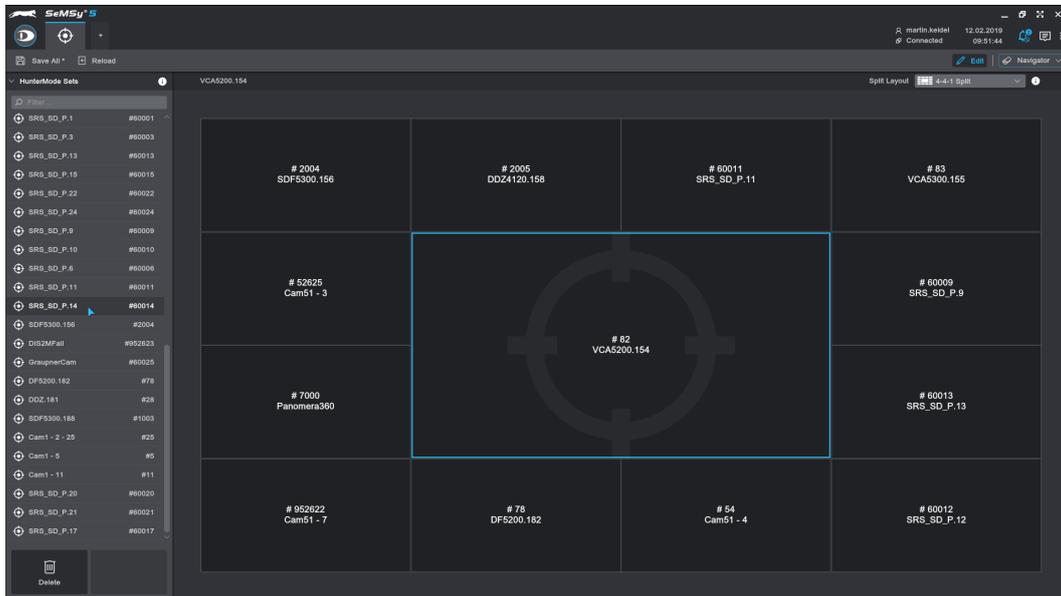


SeMSy® Huntermode Editor

HEMISPHERE® SeMSy® Huntermode Editor for editing special split layouts on a HEMISPHERE® SeMSy® Workstation



The HEMISPHERE® SeMSy® Video Management System combines the proven concept of its predecessors with new **dynamics and flexibility**. The optimized license model with administration on the central HEMISPHERE® Backbone Server allows a **simple, fast and secure adaptation and expansion** of the entire system during operation.



Function

The HEMISPHERE® SeMSy® Huntermode Editor allows the configuration of split layouts, which are used especially for arrangements of neighboring or nearby cameras, for example for object tracking. These can be created and managed in the editor.

Optional Camera Mode

A Huntermode is created for one camera and is an optional operating mode for the encoder, which activates it in a defined split layout with other cameras.

Split Layouts

A Huntermode split layout can be freely selected according to individual application situations and requirements.

Output

A camera for which a Huntermode has also been configured can be connected to a split at any time in normal mode and operated in live / playback mode. The use of the Huntermode has to be activated first.

Globally Available

A Huntermode is configured for a camera device and is available system-wide on all workstations with the corresponding privileges / rights.

Management

Huntermodes can be edited and adapted in the editor application. These can also be deleted.

Licensing

The license for the HEMISPHERE® SeMSy® Huntermode Editor is included in the scope of delivery of the HEMISPHERE® SeMSy® Workstation Software.

