



VC-TR40 RS-232 command set

No	Issue Date	Description	Apply Firmware
1	2022/11/17	First version.	VXA100

***Notice:**

- 1. The RS-232 command list is for VC-TR40
- 2. The yellow highlight  means the latest update.
- 3. The blue highlight  means the deleted item.

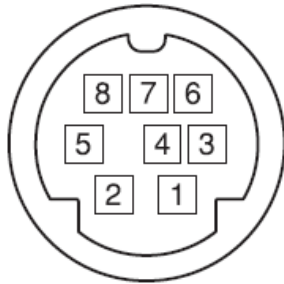
1. Communication Protocol

Transmit Method: Asynchronous Interface Half Duplex Serial Communication

- Transmit Speed: 9600bps or 38400bps
- Start bit: 1Bit
- Parity Check: NA
- Data Bit: 8Bit
- Stop Bit: 1Bit

2. The wire diagram

The RS232 wire diagram between presenter and remote controller as below



No	Pins
1	DTR IN
2	DSR IN
3	TXD IN
4	GND
5	RXD IN
6	GND

1 ACK & Completion message

	Reply Packet	Note
Ack	X0 4Y FF	Y = socket number
Completion (commands)	X0 5Y FF	Y = socket number
Completion (Inquiries)	X0 5Y ... FF	Y = socket number
X = 9 to F==>camera address + 8 , Y=1 to 2		

2 Error message

Error Packet	Description
X0 60 02 FF	Syntax Error
X0 60 03 FF	Command buffer full
X0 6Y 04 FF	Command cancelled
X0 6Y 05 FF	No socket (to be cancelled)
X0 6Y 41 FF	Command not executable
X = 9 to F==>camera address + 8, Y = socket number, Y=0 to 2, 0: Inquiry not execution	

3 Command execution cancel

	Cancel Packet	Note
Cancel	8X 2Y FF	Y = socket number
X = 1 to 7==>camera address, Y = socket number, Y=1 to 2		

4 Network Change

	Packet	Note
Address	88 30 01 FF	Always broadcasted
Network Change	X0 38 FF	
X = 9 to F==>camera address + 8		

5 IF_Clear

	Command	Reply Packet Note
IF_Clear	8X 01 00 01 FF	X0 50 FF
IF_Clear (broadcast)	88 01 00 01 FF	88 01 00 01 FF
X = 1 to 7==>camera address (For inquiry packet)		
X = 9 to F==>camera address +8 (For reply packet)		

6 Zoom Focus Position Table

	Wide end	Optical Tele end	Digital Tele end	
Zoom Position	0000 to	0x4000 to	0x4033(720p) / 0x406E(1080p)	
Focus Position	Far end		Near end	focus range is limited by each zoom position
	4280		to 2CF0	

7 AE_Iris Table

IRIS F1.6~14	Index(pq)	F Number
	0F	-
	0E	-
	0D	Close
	0C	F1.6
	0B	F2
	0A	F2.4
	09	F2.8
	08	F3.4
	07	F4
	06	F4.8
	05	F5.6
	04	F6.8
	03	F8
	02	F9.6
	01	F11
00	F14	

8 AE_Shutter Table

	Index(pq)	60/30 mode	50/25 mode
Shutter Speed	00	1/10000	1/10000
	01	1/5000	1/5000
	02	1/3000	1/3000
	03	1/2500	1/2500
	04	1/2000	1/1750
	05	1/1500	1/1250
	06	1/1000	1/1000
	07	1/725	1/600
	08	1/500	1/425
	09	1/350	1/300
	0A	1/250	1/215
	0B	1/180	1/150
	0C	1/120	1/120
	0D	1/100	1/100
	0E	1/90	1/75
	0F	1/60	1/50
	10	1/30	1/25

