

# CNR-3216E

## 16-Channel Embedded NVR



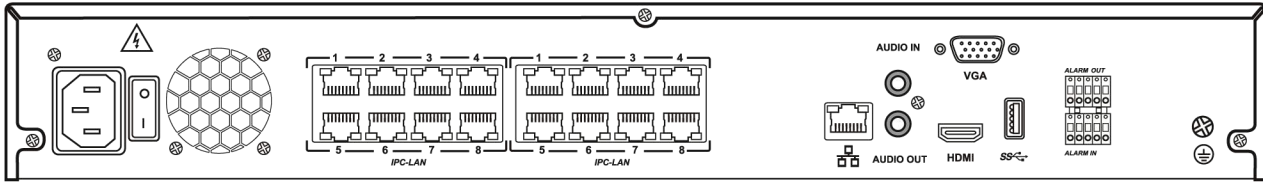
- Supports live display as well as playback at up to 8MP on all 16 cameras
- 16 IP camera licenses with no recurring fees
- Built-in 16 port PoE switch
- Utilizes H.264 & H.265 compressions
- Real time display and frame rates at full 1080p
- Multiple recording modes – manual, schedule, motion and alarm
- Supports mobile phone surveillance applications for both Android and iPhone
- Network connectivity utilizing remote client software with support for multi-site viewing and network backup
- PTZ operation via RS-485 or through the network
- 1 physical audio port, but will record audio on all 16 channels via network
- 160Mbps throughput
- Plug-n-Play Connectivity on Crest model cameras



**Contact your Crest Representative today  
to learn more about this product!**



# Product Data: CNR-3216E 16-Channel Embedded NVR



Rear Panel

<b>Model Number</b>	<b>CNR-3216E</b>
<b>Performance</b>	Pentaplex, 16 Channel 8MP @ 160Mbps
<b>Compression</b>	H.264 & H.265
<b>Video Inputs</b>	16 via Network; 16 RJ45 Inputs with PoE
<b>Video Output</b>	1 HDMI, 1 VGA
<b>Audio Input</b>	16 via Network, 1 RCA
<b>Audio Output</b>	1 RCA
<b>Display</b>	4K, 1080p, 720p, UXGA, 1280x1024
<b>Recording Frame Rate</b>	Up to 60 fps per camera @ 1080p
<b>Recording Modes</b>	Manual, Schedule, Motion & Alarm
<b>Playback</b>	16 Cameras at 8MP
<b>Display Screens</b>	1, 4, 6, 9 & 16
<b>HDD Capacity</b>	2
<b>Max HDD Storage</b>	16TB
<b>Backup Media</b>	1 USB front / 1 USB back
<b>RJ45</b>	1000M
<b>PoE</b>	16 Ports
<b>Alarm In / Out</b>	4 / 1
<b>PTZ Control</b>	16 via Network
<b>Network Supported Type</b>	TCP/IP (Dynamic IP Support), DHCP, DDNS
<b>Network Software</b>	Remote Client, Smart Phone App
<b>Network Audio</b>	Live, Playback, Two Way Network Audio
<b>System</b>	Watchdog System Auto Recovery
<b>Dimensions</b>	13.8" (W) x 8.5" (D) x 3" (H)
<b>Protocol Support</b>	Onvif 2.3 & HB3.0
<b>Power</b>	12vDC / 2A; 12vDC / 240W for PoE

*RAID Support and UPnP not available. Specifications subject to change.*

