

N9M frame calculator body { font-size: 10pt; } table { border-right: 1px solid #9393FF; border-bottom: 1px solid #9393FF; } .title0 { padding: 4px; background: #E0E0E0; border-left: 1px solid #9393FF; border-top: 1px solid #9393FF; } .title1 { padding: 4px; border-left: 1px solid #9393FF; border-top: 1px solid #9393FF; }

Note: This webpage can be saved as a local HTML to run, no network environment is required.

Calculation conditions	Frame 25	Storage capacity 4G	Channel 4	Default						Calculate
	quality Normal	3	Alarm 2	Used for N9M based device						
Resolution	Quality	1	2	3	4	5	6	7	8	
	Bit rate	2048*1.3	1536*1.3	1280*1.3	1024*1.3	900*1.3	800*1.3	720*1.3	640*1.3	
WD1	Storage size(Per hour)									
P 960*576										
N 960*480	Storage time									
	Bit rate	1536*1.3	1280*1.3	1024*1.3	768*1.3	640*1.3	560*1.3	500*1.3	450*1.3	
WHD1	Storage size(Per hour)									
P 960x288										
N 960x240	Storage time									
	Bit rate	1024*1.3	768*1.3	640*1.3	512*1.3	440*1.3	350*1.3	312*1.3	280*1.3	
WCIF	Storage size(Per hour)									
P 480X288										
N 480X240	Storage time									
	Bit rate	2048	1536	1280	1024	900	800	720	640	
D1/VGA	Storage size(Per hour)									
P 704*576										
N 704*480	Storage time									
	Bit rate	1536	1280	1024	768	640	560	500	450	
HD1	Storage size(Per hour)									
P 704*288										
N 704*240	Storage time									
	Bit rate	1024	768	640	512	440	350	312	280	
CIF	Storage size(Per hour)									
P 352*288										
N 352*240	Storage time									
	Bit rate	512	448	416	384	352	320	288	256	
QCIF/QVGA	Storage size(Per hour)									
P 176*144										
N 160*120	Storage time									

	Bit rate	6144	4800	4128	3456	2784	2112	1440	768
720P 1280*720	Storage size(Per hour)								
	Storage time								
	Bit rate	8192	6390	5496	4602	3708	2814	1920	1024
1080P 1920*1080	Storage size(Per hour)								
	Storage time								

1□960 Bit rate is 1.3 times the standard (D1 HD1 CIF).

2□Bit rate calculation formula for frame extraction:

PAL□Achieve Bit rate=Actual frame / 25 * Full frame Bit rate * Conversion factor □Conversion factor□Frame(1-5):1.4 Frame(6-11):1.3 Frame(12-17):1.2 Frame(18-22):1.1 Frame(23-25):1.0□

NTSC□Achieve Bit rate=Actual frame Frame / 25 * Full frame Bit rate * Conversion factor □Conversion factor□Frame(1-6):1.4 Frame(7-14):1.3 Frame(15-21):1.2 Frame(22-27):1.1 Frame(28-30):1.0□

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Last update: **2021/08/26 23:24**

