CLAIMS

1. A method of recording video data from a continuous video stream feed comprising the steps of:

(i) providing a predetermined amount of the video data being streamed in buffer;

(ii) triggering a real-time video data recording of said video stream; and

(iii) stitching said predetermined amount of buffered video data as a pre-recording to said real-time video data recording into a chronologically-contiguous video recording.

2. The method of recording video data according to Claim 1 wherein the step (i) of predetermined amount of video data being streamed in buffer is provided as cyclical buffering.

3. The method of recording video data according to Claim 1 wherein the step (ii) of triggering a real-time video data recording is actuated by any one or combination of a user's trigger or automatically by sensing/detecting motion, sound, vibration, light or absence of light including broken light beam.

4. The method of recording video data according to Claim 1 wherein the stitching into a contiguous video recording (hereinafter "**stitched video**") in step (iii) is provided by a recording means.

5. The method of recording video data according to Claim 4 wherein the stitched video is transmitted from the recording means for any one or combination of viewing, playback, archiving and video management purposes.

6. The method of recording video data from multiple continuous video streams transmitted from remote video capture sources wherein each video stream is buffered and may be recorded and stitched in accordance with the

method of any one Claims 1 – 5.

7. The method of recording video data according to Claim 6 wherein video data is streamed via any one or combination of

(a) Real-time Transport Protocol (RTP);

(b) Video Management System (VMS) recasting means; and

(c) a Proxy Server

to a recording means wherein each of the video data stream is buffered and may be recorded and stitched.

8. The method of recording video data according to Claim 5 wherein the stitched video is transmitted from the recording means via File Transfer Protocol (FTP) and uploaded to a video view-on-demand (VVOD) means.

9. The method of recording video data according to Claim 5 wherein the stitched video is transmitted from the recording means to any one or combination of a video view-on-demand (VVOD) means and Video Management (VMGT) means via TCP/IP for uploading and/or distribution purposes.

10. The method of recording video data according to Claim 8 wherein the method further comprises the steps of:

(i) checking the integrity of the uploaded stitched video by its hash value;

(ii) reporting the upload as successful to the recording means upon the hash value being checked as correct; and

(iii) deleting the local copy of the stitched video from the recording means.

11. The method of recording video data according to Claim 12 wherein the successful uploading to the VMGT means enables the Video Management System's (VMS) records to be updated accordingly.

12. The method of recording video data according to Claim 6 wherein the multiple video streams are transmitted to a Video Management System (VMS) recasting means or a Proxy Server via Real–time Transport Streaming Protocol (RTSP).

13. The method of recording video data according to Claim 7 wherein the VMS recasting means or Proxy Server is provided with communication link with a VMS client enabled for user to send requests for, and receiving, video stream via RTP.

14. The method of recording video data according to Claim 13 wherein the VMS client is further provided with pan, tilt & zoom (PTZ) means for user input as part of the request for, and receiving, the video stream.

15. The method of recording video data according to Claim 13 wherein a copy of the requested video stream to be buffered is sent to the recording means via RTP.

16. The method of recording video data according to Claim 13 wherein a recording request is initiated at the VMS client via TCP/IP and sent to the recording means via a VMGT means.

17. The method of recording video data according to any one of Claims 9 and 16 wherein the TCP/IP communication links is provided as a secured endpoint-to-client platform, including but not limited to Microsoft's .NET Windows Communication Foundation (WCF) framework.

18. The method of recording video data according to any one of Claim 13 – 16 wherein the VMS client is a workstation of a Command and Control System (CACS).

19. The method of recording video data according to Claim 18 wherein CACS network runs on a Gigabit local area network (LAN).

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