9 AE_Gain Table

	Index(pq)	Value
Gain	0F	+30 dB
	0E	+28 dB
	0D	+26 dB
	0C	+24 dB
	0B	+22 dB
	0A	+20 dB
	09	+18 dB
	08	+16 dB
	07	+14 dB
	06	+12 dB
	05	+10 dB
	04	+8 dB
	03	+6 dB
	02	+4 dB
	01	+2 dB
	00	0 dB

10 AE_Gain limit Table

Gain limit	Index(pq)	Value
	0F	+30 dB
	0E	+28 dB
	0D	+26 dB
	0C	+24 dB
	0B	+22 dB
	0A	+20 dB
	09	+18 dB
	08	+16 dB
	07	+14 dB
	06	+12 dB
	05	+10 dB
	04	+8 dB

11 AE_Exposure Comp. Table

Exposure Comp. (AE Level)	Index(pq)	Value(Step)	OSD Value
	0A	10	4
	09	9	3
	08	8	2
	07	7	1
	06	6	0
	05	5	-1
	04	4	-2
	03	3	-3
	02	2	-4
	01	1	-5
	00	0	-6

12 Camera RS232 Command List

Command Set	Command	Command Packet	Comments
AddressSet	Broadcast	88 30 01 FF	Address setting
IF_Clear	Broadcast	88 01 00 01 FF	I/F Clear
CommandCancel	–	8x 2p FF	p: Socket No. (=1 or 2)
CAM_Power	On	8x 01 04 00 02 FF	Power ON/OFF
	Off (Standby)	8x 01 04 00 03 FF	
CAM_Zoom	Stop	8x 01 04 07 00 FF	
	Tele (Standard)	8x 01 04 07 02 FF	
	Wide (Standard)	8x 01 04 07 03 FF	
	Tele (Variable)	8x 01 04 07 2p FF	p=0 (Low) to 7 (High)
	Wide (Variable)	8x 01 04 07 3p FF	
	Zoom Direct	8x 01 04 47 0p 0q 0r 0s FF	pqrs: Zoom Position
	Zoom Direct(Speed Variable)	8x 01 04 47 0p 0q 0r 0s 0t FF	refer to Zoom Focuss Position Table t:Speed:0~7
	D-Zoom Limit	8x 01 04 26 0p FF	p=0x00 to 0x0B 0x00: X1 (D-Zoom Off) / 0x01: X2 / ... / 0x0B : 12X
CAM_Focus	Stop	8x 01 04 08 00 FF	p=0 (Low) to 7 (High) * Enabled during Focus Manual Mode
	Far (Standard)	8x 01 04 08 02 FF	
	Near (Standard)	8x 01 04 08 03 FF	
	Far (Variable)	8x 01 04 08 2p FF	
	Near (Variable)	8x 01 04 08 3p FF	
	Direct	8x 01 04 48 0p 0q 0r 0s FF	pqrs: Focus Position refer to Zoom Focuss Position Table * Enabled during Focus Manual Mode
	Auto Focus	8x 01 04 38 02 FF	AF ON/OFF
	Manual Focus	8x 01 04 38 03 FF	

Command Set	Command	Command Packet	Comments
	Auto/Manual	8x 01 04 38 10 FF	
	One Push Trigger	8x 01 04 18 01 FF	One Push AF Trigger * Enabled during Focus Manual Mode
CAM_WB	Auto	8x 01 04 35 00 FF	
	ATW	8x 01 04 35 04 FF	
	Manual	8x 01 04 35 05 FF	
	In Door	8x 01 04 35 01 FF	
	Out Door	8x 01 04 35 02 FF	
	One Push WB	8x 01 04 35 03 FF	
	SodiumLamp	8x 01 04 35 0C FF	
	One Push Trigger	8x 01 04 10 05 FF	One Push WB Trigger * Enabled during One Pus WB Mode
CAM_RGAIN	Reset	8x 01 04 03 00 FF	Manual Control of R Gain pq: R Gain,data range = 0x00 To 0x80 * Enabled during WB Manual Mode
	Up	8x 01 04 03 02 FF	
	Down	8x 01 04 03 03 FF	
	Direct	8x 01 04 43 00 00 0p 0q FF	
CAM_BGAIN	Reset	8x 01 04 04 00 FF	Manual Control of B Gain pq: B Gain,data range = 0x00 To 0x80 * Enabled during WB Manual Mode
	Up	8x 01 04 04 02 FF	
	Down	8x 01 04 04 03 FF	
	Direct	8x 01 04 44 00 00 0p 0q FF	
CAM_AE	Full Auto	8x 01 04 39 00 FF	Automatic Exposure mode
	Manual	8x 01 04 39 03 FF	Manual Control mode
	Shutter Priority	8x 01 04 39 0A FF	Shutter Priority Automatic Exposure mode
	Iris Priority	8x 01 04 39 0B FF	Iris Priority Automatic Exposure mode
	White Board	8x 01 04 39 5F FF	

