VISCA PTZ

Version 1.0.0
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Programation.io

VISCA PTZ

is a simple remote control utility plugin for Pan-Tilt-Zoom (PTZ) cameras that utilize the VISCA protocol over Ethernet UDP.

While simple in its approach, the plugin offers controls for powering the camera on and off, activating the tally light, moving in all directions and returning to the manufacturer's pre-defined home position. In addition, 16 presets may be stored and recalled.

Note that not all functionalities shown in the plugin may be available on the particular camera that is to be controlled. These features are part of the defined VISCA protocol and are available on most cameras. Consult the documentation provided with your device for compatibility information.

Status

indicates whether the plugin can communicate with the device

IP Address

sets the IP address of the device that the plugin should connect to

Power Status

indicates the power state of the device

Power On

a trigger button the turns the device on

Power Off

a trigger button that turns the device off

Pan Speed

an integer knob that sets the speed at which the camera should pan

Tilt Speed

an integer knob that sets the speed at which the camera should tilt

Zoom Speed

an integer knob that sets the speed of the zoom

Tally

a toggle button the controls the tally light on the camera

Controls

Arrow Buttons

the arrow buttons are momentary buttons that move the camera in the direction shown

Circle Buttons

the circle buttons in the corners of the arrow buttons are momentary buttons that move the camera in two directions simultaneously, for example, up and left

Zoom Buttons

the zoom buttons are shown as arrows closing inward or moving outward and are momentary

Recall Preset

16 trigger buttons are provided for recalling position presets

Save Preset

16 trigger buttons are provided for saving position presets. The presets are stored on board the camera, depending on the capabilities of the device

NETWORK CONNECTION INFORMATION

The plugin allows for changing the IP address during run time to connect to a different camera or re-initialize the connection. The port number used for communication is fixed on port 52381. UDP is used to communicate. If your device does not match these specifications, contact Programation.io for further assistance.

Notes

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Original release