The Border-Guards platform will be developed in a continuum perspective to cover the border security of Greece both in the terrestrial and maritime domain, in an open architecture and with outlook to be expanded in the future, over the entire national border space. For the purposes however of designing and development, in the frame of this project, it will be focused over the eastern Aegean sector. To support Border-GUARDS border security services, the telecommunication network is based on (a) space communications broadcast techniques, using the DVB standard and SCPC transmission mode, (b) mobile communication in a local area scale if available through GSM based transmission mode and (c) on terrestrial communication using any IP based wired connection. Several applications will be integrated into the system including - Video tool for UCB - Video conferencing, which is a real time multimedia application for conferencing over IP internet. The video conferencing and (visual and thermal) camera data reception is designed with a flexible and extensible architecture to support heterogeneous environments and configurations. For example, in high bandwidth settings, multi-megabit full-motion JPEG streams can be sourced using hardware assisted compression, while in low bandwidth environments like the Internet, aggressive low bit-rate coding can be carried out in software. The software will be based on the Draft Internet Standard Real-time Transport Protocol (RTP) developed by the IETF Audio/Video Transport working group. Although such software can be run point-to-point using standard unicast IP addresses, it is primarily intended as a multiparty conferencing application. To make use of the conferencing capabilities, the system will support IP Multicast if available. Real time feed will also be able to be transmitted to the border control units of the Border-GUARDS solution at their mobile devices (mobiles, tablets).