Command Set	Command	Command Packet	Comments
CAM_Shutter	Reset	8x 01 04 0A 00 FF	Shutter Setting
	Up	8x 01 04 0A 02 FF	pq: Shutter Position , pq: 0x00 To 0x10
	Down	8x 01 04 0A 03 FF	refer to AE_Shutter Table
	Direct	8x 01 04 4A 00 00 0p 0q FF	* Enabled during Shutter Priority / Manual Mode
CAM_Iris	Reset	8x 01 04 0B 00 FF	Iris Setting
	Up	8x 01 04 0B 02 FF	pq: Iris Position , pq: 0x00 To 0x0D
	Down	8x 01 04 0B 03 FF	refer to AE_IRIS table
	Direct	8x 01 04 4B 00 00 0p 0q FF	* Enabled during Iris Priority / Manual Mode
CAM_Gain	Reset	8x 01 04 0C 00 FF	Gain Setting
	Up	8x 01 04 0C 02 FF	refer to AE_Gain Table
	Down	8x 01 04 0C 03 FF	* Enabled during AE Manual Mode
	Direct	8x 01 04 4C 00 00 0p 0q FF	Gain Position pq: Gain Position, pq:0x00 To 0x0F refer to AE_Gain Table * Enabled during Manual Mode
CAM_Gain Limit	Gain Limit	8x 01 04 2C pq FF	pq: Gain Position , pq: 0x04 To 0x0F refer to AE_Gain Limit Table * Enabled during Iris Priority / Shutter Priority / Full Auto / White Board / Stable Auto Mode
CAM_ExpCompOnOff	On	8x 01 04 3E 02 FF	Exposure Compensation ON/OFF
	Off	8x 01 04 3E 03 FF	* Enabled during Iris Priority / Shutter Priority / Full Auto / White Board / Stable Auto Mode
CAM_ExpComp	Reset	8x 01 04 0E 00 FF	Exposure Compensation Level
	Up	8x 01 04 0E 02 FF	pq: ExpComp Position , pq: 0x00 To 0x0A
	Down	8x 01 04 0E 03 FF	refer to AE_Exposure Comp. Table

Command Set	Command	Command Packet	Comments
	Direct	8x 01 04 4E 00 00 0p 0q FF	* Enabled during Iris Priority / Shutter Priority / Full Auto / White Board / Stable Auto Mode
CAM_BackLight	On	8x 01 04 33 02 FF	Back Light Compensation ON/OFF
	Off	8x 01 04 33 03 FF	* Enabled during Iris Priority / Shutter Priority / Full Auto / White Board / Stable Auto Mode
CAM_WDR	Set Parameter	8x 01 04 2D 0p FF	WDR Mode p:0~3, 0=Off, Level = 1~3
CAM_Aperture(Sharpness)	Reset	8x 01 04 02 00 FF	Aperture Control pq: Aperture Gain, pq: 0x00 To 0x0E
	Up	8x 01 04 02 02 FF	
	Down	8x 01 04 02 03 FF	
	Direct	8x 01 04 42 00 00 0p 0q FF	
CAM_2DNR	—	8x 01 04 53 0p FF	p: NR Level Setting, p: 0 To 3 0 = Off Level = 1~3
CAM_3DNR	—	8x 01 04 54 0p FF	p: NR Level Setting, p: 0: OFF 1: Low 2: Type 3: Max
CAM_Gamma	—	8x 01 04 5B 0p FF	p: Gamma setting ,p: 0 To 3
CAM_LR_Reverse	On	8x 01 04 61 02 FF	Mirror Image ON/OFF
	Off	8x 01 04 61 03 FF	
CAM_PictureFlip	On	8x 01 04 66 02 FF	VC-TR40: Picture flip ON/OFF
	Off	8x 01 04 66 03 FF	
CAM_Memory(Preset)	Reset	8x 01 04 3F 00 pp FF	pp: Memory Number (pp: 0x00 To 0x7F)
	Set	8x 01 04 3F 01 pp FF	pp: Memory Number (pp: 0x00 To 0x7F)

