



## Migrating to VideoXpert Features Matrix

	VxEnterprise	Endura	VxPro	Digital Sentry
<b>Operating System</b>	Server 2016, Windows 10 (client)	Linux, Windows 7 (client)	Windows 10	Windows 10
<b>Software Only &amp; Virtualization</b>	Yes	No	Yes	Yes
<b>Analytics</b>	Integrations, Pelco, VxPlates, Advanced Analytics Suite	Pelco only	Integrations, Pelco, VxPlates, Advanced Analytics Suite	Pelco only
<b>Supports Motion</b>	Yes	Yes	Yes	Yes
<b>Server-Side Motion</b>	No	No	Yes	Yes
<b>Pixel Search</b>	Coming	No	Yes	No
<b>4K Support (High Resolution Cameras)</b>	Yes	No	Yes	No
<b>h.265 Support</b>	Yes	No	Yes	No
<b>IPv6</b>	Yes	No	Yes	No
<b>3rd Party Cameras</b>	Yes	Via UDI	Yes	Yes
<b>Pelco Optera™ Cameras</b>	No limit	Tile mode only	No limit	limit of 6
<b>Pelco Evolution Cameras</b>	No limit	companion application	No limit	limit of 8 in DSSRV2
<b>Camera Search</b>	Device Tree, Text, Status, Viewing, Tagging	Device Tree (Location & Group)	Device Tree, Text, Status, Viewing, Tagging	Device Tree
<b>Camera Authentication</b>	Yes	No	Yes	Yes
<b>3 Stream Support</b>	Yes	No	Yes	No
<b>RMF / DIACAP</b>	Yes	No	Yes	Yes
<b>FIPS 140-3</b>	Yes	No	Yes	No
<b>TLS 1.2 - Encrypted VMS/Camera Communication</b>	Yes	No	Yes	No
<b>Monitor Count Per Workstation</b>	8 and 4	2	4	2
<b>Monitor Wall</b>	Yes	Yes	Yes	no - only two monitors
<b>Recorder Throughput</b>	E-SERIES: 2500Mb/s (10G NIC) T-SERIES: 1500Mb/s (10G NIC)	NSM5200 - 250Mb/s NSM5300 - 450Mb/s	450Mb/s	DSSRV2 - 350Mb/s in/out traffic
<b>Channel Limit Per Recorder</b>	No limit	No limit	100 cameras	128 cameras
<b>Max Client Decoding Limit</b>	64 streams (9 @ 1080p30)	4 streams @ 1080p30	64 streams (9 @ 1080p30)	4 streams @ 1080p30
<b>Unicast or Multicast</b>	Multicast & Unicast	Multicast only	Multicast & Unicast	Unicast only
<b>Mapping</b>	Embedded: GIS, World-map, CAD, JPEG, PNG, DWG, Access Control	Yes - separate application	Embedded: GIS, World-map, CAD, JPEG, PNG, DWG, Access Control	none
<b>Aggregation</b>	Yes	No	Yes to VxEnterprise	No
<b>Exporting</b>	Server based - faster export	Client based - slows operational performance during an export	Server based - faster export	Client based - slows operational performance during an export
<b>Export Multi-Clip/Camera (Multi-Camera or Events)</b>	Yes	Yes - playback one camera at a time	Yes	Yes
<b>Transcoding</b>	Coming	No	Yes	No
<b>Multi-System Access (Connecting to Multiple Systems)</b>	Yes	No	Yes	Yes
<b>Edge Storage &amp; Auto Gap Fill</b>	Yes	No	Yes	No
<b>LDAP</b>	Yes	Yes	Yes	Limited
<b>Single Sign-On</b>	Yes	No	Yes	Yes
<b>Bump on Alarm</b>	Yes	No	Yes	Yes
<b>Independent Stream Settings for Viewing/Recording</b>	Yes	No	Yes	Yes
<b>Plugins from Third Party Applications</b>	Yes	No	Yes	No
<b>Keyboard KBD5000</b>	Yes	Yes	Yes	Yes
<b>3D Mouse Support</b>	Yes	No	Yes	Yes
<b>Web Client (Mobile Device, PC &amp; Mac Support)</b>	h.265, h.264, and JPEG	JPEG	h.265, h.264, and JPEG	No
<b>Mobile App</b>	Yes	Yes	Yes	Yes
<b>Ability to Save Tabs/Workspaces and Send Them to Other Users</b>	Yes	No	Yes	No
<b>Send Emails Based on Events</b>	Yes in Rules Engine	No	Yes in Rules Engine	Email - limited
<b>Per Camera Retention Settings</b>	Yes	No - Per server	Yes	No - Per server
<b>Synchronized Playback of 9-Streams Per Cell, Per Monitor</b>	Yes	Yes	Yes	Yes
<b>Live Sequencing</b>	Yes	Yes	Yes	Yes
<b>Future Updates</b>	Yes	No	Yes	No