

MDVR Storage Calculator

Download the calculator

N9M frame calculator

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.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.

.c{ display:inline; }

Conditions

Frame

Storage capacity

Channel

Calculate

Default quality

3

Alarm

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	Data 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	Data 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	Data size(Per hour)								
P 480X288									
N 480X240	Storage time								
	Bit rate	2048	1536	1280	1024	900	800	720	640

D1/VGA	Data size(Per hour)								
P 704*576									
N 704*480	Storage time								
	Bit rate	1536	1280	1024	768	640	560	500	450

HD1	Data size(Per hour)								
P 704*288									
N 704*240	Storage time								
	Bit rate	1024	768	640	512	440	350	312	280

CIF	Data size(Per hour)								
P 352*288									
N 352*240	Storage time								

	Bit rate	512	448	416	384	352	320	288	256
QCIF/QVGA P 176*144 N 160*120	Data size(Per hour) Storage time								
	Bit rate	6144	4800	4128	3456	2784	2112	1440	768
720P 1280*720	Data size(Per hour) Storage time								
	Bit rate	8192	6390	5496	4602	3708	2814	1920	1024
1080P 1920*1080	Data 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 / 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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