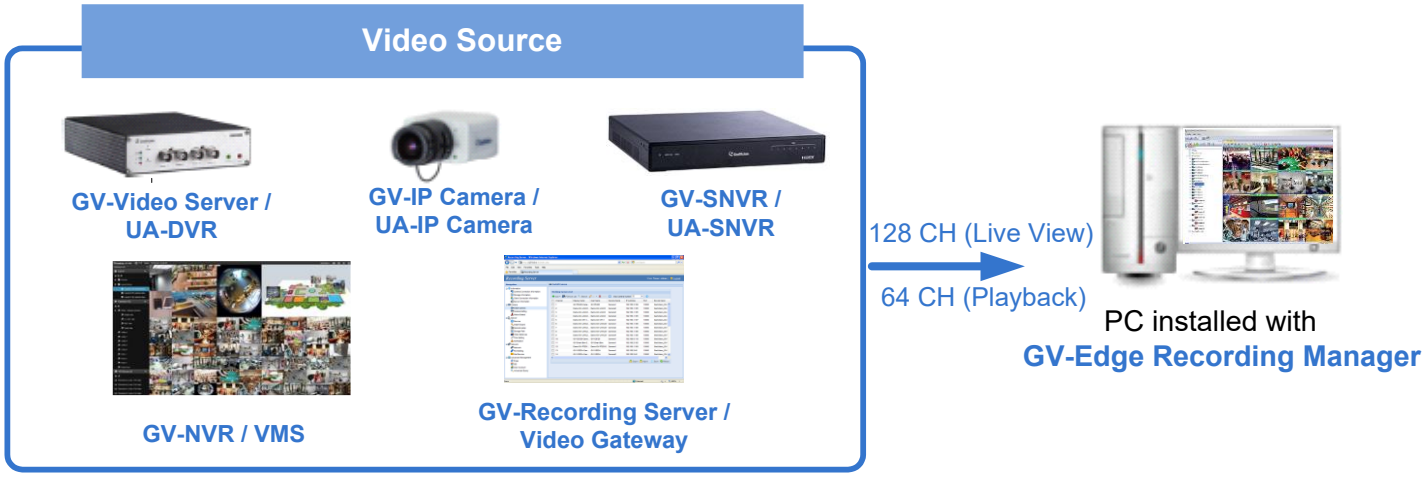
GV-Edge Recording Manager (Windows Version)

Introduction

GV-Edge Recording Manager is designed for remote live viewing and playback of GeoVision IP devices and software. It provides a unified interface to access live view, enable or disable recording, play back videos, and manage multiple IP cameras at once—all without separate logins for each device or software. Connections to hosts can be terminated without affecting recording or device operation.

GV-Edge Recording Manager integrates remote control of IP cameras, GV-Video Server, GV-SNVR, GV-NVR / VMS, and GV-Recording Server / Video Gateway under a single management platform.



Features

- Display up to 32 channels for free, up to 128 channels using a GV-USB dongle or software license
- On-demand display for dual channels
- Fisheye dewarping
- Varieties of live view displays: PIP / PAP view, Focus view, Scan window, projecting a live view display on another monitor
- Take snapshots of live images
- Remotely enable or disable recording to connected GV-IP Camera, GV-NVR / VMS
- Remote playback
- Batch IP address assignment
- PTZ control
- Two-way audio
- Import and export of system configuration
- Storage information (free and occupied space) of GV-IP Camera
- Trigger output devices of connected hosts
- Support for up to 4-monitor display
- Support for GV-IP Decoder Box Optimal for remote monitor display

Minimum System Requirements

OS	64-bit	Windows 10 / Windows 11 / Server 2016 / Server 2019 / Server 2022
CPU	32 channels (with Dual Streams)	Core i3-4130, 3.4 GHz
	64 channels (with Dual Streams)	Core i5-4670, 3.4 GHz
	96 / 128 channels (with Dual Streams)	Core i7-8700, 3.2 GHz
Memory	32 Channels (with Dual Streams)	8 GB
	64 channels (with Dual Streams)	16 GB
	96 / 128 channels (with Dual Streams)	16 GB
Graphic Card	32 / 64 channels	PCI-Express, 800 x 600 (1280 x 1024 recommended), 32-bit color
	96 / 128 channels	NVIDIA GeForce GTX650 Ti BOOST
IMPORTANT: PCs with 15th Gen Intel processors are currently not recommended due to compatibility concerns.		

