



qulu Time Synchronisation

Time synchronisation is an important part of any IP Video Management System, including qulu.

Having all servers in a synchronised system ensures that all video captured is accurate and relevant; particularly beneficial when searching for critical events.

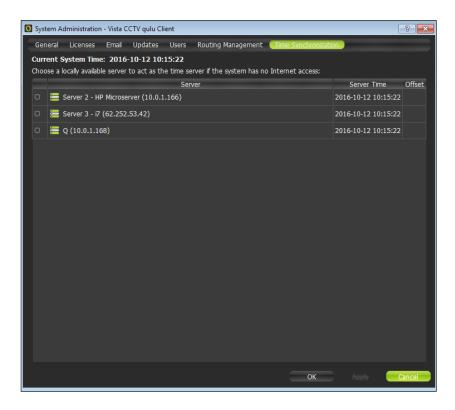
HOW DOES QULU SYNCHRONISE TIME?

Online Time Synchronization (qulu Systems with an Active Internet Connection)

In systems with an active Internet connection available to at least one system server qulu servers will synchronise with a public NTP server.

qulu uses a combination of publicly available NTP servers (such as Google, Microsoft, Time.gov, etc) to synchronise a system's time multiple times each minute.

If a system has at least a single server with an active Internet connection the system will automatically keep time synchronised across all servers in the local system.



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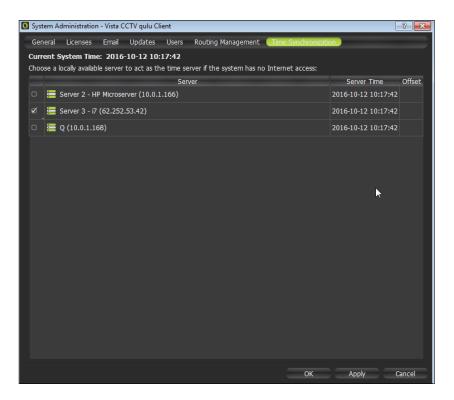




OFFLINE TIME SYNCHRONISATION (QULU SYSTEMS IN A SECURED LAN)

In systems without an active Internet connection (e.g. a secured LAN environment) qulu allows users to select a single server to act as the local time server. In such a system it is recommended that the selected server should ideally be pointed at a locally available NTP server.

Time settings can be accessed from the Main Menu button \rightarrow System Administration \rightarrow Time Synchronisation.



Note: Regardless of whether a local server has been set as the local time server the system will always try to reach public NTP servers in order to keep the system's time as accurate as possible. This is done to reduce the amount of video that may be lost in a local synchronisation scenario as servers re-synchronise.

Note: "Offset" is the difference in the server's system time and the Internet time.

	Server	Server Time	Offset
ο	🚍 Server 2 - HP Microserver (10.0.1.166)	2016-10-12 11:09:30	1 second(s)
ø	🗮 Server 3 - 17 (62.252.53.42)	2016-10-12 11:09:30	2 second(s)
0	🧮 Q (10.0.1.168)	2016-10-12 11:09:30	1 second(s)