Command Set	Command	Command Packet	Comments
	Recall	8x 01 04 3F 02 pp FF	pp: Memory Number (pp: 0x00 To 0x7F)
	Reset	8x 01 04 3F 10 pp FF	pp: Memory Number (pp: 0x00 To 0x7F) (* Preset address : 128~255)
	Set	8x 01 04 3F 11 pp FF	pp: Memory Number (pp: 0x00 To 0x7F) (* Preset address : 128~255)
	Recall	8x 01 04 3F 12 pp FF	pp: Memory Number (pp: 0x00 To 0x7F) (* Preset address : 128~255)
CAM_ColorGain(Saturation)	Direct	8x 01 04 49 00 00 0p 0q FF	pq:0x00~0x0F
CAM_ColorHue	Direct	8x 01 04 4F 00 00 0p 0q FF	pq:0x00~0x0F
SYS_Menu	Auto	8x 01 06 06 10 FF	turn on / off menu
	On	8x 01 06 06 02 FF	turn on menu
	Off	8x 01 06 06 03 FF	turn off menu
SYS_Enter	Enter	8x 01 7E 01 02 00 01 FF	menu enter
IR_Receive	On	8x 01 06 08 02 FF	IR(remote commander) receive ON/OFF
	Off	8x 01 06 08 03 FF	
	On/Off	8x 01 06 08 10 FF	
Pan-tiltDrive	Up	8x 01 06 01 VV WW 03 01 FF	VV: Pan speed 0x01 (low speed) to 0x18 (high speed) WW: Tilt Speed 0x01 (low speed) to 0x14 (high speed) YYYY: Pan Position 0x0000 to 0x09000 & 0xFFFF to 0xF670 (center 0x0000) ZZZZ: Tilt Position 0x0000 to 0x0510 & 0x0000 to 0xFE50 (center 0x0000)
	Down	8x 01 06 01 VV WW 03 02 FF	
	Left	8x 01 06 01 VV WW 01 03 FF	
	Right	8x 01 06 01 VV WW 02 03 FF	
	UpLeft	8x 01 06 01 VV WW 01 01 FF	
	UpRight	8x 01 06 01 VV WW 02 01 FF	
	DownLeft	8x 01 06 01 VV WW 01 02 FF	
	DownRight	8x 01 06 01 VV WW 02 02 FF	
Stop	8x 01 06 01 VV WW 03 03 FF		

