The purpose of this document is to guide users to have the best use case regarding NVRmini3's recording performance.

The basic use case of NVRmini3 is <u>full recording</u>, and <u>storage auto recycling</u>, it's for testing CPU Loading under stable configuration.

So main factors which affect performance are:

1. The number of remote channels streaming out.
2. Relevant stream resolution & FPS & Bit Rate

NE-2023

2-bay basic

Recording + Remote Live View

Recording Resolution	FPS (NTSC)	Throughput (Mbps)	Recording (CH)	Local Live View (CH)	Remote Connections (CH)		CPU Loading (%)
					Live View	Playback	
2M (1080p)	30	2Mbps	2	0	2	0	10.4%
2M (1080p)	30	2Mbps	4	0	4	0	16.8%
2M (1080p)	30	2Mbps	8	0	8	0	23.7%

Recording + Remote Playback

Recording Resolution	FPS (NTSC)	Throughput (Mbps)	Recording (CH)	Local Live View (CH)	Remote Connections (CH)		CPU Loading (%)
					Live View	Playback	
2M (1080p)	30	2Mbps	2	0	0	2	10.8%
2M (1080p)	30	2Mbps	4	0	0	4	15.2%
2M (1080p)	30	2Mbps	8	0	0	8	22.6%

Recording + Remote Live View & Playback

Recording Resolution	FPS (NTSC)	Throughput (Mbps)	Recording (CH)	Local Live View (CH)	Remote Connections (CH)		CPU Loading (%)
					Live View	Playback	
2M (1080p)	30	2Mbps	2	0	2	2	14.4%
2M (1080p)	30	2Mbps	4	0	4	4	20.7%
2M (1080p)	30	2Mbps	8	0	8	8	34.3%

* The 2nd stream set in Camera Settings is used. (480i/5fps/450Kbps)