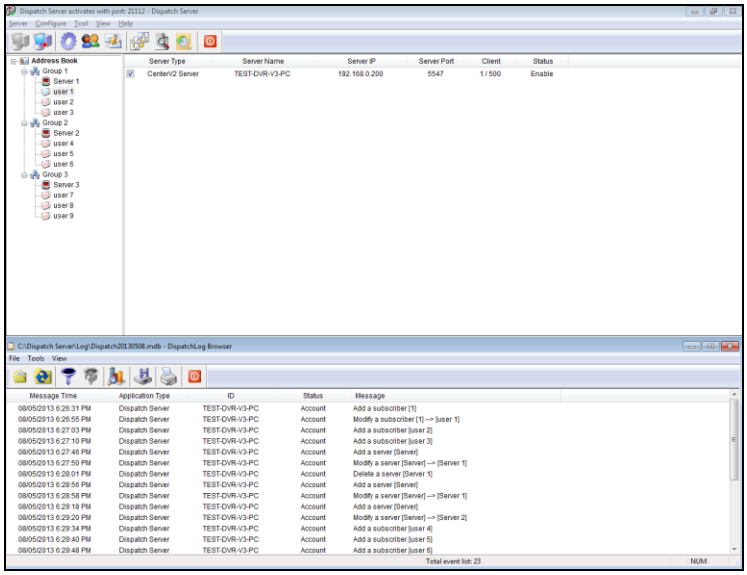
# GV-Dispatch Server



## INTRODUCTION

GV-Dispatch Server is a network management application that distributes numerous GeoVision surveillance systems and IP devices across multiple GV-Center V2 servers. GV-Dispatch Server can route up to 25,000 subscribers to a maximum of 50 GV-Center V2 servers. It uses a load-balancing mechanism to distribute subscriber alert events fairly across a GV-Center V2 network. When one of the GV-Center V2 servers becomes overloaded or fails to respond, GV-Dispatch Server redirects and resumes video events to a GV-Center V2 server with a higher capacity.

## BENEFITS

- Crucial to large-scale GV-Center V2 server networks: mass alert events from subscribers can cause data swamps in a large network security environment.
- Ideal for corporations and franchises that need a large cluster of networked video surveillance systems and devices
- Balanced streamlines and networking processes: no server will be overloaded by video events

## GV-DISPATCH SERVER FEATURES

- Up to 50 GV-Center V2 servers, a maximum of 25,000 subscribers, and 40,000 channels
- Network load balancing: distribute video and alert events from subscribers to GV-Center V2 by group or with fewer subscribers
- GV-Center V2 online and offline status monitoring and control
- Real-time GV-Center events and video attachments
- Live view from and two-way audio with subscribers
- Subscriber schedule for monitoring period and alerts when not followed
- Event charts for daily, weekly, and monthly statistical analysis
- Failover server for continuous monitoring

## SEARCH/PLAYBACK

- GV-Center V2 and Dispatch Server event logs
- Dispatch Server logs: system services, GV-Center V2 login/logout and connection status, and dispatching events
- Event log search
- Remote playback of subscriber recordings
- Event flags for filtering and organizing events

## GV-Dispatch Server Specifications

| Features | GV-Dispatch Server |
|---|---|
| Maximum # of Channels | 40,000 |
| Maximum # of Subscribers | 25,000 |
| Maximum # of Center V2 | 50 |
| Maximum # of Sensors / Alarms | 3,600,000 / 3,600,000 |
| Real-Time Audio Monitoring | Yes |
| Remote PTZ Control | Yes |
| Remote I/O Control | No |
| Auto Recording | No |
| Event List Viewer | Yes |
| Event List Filter | Yes |
| Dual Monitor Support | No |
| Network Load Support | Yes |
| Automatic Connection Recovery | Yes |
| Supported Language | Arabic, Bulgarian, Czech, Danish, Dutch, English, Finnish, French, German, Greek, Hebrew, Hungarian, Indonesian, Italian, Japanese, Lithuanian, Norwegian, Persian, Polish, Portuguese, Romanian, Russian, Serbian, Simplified Chinese, Slovakian, Slovenian, Spanish, Swedish, Thai, Traditional Chinese, Turkish |

## Minimum System Requirements

| **Standard Version Requirements** | | |
|---|---|---|
| OS | 64-bit | Windows 10 / 11 / Server 2016 / Server 2019 / Server 2022 |
| CPU | | Intel Core i3 2130, 3.4 GHz |
| Memory | | 4 GB Dual Channels |
| Hard Disk | | 500 GB |
| Graphic Card | | PCI-Express, 800 x 600 (1280 x 1024 recommended), 32-bit color |
| Direct X | | 9.0c |
| Hardware | | Internal or External GV-USB Dongle |
| Software | | .Net Framework 3.5 SP1 and Chart Control |
| **Advanced Requirements (for 100 subscribers or more)** | | |
| OS | 64-bit | Windows 10 / 11 / Server 2016 / Server 2019 / Server 2022 |
| CPU | | Intel Core i5 2500, 3.7 GHz |
| Memory | | 4 GB Dual Channels |
| Hard Disk | | 500 GB |
| Graphic Card | | PCI-Express, 800 x 600 (1280 x 1024 recommended), 32-bit color |
| Direct X | | 9.0c |
| Hardware | | Internal or External GV-USB Dongle |
| Software | | .Net Framework SP1 and Chart Control |

**Note:** To perform GPU decoding, refer to the *GPU Decoding Specifications*

## Software License

| | |
|---|---|
| Free License | N/A |
| Maximum License | 50 Center V2 servers, 25000 subscribers from Center V2 servers |
| Increment for Each License | N/A |
| Optional Combinations | 1. Dispatch<br>2. Dispatch + Vital Sign Monitor |
| Dongle Type | Internal or external |

**IMPORTANT:** To enable AI event support, you must use the **GV-Dispatch Server AI version in V20**, which requires both an AI license and integration with GV-Center V2 AI. For details on the AI licenses, see *Licenses for Standard, Pro, and AI Versions* in the *GV-Center V2 Datasheet*.

**Note:** It is recommended to use the internal GV-USB Dongle to have the Hardware Watchdog function which restarts the PC when Windows crashes or freezes.

## GPU Decoding Specifications

A higher total frame rate can be achieved if your CPU comes with onboard GPU or is connected to external GPU for GPU decoding.

**Onboard GPU**: GPU decoding is only supported when using the following Intel CPU:

For **H.264** Video Compression

- 2nd ~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th ~ 11th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

For **H.265** Video Compression

- 6th ~ 8th Generation Intel Core i3 / i5 / i7 Desktop Processors
- 9th ~ 11th Generation Intel Core i3 / i5 / i7 / i9 Desktop Processors

**External GPU**: GPU decoding is only supported when using NVIDIA graphics cards with compute capability 3.0 or above and memory 2 GB or above. To look up the commute capability of the NVIDIA graphics cards, refer to: https://developer.nvidia.com/cuda-gpus.

**Note**:

1. One external NVIDIA graphic card can be supported to perform GPU decoding at free of charge.
2. GeForce GTX1060 is not supported.

**Onboard GPU + external GPU**: To have both the onboard and external GPU to perform GPU decoding, the GPUs must follow their respective specifications listed above.

**Note**:

1. If you have both onboard and external GPU installed, the onboard and external GPU must be connected to a monitor for H.264 / H.265 GPU decoding.
2. You can install multiple external graphics cards if needed.