

Product Features

- 2MP (1920 × 1080) full real time coding
- Max. resolution: 1920 × 1080
- ICR auto switch, true day / night
- Up to 100m IR night view distance optional
- Excellent dot matrix LED IR lights, small size, efficient heat dissipation, long lifespan
- 3D DNR, digital WDR
- ROI coding
- Support smart phone, iPad, remote monitoring
- IP66 ingress protection
- Support dual streams



2 MP Network IR Water-proof Bullet Camera

QVP23BSH

Specification

C a m e r a	
Image Sensor	1 / 2.7 "CMOS
Image Size	1920 × 1080
Electronic Shutter	1 / 25 s ~ 1 / 100000 s
Min. Illumination	0.007lux @F1.2, AGC ON; 0 lux with IR
Lens	3.6 mm @ F2.0, horizontal field of view : 97° 6 mm @ F1.6, horizontal field of view : 54.5° 8 mm @ F2.2, horizontal field of view : 42.3° 12 mm @ F2.0, horizontal field of view : 26.2°
Lens Mount	M12
Day & Night	ICR
Wide Dynamic Range	Digital WDR
Digital NR	3D DNR
I m a g e	
Video Compression	H.265 / H.264 / MJPEG
H.265 Compression Standard	Main Profile@Leve4.1 High Tier
Resolution	1080P (1920×1080), 720P (1280×720), D1, CIF, 480×240
Main Stream	60Hz : 1080P(1 ~ 30fps) / 720P(1 ~ 30fps) 50Hz : 1080P(1 ~ 25fps) / 720P(1 ~ 25fps)
Bit Rate	256Kbps ~ 5Mbps

Encode Mode	VBR / CBR		
Quality	Five levels under VBR; Freely adjustable under CBR		
Image Settings	ROI, Saturation, Brightness, Chroma, Contrast, Wide Dynamic, Sharpen, NR, etc. adjustable through client software or web browser		
ROI	Yes		
Interfaces			
Network	RJ45		
Functions			
Remote Monitoring	Web browsing, CMS remote control		
Online Connection	Support simultaneous monitoring for up to 4 users; Support multi-stream real time transmission		
Protocol	TCP / IP, UDP, DHCP, NTP, RTSP, DDNS, SMTP, FTP		
Storage	Network remote storage		
Smart Alarm	Motion alarm		
IR Distance	20 ~ 30 m	30 ~ 50 m	70 ~ 100 m
Water-proof	IP66		
Others			
Power Supply	DC12V	DC12V (PoE power supply optional)	DC12V
Power Consumption	< 9.5W		
Operating Environment	- 30°C ~ 60°C, ≤95% humidity		
Dimensions (mm)	99 × 188 × 86		
Weight (net)	440g		
Installation	Wall mounting		