

## Noise Monitoring Terminal Nor1531



The Nor1531 noise-monitoring terminal is a robust, cost efficient solution for your outdoor noise monitoring. The built in backup battery will ensure un-interrupted power supply even with mains failure.

## **Features**

- See and manage your noise data online using the internal NorRemote web interface
- Listen to recorded events.
- Wired (LAN) ore wireless (WLAN- UMTS LTE)
- Get notified by email or SMS when set thresholds are reached!
- Connect NMT to the new NorCloud web based monitoring platform



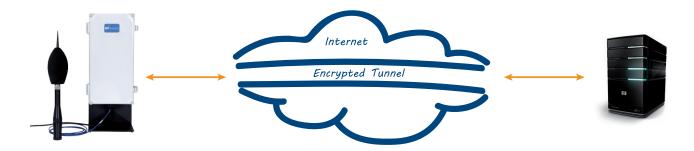


The Nor1530 noise monitoring terminal is a robust, cost efficient solution for your outdoor noise monitoring. Equipped with the technology from the state of the art sound level meter Nor150 and latest generation communication modules, noise data can be reliably and securely transferred to your office. Nor1531 can be a stand-alone Noise Monitoring terminal, managed and supervised with the NorRemote webserver built in the NMT.

Nor1531 can be a part of a large-scale monitoring project, containing several NMTs and other sensors. All handled by the new fully web-based NorCloud system. Here you can see and download data from all sensors, listen to trigged audio recordings and design and automatically generate your own reports.

For further analyse of your data, you can download your measurements and use the NorReview software to analyse them.

The communication with the Nor1531 terminal is IP based. As long as you connect it to Internet by LAN/WIFI/3G you can reach it from anywhere! For extended security its possible to establish an encrypted VPN tunnel over internet.



## **System components**

- Nor1531 weatherproof case with battery for shortterm power outages.
- Nor150 black box with all the state of the art functionality of the Nor150 hand-held version...
- ...or brackets to mount a stand-alone Nor150
- Built in Web server with NorRemote software
- Communication device for connecting to LAN/ WIFI/3G
- Nor1216/1217 Outdoor microphone
- Brackets for mounting (wall, pole etc.)



