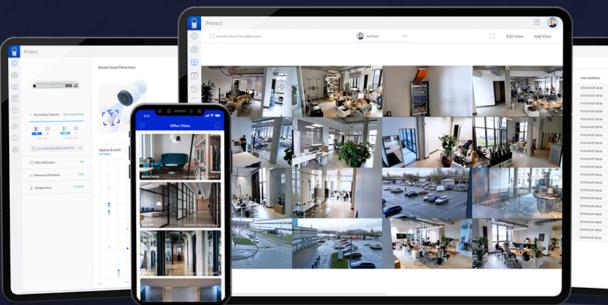
# UniFi® Protect







## Network Video Recorder Pro

The UNVR Pro is a UniFi OS Console that runs the pre-installed UniFi Protect application and has a 7-drive hard disk drive (HDD) bay that offers the greatest storage capacity of any UniFi OS Console. The powerful, easy-to-use UNVR Pro can be deployed in minutes and support systems with up to 60 cameras. Combining the best features of Cloud and onsite surveillance systems, UniFi Protect gives you centralized, local, low-latency access to all of your live camera feeds and recordings, as well as remote access from anywhere in the world via unifi.ui.com and the Protect mobile app.



The UNVR Pro also offers expanded RAID configuration options for enhanced data protection, applying either RAID 1, 5, or 10 based on the number of HDDs installed. It's also equipped with a 1.3" touchscreen display for concise, convenient video event previewing.\*

#### Mechanical

Dimensions	442 x 325 x 87 mm (17.4 x 12.8 x 3.4")
Weight	Without Rackmount Brackets: 9.2 kg (20.28 lb) With Rackmount Brackets: 9.45 kg (20.83 lb)
Enclosure Material	SGCC Steel
Mount Material	SGCC Steel

#### Hardware

Max. Power Consumption	160W
Max. Power Budget for Drives	135W
Power Method	(1) Universal AC input, 100-240VAC, 3A Max, 50/60 Hz (1) USP-RPS DC input, 11.5VDC, 13.91A
Power Supply	AC/DC, Internal, 200W
Networking Interfaces	(1) 10/100/1000 Mbps RJ45 Ethernet (1) 1/10 Gbps SFP+ Ethernet
RF Interface	(1) Bluetooth v4.1
LCM Display	(1) 1.3" Touchscreen Bootup Animation: Bootup in Progress Firmware Upgrade Icon: Firmware Upgrading Steady White: Factory Defaults, Awaiting Adoption Steady Blue: Device is Adopted
Management Interface	Ethernet In-Band Management
ESD/EMP Protection	Air: ± 12kV, Contact: ± 8kV
Operating Temperature	-5 to 40° C (23 to 104° F)
Operating Humidity	5 - 95% Noncondensing
Certifications	FCC, CE, IC

### **LEDs**

Ethernet	White: 10/100/1000 Mbps
SFP+	White: 1/10 Gbps
HDD	Amber: Disk Error, White: Disk Detected
RPS	Blue: Ready



<sup>\*</sup> Will be included in a future console update