


Does your interview room recording system offer these standard features?



My System		Software Only Solutions with standard features including:
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Remote Start/Stop
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Records in High Definition (HD) IP
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Simultaneously records multiple rooms with multiple cameras
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Records in MP4
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Records at 30 frames per second
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Real-time notes
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Built-in tamper protection with watermark technology
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Audit Log
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Network ready
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Auto delete/archiving

Turn-Key Solutions with standard hardware technology including:

<input type="checkbox"/>	<input checked="" type="checkbox"/>	NO proprietary hardware
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Mirrored hard drives
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Multiple DVD burning technology
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Network ready
<input type="checkbox"/>	<input checked="" type="checkbox"/>	2 TB storage
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Approximately 6,000 hours of storage depending on video format

Portable System Solutions including:

<input type="checkbox"/>	<input checked="" type="checkbox"/>	Use your current laptop
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Works with any high-quality USB camera.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Downloads interviews to your thumb drive.

Your interview can start here with V2 Interview Room Recording!