01. Hardware Pass Through

To make frigate operate smoothly and effectively a GPU or XXX should be used for hardware acceleration. Otherwise all the image recognition and playback needs to be handled by the CPU which is really heavy. If you don't do this and you have a bunch of cameras then it can easily consume 8 cpu cores if not more. Hence, get a GPU or Google XXX device.

1. Inside of the BIOS of your system go to

Tutorial on Hardware Acceleration for Frigate: https://www.youtube.com/watch?v=SeHgsIwyOuY

1. Then Resizable BAR needs to be turned on in the BIOS of your system if it's available.

2. Then go int

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