

Video surveillance system

Overview

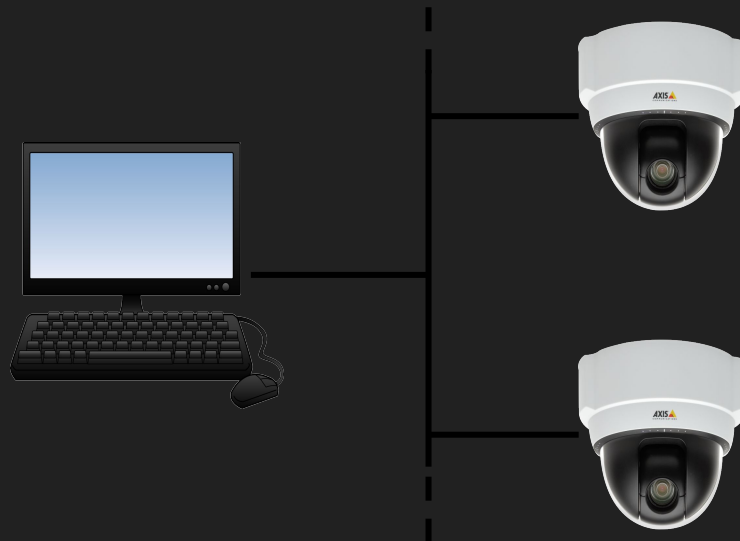
Capture images and view on screen

Two modes: Movie and Idle

Synchronization of cameras

Motion detection

Easy set up



Client: Images are stored in a buffer

In movie mode the buffer ensures that small fluctuations in the connection between the cameras and the client does affect the video streams

There is a time delay of 0.5 seconds between capturing and displaying the images when the connection and capturing mechanism is good.

When the connection/capturing mechanism is not as good the update of an old image on the client is more crucial and therefore the delay is decreased to 0.2 s.

To ensure that there will be a smooth transition in the stream when returning from a delay of 0.2 s to 0.5 s there is an incremental increase in the delay.

Client: The system is built for two cameras

The synchronization function can currently only handle two cameras

The GUI can currently only handle two cameras

The connections are currently hard coded for two cameras but can easily be changed for any number of cameras.

Server

The server is written in C which ensures full control of the code, compared to when writing in Java and translating to C

The server has a high frame rate in movie mode. Testing indicates that movie mode delivers images to the client in 25 fps under normal conditions

Thank you for listening