HORSE PROTECTOR AI

Hardware recommendations

What a computer needs for 2, 4, 10 or 20 licences, with IP cameras at 1080p or 2K and 15 frames per second.

ACARiS

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Licences	Camera stream at 15 fps	Processor cores · threads	Memory Windows · Linux	Storage HDD or SSD	Camera network LAN, wired	Internet upload
2	1080p	**4 cores · 8 threads** e.g. Intel Core i3-12100, AMD Ryzen 3 5300G	**16 GB · 8 GB**	**500 GB**	≈ 8 Mbit/s	3 Mbit/s
	2K		**16 GB · 16 GB**		≈ 16 Mbit/s	
4	1080p	**6 cores · 12 threads** e.g. Intel Core i5-12400, AMD Ryzen 5 7600; tested on an AMD Ryzen 5 7430U laptop	**16 GB · 16 GB**	**500 GB**	≈ 16 Mbit/s	5 Mbit/s
	2K		**32 GB · 16 GB**		≈ 32 Mbit/s	
10	1080p	**12 cores · 24 threads** e.g. AMD Ryzen 9 7900, Intel Core i7-14700	**32 GB · 32 GB**	**1 TB**	≈ 40 Mbit/s	10 Mbit/s
	2K		**64 GB · 32 GB**		≈ 80 Mbit/s	
20	1080p	**16 cores · 32 threads** e.g. AMD Ryzen 9 9950X	**64 GB · 48 GB**	**2 TB**	≈ 80 Mbit/s	20 Mbit/s
	2K	**24 cores · 48 threads** or two PCs with 10 licences each	**96 GB · 64 GB**		≈ 160 Mbit/s	

From 10 licences the camera network needs a Gigabit switch.

Every computer: Windows 11, 64-bit (Home or Pro) or Ubuntu Linux · on Windows, virtualisation switched on in the BIOS · runs around the clock · IP cameras with an RTSP stream, wired over Ethernet.

Measured on a running system

On a laptop with an AMD Ryzen 5 7430U and 16 GB, four camera streams at 1080p used 35 % of the processor, 12 GB of memory and 3 Mbit/s of internet. The table leaves headroom for busy moments: horses moving, several cameras detecting at once, people watching live.

Why Windows needs more memory

On Windows, HORSE PROTECTOR AI runs in the built-in Linux environment (WSL), which gets half of the computer's memory. On Linux it can use all of it.

A normal hard disk is enough

Each camera stream keeps up to 60 GB of recordings and then deletes the oldest by itself; 50 GB stay free for the computer. Everything is stored on the system drive, so an SSD only makes starting and updating faster.

Internet

About 0.6 Mbit/s per camera stream, plus 0.85 Mbit/s for each person watching a livestream at the same time. The figures allow for a few viewers at once.