



WaveView

System Requirement V6

Reference: WST-0125-01

WaveView System Requirements V6

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Documentation information

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Any comments, corrections and suggestions about this document can be sent to info@wavestore.com

WaveView Client

To ensure that the client PC runs well, it is important to know the minimum, recommended and optimal requirements for WaveView V6 client software.

The hardware requirements are as follows:

Client Profile	Specifications
Minimum	<ul style="list-style-type: none"> ▪ CPU: 4th generation Intel Core i3-4170 or better ▪ RAM: Min 2GB RAM • Graphics: Intel On-board graphics – driver must support OpenGL 2.0 ▪ Networking: GbE LAN ▪ OS: Windows 7, Windows 8, Windows 8.1, Windows 10, Ubuntu 14.04
Recommended	<ul style="list-style-type: none"> ▪ CPU: 4th generation Intel Core i5-4670 or better ▪ RAM: Min 4GB RAM ▪ Graphics: Dedicated graphics card with min 2GB video RAM (ATI/NVIDIA) – driver must support OpenGL 3.0 ▪ Tested Graphics cards: NVIDIA GeForce GTX 750Ti ▪ Networking: GbE LAN ▪ OS: Windows 7, Windows 8, Windows 8.1, Windows 10, Ubuntu 14.04 ▪ OS Drive – Min 120GB SSD
Optimal	<ul style="list-style-type: none"> ▪ CPU: Intel 5th generation Intel Core i7-5820K or better ▪ Tested CPU: Intel Core i7-5960X @ 3.0GHz, 8 Core ▪ RAM: Min 16GB RAM ▪ Graphics: NVIDIA GeForce GTX 960 or above ▪ Tested Graphics cards: NVIDIA GeForce GTX 980Ti ▪ Networking: GbE LAN ▪ OS: Windows 7, Windows 8, Windows 8.1, Windows 10, Ubuntu 14.04 ▪ OS Drive – Min 120GB SSD

GPU Considerations

- Minimum of 2GB video RAM recommended
- NVIDIA based GPU recommended
- NVIDIA SLI bridge is not supported
- Wavestore recommended graphics cards are:
 - GeForce GTX 750Ti
 - GeForce GTX 950
 - GeForce GTX 960
 - GeForce GTX 970
 - GeForce GTX Titan X

Maximum number of cameras viewed per client type

To ensure that your client workstation runs well, it is important to know the maximum number of cameras that can be viewed per client station type in Wavestore.

The maximum number of cameras viewed per client station type in Wavestore are typically as follows:

H.264 format	CIF	VGA	HD	Full HD	Ultra HD	Connected monitors
Resolution @ 25fps	352 x 240	640 x 480	1280 x 720	1920 x 1080	3840 x 2160	
Average bit rate/camera¹	500kb/s	1500kb/s	3500kb/s	6000kb/s	10000kb/s	
Minimum	12	5	2	1	X	1 monitor
	X	X	X	X	X	2 monitors
	X	X	X	X	X	3 monitors
Recommended	30+ ²	22	10	4	X	1 monitor
	30+ ²	11	5	2	X	2 monitors
	X	X	X	X	X	3 monitors
Optimal	30+ ²	30+ ²	30	18	4	1 monitor
	30+ ²	30+ ²	22	13	3	2 monitors
	30+ ²	30	13	8	2	3 monitors

¹ - These bit rate are estimates only. Different camera manufacturer's bit rates may vary with the same resolution and frame rate. The decoding performance can also vary from one manufacturer to another.

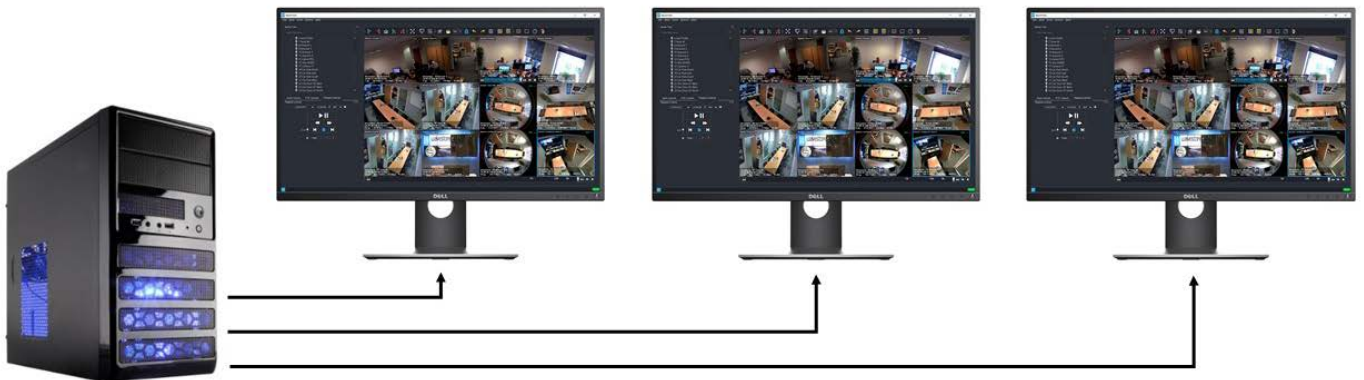
² - To achieve 30+ cameras per monitor, you will need to use the 'free' layout or add columns and rows manually.

Typical example for H.264 video

The following is a typical setup when configuring 3 monitors on Wavestore.

The viewing workstation had the following spec:

- Intel Core i7-4790K CPU @ 4.00GHZ Socket 1150 8MB L3 Cache
- Asus Z97-PRO Socket 1150 MB
- Gigabit Intel LAN - Corsair Vengeance 8GB (2 x 4GB) 2133MHz DDR3 RAM
- Samsung 850 PRO 256GB SATAIII 2.5inch SSD
- 2 x WD Black 2TB SATA 6Gb/s 3.5inch internal HDD
- MSI GTX 970 4GB GDDR5 Dual DVI HDMI DisplayPort PCI-E Graphics card
- Corsair RM 850W Fully Modular 80+ Gold PSU
- Windows 10 Pro



H.254 format	VGA	HD	UXGA	Full HD
Resolution @ 20fps	640 x 480	1280 x 720	1600 x 1200	1920 x 1080
Average bit rate/cam	121 kbps	553 kbps	827 kbps	3141 kbps
Max number of cams/monitor	30+	16	9	6

Each monitor will be running an instance of the WaveView v6 software. For best results use the WaveView dual stream setup function with a resolution limiter on a 2x2 way display. This means that every time to select a view greater that 2 x 2 the resolution will automatically drop to the lower of the 2 resolutions set from the camera. This will optimise your viewing experience and reduce network loading and latency.