

SOURCES

- MPEG-1/2 Video Elementary, System/Transport
- MPEG-4 Raw or RTP, UDP/RTSP
- 14bit uncompressed IR/IP14b
- DirectShow compatible Frame Grabbers

eSTAB

- Max. resolution: 4CIF / FullD1 (no sub-sampling)
- Dynamic range: Max 50% FoV
- Damping frequency: 1 to 25Hz
- Algorithm: Predictive, works for fixed or moving platforms
- Contrast Pre-Filter for ultra-low contrast thermal scenery

INPUT FILES

- Mpg, DivX, ASF or AVI containers (certain formats may require Windows codecs)

MIN. SYSTEM REQUIREMENTS (1 Video Channel, MPEG-4 4CIF, eSTAB, VMD, CPU 90%)

- Intel processor Core2Duo 2.1GHz, VGA 256MB non-shared
- Windows XP SP2 DirectX 9c or Vista

VMD

- Up to 10 areas, 20 vertex per area
- Global Noise Filter (statistical outdoor filter)
- Size and Sensitivity adjustable per area

TARGET ACQUISITION

- Up to 100 simultaneous targets on scene
- Sizes from 1 pixel (high contrast scenes) up to 50% of FoV
- Algorithms: Intensity, Motion, Slow Motion

VIDEO TRACKING

- Tracking rate: 25 FPS PAL / 20 FPS NTSC
- Min. pixels on target: 4x4
- Min. target contrast: 5%
- Min. target speed: 0 pixels/second
- Max. target speed: 32 pixels at 50/60Hz
- Algorithms: Intensity, Correlation, Colour

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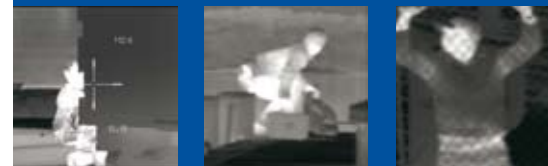
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