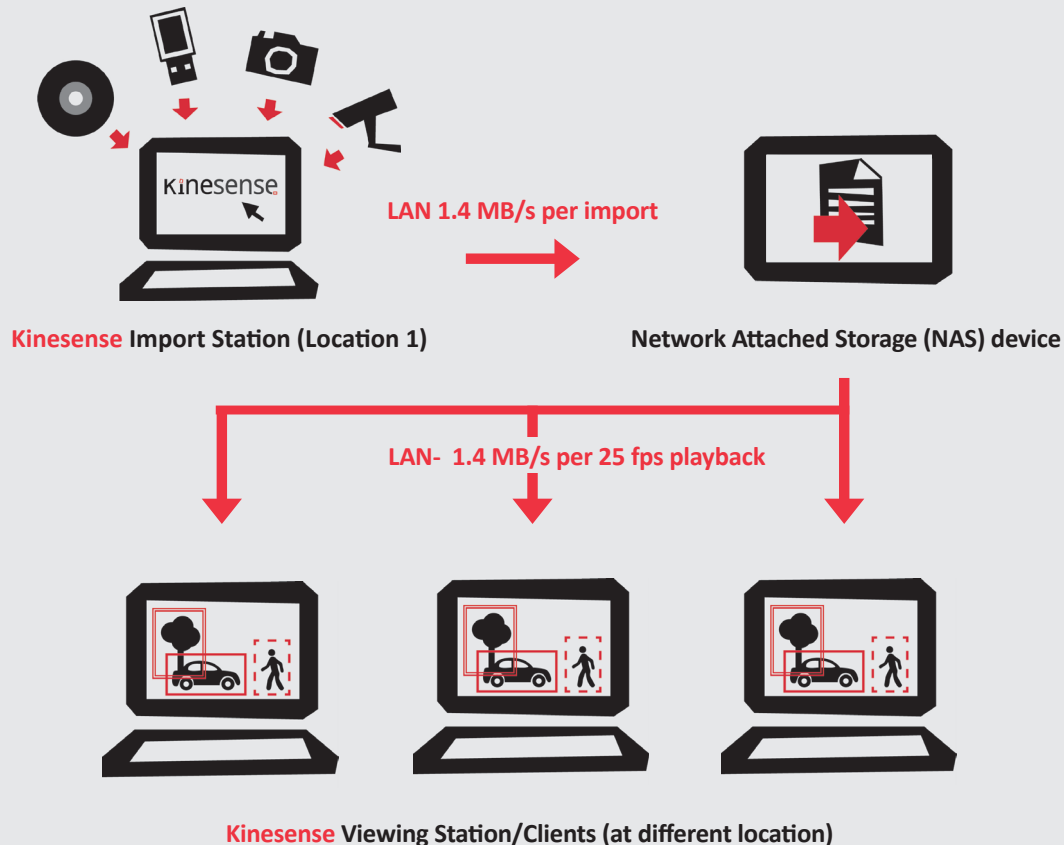


## Kinesense Solutions on a Network



*"By using our Kinesense solution across our network means that we can import video in one office and have officers at another location can access it and start their investigation. It just makes the whole process even faster and easier"*

Intelligence Officer

The **Kinesense** range of products can be used on a network facilitating the transfer and sharing of video across the organization. The benefits can be

seen across different investigation types from major crimes to surveillance operations and across different departments from Technical Surveillance Units (TSUs) to Imaging Departments.

### Kinesense **LE** for Major Investigations

When a serious incident happens, large volumes of video from disparate video sources have to be retrieved and reviewed. By having **Kinesense LE** on a network, video can be imported by the retrieval team and then accessed by the viewing team who might be in a different location. Databases/Cases can be password protected for extra access control and resource allocation.

## Kinesense CovertSuite for Surveillance Operations

A week-long surveillance investigation, will generate between 168 (1 camera, 24/7) and 504 (3 cameras 24/7) hours of footage. It is often the job of the TSU to install cameras, download the resulting recordings and prepare for Investigators. By using **Kinesense** on a network, they can process and prepare large volumes of recordings on specialist Import stations and make the resulting databases/cases available to Investigators using a Kinesense Viewer licence/Client on their own PC.

## Kinesense PlayerManager for Imaging Departments

**PlayerManager** helps sort, share and store third party video player and can also work across a network. Each PC can have a **Kinesense PlayerManager** installed locally, but all the 3rd party player applications are stored centrally in a virtualized format. The player library file is also stored centrally on a shared drive location. In this setup, all users have access to all player data and can launch any 3rd party player. When a player is launched, a temporary copy of the virtualized player is made locally and the application is run. When the Player is closed, it is removed from the local PC.

### How it works?

**Kinesense** can be deployed flexibly in an organisation. The typical implementation is to have a combination of **Kinesense** import stations and viewing licences/clients, linked by a Local Area Network (LAN), with video and databases stored centrally on a Network Attached Storage (NAS) device.

During the import process, video and all metadata will be streamed over the network and saved at the desired location. The network load is approximately 1.4 MB/s per video import (i.e. 3x importing videos may require up to 4.2MB/s). Once the video has finished importing to the database, a **Kinesense** Viewer on another machine can be used to open and review the stored video (and search, make reports, etc). There is no need to download the database/case to the local PC which you are viewing from or indeed upload reports or other changes carried out.

The network load is dependent on use, but the maximum is approximately 1.4 MB/s for continuous 25 fps full frame playback for standard resolution video (HD video may be more intensive).

### Hardware Requirements:

#### Kinesense LE Requirements:

**OS:** Windows XP SP3, Win 7 SP1, Win 8  
**CPU:** Dual Core (Intel i3 or better)  
**Ram:** 4GB  
**Disk:** Min 10GB (extra for storage)

#### Kinesense CovertSuite Requirements:

**OS:** Windows 7 x64  
**CPU:** Intel i7 Quad or better  
**Ram:** 4GB minimum, 8GB recommended  
**Disk:** 500GB x 2 (extra for storage)

#### Kinesense PlayerManager Requirements:

**OS:** Windows XP SP3, Win 7 SP1, Win 8  
**CPU:** Any  
**Ram:** 1GB  
**Disk:** 1GB free (extra for storage)

### Network Requirements:

Import requirements are 1.4 MB/s for each import stream (e.g. 5 import streams you need 7MB/s). You will need 1.4 MB/s per 25 fps playback from each viewing station.