



Video Analysis Software and Systems

Camera/Recording Technology	Connection Method	Recording Control	Real-time Analysis?	Cable Distance	Power Source	Bright Light Required?	Maximum Cameras	Frame Rates	Video Resolution	Conversion Needed?
Still shot camera that can record video	USB cable or Memory Stick	At the camera	No	N/A	Battery in camera	Yes	1	15-30	Up to HD	Depends (see note 1)
iPhone, iPad, or Android device with our WiFi Video Grabber software	Wireless Network	At the camera	Nearly	N/A	Battery in device	Yes	1	15-30	Up to HD	Android (see note 1)
Consumer video camera connected to a USB Video Grabber	Analog video cable to USB	At the computer	Yes	Up to 250 feet	Battery in camera	Yes	1	25-30	Up to 720x480	No
IP Camera connected over Gigabit Ethernet (see note 3)	Ethernet Cable	At the computer	Yes	Up to 250 feet	Supply near the camera	Yes	8 (see note 4)	15-30	Up to 640x480	No
Machine Vision camera connected over USB 2.0	USB 2.0 Cable	At the computer	Yes	Up to 40 feet (see note 2)	USB Cable	No	2 (see note 4)	30-240	Up to 752x480	No
Machine Vision camera connected over USB 3.0	USB 3.0 Cable	At the computer	Yes	Up to 40 feet (see note 2)	USB Cable	No	4 (see note 4)	30-240	Up to 1280x1024	No
Machine Vision camera connected over Gigabit Ethernet	Ethernet Cable	At the computer	Yes	Up to 250 feet	Supply near the computer	No	8 (see note 4)	30-240	Up to 1280x1024	No

(1) MotionView automatically converts videos to AVI format if necessary. This adds only a small delay when each new clip is opened. Conversion is not needed if the file is in MOV or AVI format.

(2) USB 2.0 cables are 15' long. USB 3.0 cables are 10' long. Longer distances can be achieved by adding "active repeater" cables, up to about 40' total.

(3) IP Cameras must provide an MJPG video stream in order to work with MotionView. The AXIS IP cameras are reported to work very well with MotionView.

(4) USB 2.0 supports 2 cameras. USB 3.0 supports 4 cameras. GigE supports 8 cameras. Frame rates or resolution will need to be lowered as more cameras are added.