

Mr. TN (Question):

Is Horus meant to run in a virtual machine? In terms of hardware resources needed by NVR, virtual machine will not cope. You will feel the effect when more cameras are connected to the NVR.

Mao Cai (Answer):

HORUS NVR requires full Direct3D support, therefore most virtual machines will not meet the requirement (installation can be completed but no camera images). Also as you said, NVR will take huge memory and CPU/GPU usages, so virtual machine is not a possible solution.

Mr. TN (Question):

*Why the recommended display resolution is only 1024*768 because this resolution is not enough to display megapixel cameras (1280 x 1024)?*

Mao Cai (Answer):

1024*768 resolution is restricted by UDM's design. Even we have a higher resolution screen for example 1280*800 (wide) and we maximize the window (main console), it would not display more images/more button, it only change the shape of camera's picture.

Mr. TN (Question):

Level 3 has shown 3 issues there. Do you believe Horus people will know what you did so that they can repeat your procedure to reproduce the issue?

Mao Cai (Answer):

Yes, I have described the problems in the doc, reasons and solutions.

issue1:

problem: after router/switch reboot, all camera lost.

reason: DHCP has re-assign all cameras' IP addresses, NVR does not have any function like MAC address re-trace for cameras.

issue2:

problem: slower responding speed

reason: due to windows system design, frequently write small data will degrade disk's performance.

issue3:

problem: saved setting lost

reason: unknown.