

EdgeStorage and SmartBackfill

Functions for ensuring lossless recordings in the event of a temporary disruption to the IT infrastructure or recording system

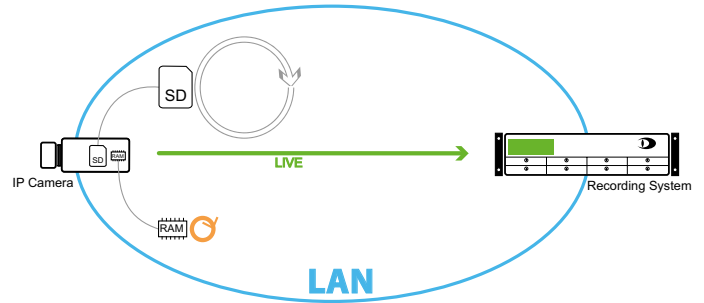
Dallmeier network cameras are equipped with a RAM memory which is used by the **EdgeStorage** function to store the video stream in case of a network failure (spanning tree, bursts, etc.) or a temporary disruption of the recording system (power failure, reboot, etc.). When the recording system is accessible again, the **SmartBackfill** function retrieves the buffered video stream at increased speed, saves it in chronologically correct order and then seamlessly continues recording the live stream.

Most Dallmeier network cameras can be additionally equipped with a powerful SD memory card (microSDXC, Class 10, UHS-I). This allows the internal 50 MB RAM memory (buffer approx. 1 minute for video streams with 6 Mbps) to be expanded up to 64 GB, thus buffering the video stream for several hours.

EdgeStorage

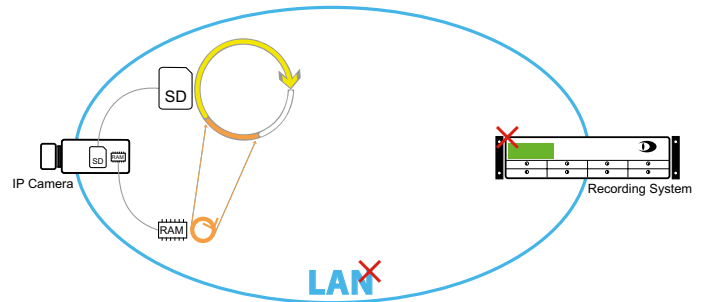
Procedure in regular operation

- Live stream (encoder 1) is sent to the recording system (primary recorder in case of double recording)
- Live stream is stored on RAM memory (ring buffer)
- Live stream is not stored on SD memory
- Camera monitors the accessibility of the recording system



Procedure in disturbed operation

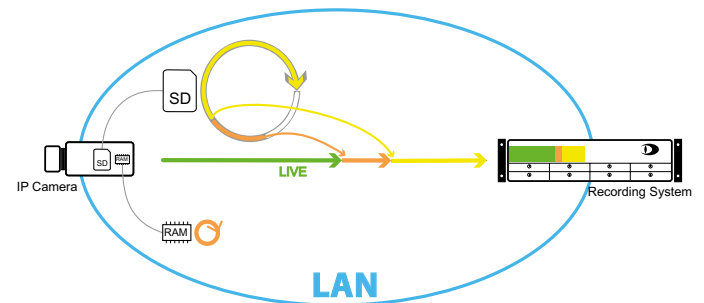
- Camera detects the inaccessibility of the recording system
- Video stream from RAM memory is transferred to SD memory
- Live stream is stored on SD memory (ring buffer)
- Live-Stream is stored on RAM memory (ring buffer)
- Camera monitors the accessibility of the recording system



SmartBackfill

Procedure in compensating operation

- Camera detects the re-accessibility of the recording system
- Stored stream is sent to the recording system (increased frame rate (high network bandwidth required), starting with the oldest image)
- Recording system stores the stream seamlessly in the track
- Live stream is continuously stored on the SD memory



Return to regular operation

- Camera detects the empty buffer on the SD memory
- Live stream is sent to the recording system (normal frame rate)
- Live-Stream is stored on RAM memory (ring buffer)
- Live stream is not stored on SD memory
- Camera monitors the accessibility of the recording system

