

# WEB SERVICES ARCHITECTURE OVERVIEW

### REMOTE

Recorders are accessed using your choice of powerful remote applications

Video is served to remote client directly from the recorders. Video can be relayed through the cloud as a last resort to ensure a successful connection over virtually any network topography.



**REMOTE ACCESS** Connect to your system from

anywhere with: • Fully featured desktop client • Mobile Apps • Apple TV

• Multi-Browser Web Client



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SIMPLIFIED MANAGEMENT OpenEye Web Services simplifies user management and permissions by moving them to the cloud.

Connect to all your recorders using only an email address and password with single sign-on.

#### IT FRIENDLY

Remote connection problems are reduced by eliminating the need for port forwarding or static IPs in order to access video.





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**REMOTE MONITORING** Receive instant notification of

alarm, motion, or system health

events from the cloud to your

smart phone or PC.

VIDEO EXPORT & SHARING Export video to the cloud to store important clips then share them with coworkers or law enforcement via email using a password protected link.

#### **CYBER SECURE**

Remote access does not require the opening of inbound ports on the local firewall and is always initiated via a trusted outbound connection.



LOCAL VIEWING Video can be accessed over the LAN like a conventional recording solution for improved security and performance

## CLOUD

User profiles and recorder information are stored in the cloud, allowing for convenient remote access and management

Connection requests, for both LAN and WAN, are initiated through the cloud to validate users and permissions. Provisions exist to allow local access to devices even in the event of brief Internet outages.

# LOCAL

Recording takes place locally for increased recording performance and reliability

Recorders maintain a persistent, lightweight connection to the cloud to allow remote connection and to enable advanced OWS features such as health alerts. No video is transmitted unless initiated by a user.



LOCAL RECORDING Recording locally allows you to avoid common pitfalls of cloud solutions such as resolution and frame rate caps