

Quick Selection Guide

Avigilon™ Control Center



Avigilon™ Control Center 5.6 Software

System	Core	Standard	Enterprise
Number of cameras per server	24	48	128
Number of servers per site	1	1	100
Number of client licenses per server	2	5	Unlimited
High Definition Stream Management (HDSM)™	Yes	Yes	Yes
Industry's most powerful VMS engine	Yes	Yes	Yes

Device Support	Core	Standard	Enterprise
Automatic device discovery	Yes	Yes	Yes
Third-party IP cameras & encoders	Yes	Yes	Yes
ONVIF cameras & encoders	Yes	Yes	Yes
Rialto™ analytics appliances	Yes	Yes	Yes
HD cameras with self-learning video analytics	Yes	Yes	Yes
HD, HD H.264, HD panoramic cameras	Yes	Yes	Yes
Avigilon encoders	Yes	Yes	Yes
H.264 support	Yes	Yes	Yes
MPEG4 support	Yes	Yes	Yes
MJPEG support	Yes	Yes	Yes
JPEG2000 support	Yes	Yes	Yes
HD professional cameras	No	No	Yes

Client	Core	Standard	Enterprise
Powerful, easy-to-use client interface	Yes	Yes	Yes
Self-learning video analytics overlay	Yes	Yes	Yes
Web browser client interface	Yes	Yes	Yes
Joystick support	Yes	Yes	Yes
ACC Mobile / Gateway	Yes	Yes	Yes
Saved views	No	Yes	Yes
Maps	No	Yes	Yes
Web pages	No	Yes	Yes
Windows user authentication	No	No	Yes
Editable Site View	Yes	Yes	Yes
Intelligent Virtual Matrix	No	No	Yes
Collaborative investigations	No	No	Yes

Recording, Searching and Playback	Core	Standard	Enterprise
Hourly configurable recording schedule	Yes	Yes	Yes
Loss-less recording	Yes	Yes	Yes
Intelligent motion search	Yes	Yes	Yes
Thumbnail search	Yes	Yes	Yes
Event search	Yes	Yes	Yes
Multi-camera export	Yes	Yes	Yes
Live export	Yes	Yes	Yes
POS transaction search	No	Yes	Yes
Alarm search	No	No	Yes
License plate event search	No	No	Yes

Additional Features	Core	Standard	Enterprise
E-Mail event notification (motion & system event)	Yes	Yes	Yes
Central station notifications	No	Yes	Yes
Digital input email trigger	No	Yes	Yes
Manual digital output trigger	No	Yes	Yes
Audio recording	No	Yes	Yes
Audio output	No	Yes	Yes
Rule triggers	No	3	Unlimited
Self-learning video analytics event configuration	No	Yes	Yes
Redundant recording	No	No	Yes
Failover connections	No	No	Yes
Alarm escalation	No	No	Yes
Scheduled and one-time video archive	No	No	Yes
License Plate Recognition	No	No	Yes

Add-On Modules and Integrations	Core	Standard	Enterprise
Point of Sale Transaction Engine	No	Yes	Yes
Avigilon developed and supported integrations	No	Yes*	Yes
3rd party system integrations	No	Yes	Yes

*CommScope iPatch, RS2 AccessIt, DDS Aamadeus 5 and DSX only

For the most current list of integrations and add-ons supported by Avigilon Control Center, visit avigilon.com

Supported Self-Learning Analytics

Objects in Area	The event is triggered when the selected object type moves into the region of interest. If the number of objects is exceeded, a new event is not triggered until the number of objects falls below the defined value.
Object Loitering	The event is triggered when the selected object type stays within the region of interest for an extended amount of time. The event is reset when the object leaves the region of interest.
Objects Crossing Beam	The event is triggered when the specified number of objects have crossed the directional beam that has is configured over the camera's field of view. The beam can be unidirectional or bidirectional. If the number of objects is exceeded, a new event is not triggered until the event times out.
Object Appears or Enters Area	The event is triggered by each object that enters the region of interest. This event can be used to count objects.
Object Not Present in Area	The event is triggered when no objects are present in the region of interest.
Objects Enter Area	The event is triggered when the specified number of objects have entered the region of interest.
Objects Leave Area	The event is triggered when the specified number of objects have left the region of interest.
Object Stops in Area	The event is triggered when an object in a region of interest stops moving for the specified threshold time.
Direction Violated	The event is triggered when an object moves in the prohibited direction of travel.
Tamper Detection	The event is triggered when the scene unexpectedly changes.