

INVR-32APOE

NVR

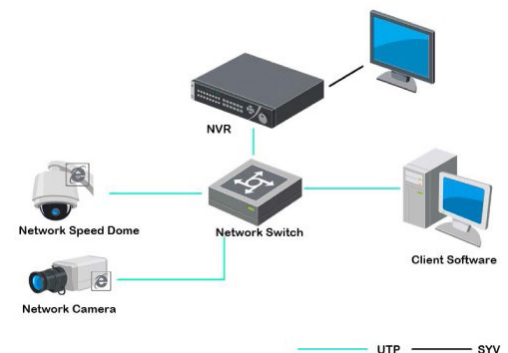


KEY FEATURES

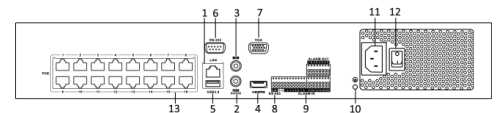
- Third-party network cameras supported
- Up to 6 Megapixels resolution recording
- HDMI and VGA output at up to 1920 1080P resolution
- 32-ch network cameras can be connected with 160M incoming bandwidth
- 4 SATA interfaces
- Plug & Play with up to 16 independent PoE network interfaces
- Support network detection, including network delay, packet loss, etc



SPECIFICATION	INVR-32APOE
Video/audio input	
IP Video Input	32-ch
Two-way audio input	1-ch, RCA (2.0 Vp-p, 1kΩ)
Network	
Incoming bandwidth	160Mbps
Outgoing bandwidth	80Mbps
Remote connection	128
Video/Audio output	
HDMI/VGA output	1-ch, resolution 1920 × 1080P /60Hz, 1600 × 1200 /60Hz, 1280 × 1024 /60Hz, 1280 × 720 /60Hz, 1024 × 768 /60Hz
Recording Resolution	6MP/5MP/3MP/1080P/UXGA/720P/VGA/4CIF/DCIF/2CIF/CIF/QCIF
Frame Rate	Main stream: 50 fps (P) / 60 fps (N) Sub-stream: 50 fps (P) / 60 fps (N)
Audio Output	1-ch, RCA (Linear, 1kΩ)
Synchronous Playback	16-ch
Decoding	
Live view / Playback	6MP/5MP/3MP/1080P/UXGA/720P/VGA/4CIF/DCIF/2CIF/CIF/QCIF
Capability	16-ch@4CIF, 12-ch@720P, 6-ch@1080P
Hard disk	
SATA	4 SATA interfaces for 2 HDDs + 1 DVD-R/W (default), or 4HDDs
Capacity	Up to 6TB capacity for each HDD
External interface	
Network interface	1RJ-45 10/100/1000Mbps self-adaptive Ethernet interface
USB interface	Front panel: 2 × USB 2.0 Rear panel: 1 × USB 3.0
Alarm in	16
Alarm out	4
POE	
Interface	16 independent 100 Mbps PoE network interfaces
Max. Power	200W
Supported Standard	AF and AT
General	
Power Supply	100 ~ 240VAC
Consumption (without HDD and PoE)	≤ 20W
Working Temperature	-10 °C ~ +55 °C
Working Humidity	10% ~ 90%
Chassis	19-inch rack-mounted 1.5U chassis
Dimension	440 × 390 × 70 mm
Weight(without HDD)	≤ 4 Kg



Rear Panel



- 1 LAN Network Interface
- 2 AUDIO OUT
- 3 AUDIO IN
- 4 HDMI Interface
- 5 USB 3.0 Interface
- 6 RS-232 Serial Interface
- 7 VGA Interface
- 8 RS-485 Serial Interface
- 9 ALARM IN and ALARM OUT
- 10 GND
- 11 100~240VAC Power Input
- 12 Power Switch
- 13 Network Interfaces with PoE Function