License

Free License	32 channels
Maximum License	128 channels
Paid License Option	64 / 96 / 128 channels with 4-monitor display, GV-Joystick use, or System Log
Optional Combinations	N/A
License Type	Software License, Internal or External Dongle

Note:

1. GV-USB dongle comes in internal and external dongles. It is recommended that you use the internal GV-USB Dongle to have the Hardware Watching function which restarts the PC when Windows crashes or freezes.
2. The licensing comes in two forms: GV-USB dongle and software license. The two are incompatible. If a GV-USB dongle has been inserted on the system, remove it before using software licensing. For details on software licensing, click here.
3. To apply a 4-monitor display, a paid license (64 / 96 / 128-channel) is required (up to 64-channel divisions are supported for each monitor).
4. A paid license (64 / 96 / 128-channel) is required for using GV-Joystick and the System Log function.

Compatible GeoVision IP Devices and Software

GV-IP Devices		Supported Version
GV-Cloud Bridge Pro		V1.10 or later
GV-IP Camera		All GV-IP Cameras with the latest firmware.
GV-IP Decoder Box Optimal		V1.02 or later
GV-IP Decoder Box Ultra		V1.09 or later
GV-IP Display 116		V1.02 or later
GV-IP Speaker	GV-IPSC10	V2.0 or later
	GV-IPSH30	V2.0 or later
	GV-IPSS40	V2.0 or later
GV-SNVR System	GV-SNVR0400F	V1.10 or later
	GV-SNVR0411	V2.10 or later
	GV-SNVR0412	V1.00 or later
	GV-SNVR0811	V2.40 or later
	GV-SNVR0812	V1.00 or later
	GV-SNVR1600	V1.10 or later
	GV-SNVR1611	V1.00 or later
	GV-SNVR1612	V1.00 or later
	GV-SNVR3203	V1.00 or later
	GV-SNVR6403	V1.00 or later
	GV-RNVR256G0-N	V1.00 or later
	GV-RNVR3240-N	V1.00 or later
	GV-RNVRL810-P	V1.00 or later
GV-Video Server	GV-VS11	V1.03 or later
	GV-VS12	V1.07 or later
	GV-VS14	V1.01 or later
	GV-VS2400/2420	V1.00 or later
	GV-VS2800/2820	V1.00 or later
UA-IP Camera		All UA-IP Cameras with the latest firmware.
UA-HD DVR	UA-XVL810	V1.00 or later
	UA-XVL1610	V1.00 or later
	UA-XVL1611	V1.00 or later
	UA-XVR810	V1.00 or later
	UA-XVR1620	V1.00 or later
UA-SNVR System	UA-SNVRL810-P	V1.00 or later
	UA-SNVR1620	V1.00 or later
	UA-SNVR1620-P	V1.00 or later
	UA-SNVR3240-N	V1.00 or later
GV-Software		**Supported Version**
GV-AI Guard (Basic)		V1.1 or later
GV-NVR		V8.7.1.0 or later
GV-Recording Server		V1.2.4.0 or later
GV-Video Gateway		V1.2.4.0 or later
GV-VMS		V14.10 or later

Note:

1. Remote playback from SD card is not supported for the following models: GV-ABL / TBL Series, GV-ADR / TDR Series, GV-AVD / TVD Series, GV-EBD Series, GV-QSD5730 / 5731-IR, GV-SD2322-IR / 2722-IR / 3732-IR, UA-B580F3 / R500F2 / R560F2 / R580F2 / R800F2.
2. The function of remote camera and layout assignment for GV-IP Decoder Box Optimal / Ultra / GV-IP Display 116 is only supported by GV-Edge Recording Manager V2.2.8 or later.

Specifications

Supported Hosts	
GV-AI Guard (Basic)	Unlimited
GV-IP Camera	
GV-IP Decoder Box Optimal	
GV-IP Decoder Box Ultra	
GV-IP Display 116	
GV-IP Speaker	
GV-NVR	
GV-Recording Server	
GV-RNVR	
GV-SNVR	
GV-Video Gateway	
GV-Video Server	
UA-HD DVR	
UA-IP Camera	
UA-SNVR	
I/O Device Output	5 hosts

Note:
While GV-Edge Recording Manager supports a maximum of 128-ch live view with its minimum system requirements satisfied, ensure to meet the remote connection criteria of the following hosts before building the connection:

- **GV-VMS / NVR:** Maximum remote connections depend on CPU specifications and usage, and available bandwidth. See *Steps 3 to 4, 2.3.3 Connecting to GV-DVR / NVR / VMS* in *GV-Edge Recording Manager User's Manual* for details.
- **GV-RNVR256G0-N/3240-N/L810-P:** Maximum remote connections depend on the total output bandwidth. See the *Max. Bandwidth* spec in *GV-SNVR Comparison Chart* for details.
- **GV-SNVR0412/0812/1600/1611/1612:** Maximum remote connections vary by model. See the *Remote Monitoring* section in *GV-SNVR Comparison Chart* for details.
- **GV-SNVR3203/6403:** Maximum remote connections depend on the total output bandwidth. See the *Max. Bandwidth* spec in *GV-SNVR Comparison Chart* for details.
- **GV-Recording Server:** Supports a maximum of 600 remote connections. See the *GV-Recording Server datasheet* for details.
- **UA-SNVR/HD DVR:** Maximum remote connections depend on the total output bandwidth. See the columns of *Max. Output Bandwidth* in *UA-SNVR Comparison Table* and *UA-HD DVR Comparison Table* for details.

Live View		
No. of Channels		32 (free); 33 ~ 128 (with GV-USB dongle / software license)
Window Division		4, 6, 8, 9, 10, 13, 16, 25, 36, 49, 64
Display Mode		Fisheye dewarping, PIP, PAP, wide angle lens dewarping, fisheye object tracking, zoom, snapshot, focus view, scan view
Audio		Two-way
PTZ		Pan, tilt and zoom
Host Recording (Monitoring)		Enable/disable monitoring of hosts (only for GV-IP Camera, GV-NVR / VMS)
Channel Status Indicator	Yellow	Not under monitoring6
	Green	Under monitoring but not being recorded
	Red	Under monitoring and is being recorded
Host Batch Management		IP address configuration, time synchronization with GV-Edge Recording Manager (only for GV-IP Camera)

Note: For a 4-monitor display, a paid license (64 / 96 / 128-channel) is required.

Playback	
Max. Number of Channels	64 Windows
Playback Mode	Fisheye dewarping, wide angle lens dewarping, defog, PIP, PAP, Stabilizer
Others	
Language	Arabic / Bulgarian / Chinese Simplified / Chinese Traditional / Czech / Danish / Dutch / English / Finnish / French / German / Greek / Hebrew / Hungarian / Indonesian / Italian /Japanese / Lithuanian / Norwegian / Persian / Polish / Portuguese / Romanian / Russian / Serbian / Slovakian / Slovenian / Spanish / Swedish / Thai / Turkish

Note: All specifications are subject to change without prior notice.

GPU Decoding

A higher total frame rate can be achieved if your CPU comes with onboard GPU or is connected to external GPU for GPU decoding.

Onboard GPU: GPU decoding is only supported when using the following Intel CPUs:

For **H.264** Video Compression

- 2nd ~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th ~ 14th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

For **H.265** Video Compression

- 6th ~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th ~ 14th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

External GPU: GPU decoding is only supported when using NVIDIA graphics cards with a compute capability of 3.0 or above and a memory of 2 GB or above. To look up the computing capability of the NVIDIA graphics cards, refer to: https://developer.nvidia.com/cuda-gpus.

Note:

1. One or multiple external NVIDIA graphics cards are supported for GPU decoding, with up to 8 MP resolution.
2. Support for multiple external NVIDIA graphics cards to enhance decoding efficiency is available only in GV-Edge Recording Manager V2.3.0 or later. To ensure optimal performance and compatibility, it is recommended to use graphics cards of the same model and brand.

Onboard GPU + external GPU: To have both the onboard and external GPU perform GPU decoding, the GPUs must follow their respective specifications listed above.

Note:

3. If you have both onboard and external GPU installed, the onboard GPU must be connected to a monitor for H.264 / H.265 GPU decoding.
4. CUDA compute capability 5.0 or higher is required to ensure optimal performance.

Options

Optional Devices	Description
GV-IP Speaker	GV-IP Speaker plays audio received over the network, supporting both live speech to deter intruders and prerecorded messages for alerts and announcements.
GV-Joystick V3	GV-Joystick V3 facilitates PTZ camera control. It is compatible not only with GeoVision software, but also with any third-party software that supports the HID standard.