

## Reference Configuration (Based on EZStation\_1130-3.0.3)

Bitrate	Max. live view channels		
	PC	CPU: i7-4790@3.60GHz RAM: 16G Graphics Card: Intel® HD Graphics 4600 WIN7 Professional 64-bit	CPU: i7-6700@3.40GHz RAM: 8G Graphics Card: Intel® HD Graphics 630 WIN7 Professional 64-bit
<b>Standard H.264 (GPU enabled)</b>			
12MP * 10Mbps * 20fps	8	6	4
8MP * 8Mbps * 25fps	10	7	5
4MP * 6Mbps * 20fps	30	20	15
1080P * 4Mbps * 25fps	38	27	19
720P * 2Mbps * 25fps	64	55	42
D1 * 1Mbps * 25fps	64	64	53
<b>Standard H.265</b>			
12MP * 5Mbps * 20fps	2	1	1
8MP * 4Mbps * 25fps	3	2	1
4MP * 3Mbps * 20fps	9	5	3
1080P * 2Mbps * 25fps	14	8	6
720P * 1Mbps * 25fps	30	21	12
D1 * 512kbps * 25fps	48	30	21
<b>Remarks:</b>			
<ul style="list-style-type: none"> <li>The above data are for reference only. On the whole, higher PC configurations bring higher live view performance. Among PC configurations, Graphics Card affects the most, RAM the next, and the CPU the last.</li> <li>The bit rates and frame rates are defaults. Please be aware that the default frame rate is 20fps for 4MP and 12MP and 25fps for other resolutions.</li> <li>Enabling GPU improves live view performance significantly for H.264; but barely for H.265.</li> <li>Operating system hardly affects live view performance with the same compression mode and resolution.</li> <li>Enabling or disabling U-Code (Basic or Advanced) hardly affects live view performance in the same compression mode. For example, no obvious difference is found in live view performance between Standard H.264 and H.264+U-Code.</li> <li>Currently the max. live view channel is limited to 64 for certain player issues. The limit may expand when issues are fixed.</li> </ul>			