

| Licenses and AI applications   |  | 8ch mode support | 16ch mode | Available      |
|--|--|------------------|-----------|----------------|
| <b>ZN-AIBOX-STD Standard Package</b> <ul style="list-style-type: none"> <li>Multi-level AI false alert reduction</li> </ul>                | Dynamic Privacy Masking                                | Yes              | No        | Ready          |
|  | Basic Attribute (color of clothes)                     | Yes              | No        | 3Q/23          |
|  | Queue Management                                       | Yes              | No        | 3Q/23          |
|  | Basic Heatmap  | Yes              | No        | 3Q/23          |
|  | Combined Counter Trigger                               | Yes              | Yes       | Ready          |
|  | Intrusion  | Yes              | Yes       | Ready          |
|  | Loitering  | Yes              | Yes       | Ready          |
|  | People counting  | Yes              | Yes       | Ready          |
|  | Vehicle counting                                       | Yes              | Yes       | Ready          |
|  | Zone counting (Zone Occupancy)                         | Yes              | Yes       | Ready          |
|  | Virtual fence (Line Crossing)                          | Yes              | Yes       | Ready          |
|  | Stopping   | Yes              | Yes       | Ready          |
|  | Stay & Go (Enter & Exit)                               | Yes              | Yes       | Ready          |
|  | Occupancy (Number of people in a multi-entry building) | Yes              | Yes       | Ready          |
| <b>ZN-AIBOX-STD Pro Package</b> <ul style="list-style-type: none"> <li>Including Basic Package</li> <li>Pose Estimation</li> </ul>         | Crowd Detection  | Yes              | No        | Ready          |
|  | Advanced Visitor Analysis (Gender)                     | Yes              | No        | Ready          |
|  | Hand & Foot Intrusion                                  | Yes              | No        | Ready (Indoor) |
|  | Intentional Body Gaze Detector                         | Yes              | No        | Ready (Indoor) |
|  | Imminent threat  | Yes              | No        | Ready (Indoor) |
|  | Fallen Person Detection                                | Yes              | No        | Ready          |
|  | Animal Detection                                       | Yes              | No        | Ready          |
|  | Fire Detection   | Yes              | No        | Ready          |
|  | Vehicle Type Counting (BUS, Truck, Other Cars)         | Yes              | No        | Ready          |
|  | Thermal (Human) Detector                               | Yes              | No        | Ready          |
|  | Drone View   | Yes              | No        | 3Q/23          |
|  | Fisheye Camera Support                                 | Yes              | No        | 3Q/23          |
|  | Corridor Mode Support                                  | Yes              | No        | 3Q/23          |
| Advanced Attribute   | Yes  | No               | 3Q/23     |                |
| <b>Enterprise Extra Licenses</b> <ul style="list-style-type: none"> <li>Basic or Advanced Package required</li> <li>per channel</li> </ul> | LPR  | Yes              | No        | Ready          |
|  | Advanced Heatmap                                       | Yes              | No        | 3Q/23          |
|  | Helmet / Safety-Vest Not Wearing                       | Yes              | No        | Ready          |
|  | Illegal Parking  | Yes              | No        | 3Q/23          |
|  | Illegal Dumping  | Yes              | No        | Ready          |
|  | Violence (Fighting)                                    | Yes              | No        | Ready          |
|  | PTZ Auto Tracking                                      | Yes              | No        | 3Q/23          |
| Human Prolonged Stay   | Yes  | Yes              | 3Q/23     |                |