

TRUE CLOUD & MANAGED VIDEO SURVEILLANCE



ControlByNet's Cloud Video Surveillance provides customers with the easiest browser interface on the market working across all devices. The software operates as a full cloud solution or as an onsite managed solution for those clients with greater camera needs regardless of the server's physical location.

ControlByNet can manage the entire process from camera selection, location and installation or can work with your preferred integrator.



Easiest Interface
on the Web



24/7 Access on
All Devices



Video Storage
in the Cloud



Single Login for
Multiple Properties

BENEFITS ALSO INCLUDE:

- No DVR onsite for vandals to steal or break
- Management and maintenance handled remotely by CBN
- Browser-based monitoring and management
- Multiple viewers and access levels with multiple-location support
- Detailed event log with alert notifications
- Continuous, scheduled or motion-only recording options
- Use existing cameras or we will help with new
- Seamless set-up or conversion from existing
- Star Service - always secure and includes software upgrades

REMOTE VIDEO GUARD



ControlByNet's Remote Video Guard solution allows you to have more eyes on your property and reduce onsite guard costs without worrying about a reduction in security. Developed by ControlByNet, the solution is the most advanced in the market and enables a remote guard to quickly identify threats and contact authorities.

ControlByNet's secure Cloud Control Center is staffed by trained guards, as well as trained security management experts onsite 24/7. Internet redundancy allows for near perfect uptime - giving you peace of mind.

ControlByNet's Cloud & Managed Video Surveillance Solution is the perfect compliment to Remote Guarding, allowing you 24/7 access to all of your live and archived video from anywhere in the world.

FIVE REASONS TO USE REMOTE GUARDING



Reduce Onsite
Guard Costs



Immediate
Response



Reduction of
False Alarms



Reduction of
Liability



Extend Coverage,
Not Cost