Command Set	Command	Command Packet	Comments
	AbsolutePosition	8x 01 06 02 VV WW OY OY OY OY OZ OZ OZ OZ FF	
	RelativePosition	8x 01 06 03 VV WW OY OY OY OY OZ OZ OZ OZ FF	
	Home	8x 01 06 04 FF	
	Reset	8x 01 06 05 FF	
Pan-tiltLimitSet	LimitSet	8x 01 06 07 00 0W 0Y 0Y 0Y 0Y OZ OZ OZ OZ FF	W: 1 UpRight YYYY: Pan Limit Position 0x0000~0x2260 ZZZZ: Tilt Limit Position 0x0000~0x0510
	LimitClear	8x 01 06 07 01 0W 07 0F 0F 0F 07 0F 0F 0F FF	W: 0 DownLeft YYYY: Pan Limit Position 0xFFFF~0xF670 ZZZZ: Tilt Limit Position 0xFFFF~0xFE50
Pan Direction Set	Normal	8x 01 06 14 00 FF	face to VC camera, handle-bar of controller control direction is the same as camera header
	Reverse	8x 01 06 14 01 FF	behind VC camera, handle-bar of controller control direction is the same as camera header
Tracking_Auto	On	8x 01 0B 00 00 02 FF	
	Off	8x 01 0B 00 00 03 FF	
Tracking_Mode	Everywhere	8x 01 0B 00 01 00 FF	
	Stage	8x 01 0B 00 01 01 FF	
	Partition	8x 01 0B 00 01 02 FF	
	Hybrid	8x 01 0B 00 01 03 FF	
Tracking_Body Size	Full Body	8x 01 0B 02 01 00 FF	
	Upper Body	8x 01 0B 02 01 01 FF	
Tracking_Body Position	Center	8x 01 0B 02 02 00 FF	
	Left	8x 01 0B 02 02 01 FF	
	Right	8x 01 0B 02 02 02 FF	

Command Set	Command	Command Packet	Comments
Tracking_Sensitivity	—	8x 01 0B 00 02 0p FF	p: Sensitivity 0 : Low 1 : Middle 2 : High
Tracking target lost time	—	8x 01 0B 00 03 0p FF	30s / 1 分 / 1.5 分 / 2 分 3. p: 0 : 30s 1 : 1 mins 2 : 1.5 mins 3 : 2 mins
Lost tracking target	1. PTZ Back to the center and wide.	8x 01 0B 00 04 00 FF	
	2. Stay in the last position.	8x 01 0B 00 04 01 FF	
	3. Back to start poition.	8x 01 0B 00 04 02 FF	
Auto Framing	On	8x 01 0B 04 02 02 FF	
	Off	8x 01 0B 04 02 03 FF	
Auto Framing_Sensitivity	—	8x 01 0B 04 03 0p FF	p: Sensitivity 0 : 0.5s 1 : 1s 2 : 2s
Auto Framing_Correction	—	8x 01 0B 04 00 00 FF	
CAM_Image_Mode	Default	8x 01 04 3F 04 00 FF	Image Mode Default/Custom
	Custom	8x 01 04 3F 04 01 FF	
CAM_Bright	Reset	8x 01 04 0D 00 FF	Bright Setting

Command Set	Command	Command Packet	Comments
	Up	8x 01 04 0D 02 FF	
	Down	8x 01 04 0D 03 FF	
	Direct	8x 01 04 4D 00 00 0p 0q FF	pq: Bright Position, pq:0x00~0x0F (* Enabled during Image Mode = Custom mode for Lumens used)
CAM_Gamma	Gamma setting	8x 01 04 5B 0p FF	p: 0 To 3 (* Enabled during Image Mode = Custom mode for Lumens used)
CAM_AF_SENSITIVE	-	8x 01 04 58 0p FF	p: 1 to 3, 1:High , 2:Middle, 3:Low
CAM_AF_FRAME	Auto	8x 01 04 5C 01 FF	Set AF frame : Auto/Full Frame / Center
	Full Frame	8x 01 04 5C 02 FF	
	Center	8x 01 04 5C 03 FF	
CAM_FREEZE	Freeze On	8x 01 04 62 02 FF	Freeze On
	Freeze Off	8x 01 04 62 03 FF	Freeze Off
Save last memory	-	8x 01 06 00 01 FF	
CAM_IDWrite	Camera ID	8x 01 CE aa bb cc dd ee ff gg hh ii jj kk ll FF	aa bb cc dd ee ff gg hh ii jj kk ll : Camera ID (ASCII)
CAM Vender Model	Set Camera Vender model	8x 01 04 23 pp qq rr ss FF	ppqq: Vender ID = 0x0001 , rrrs:Model ID = 0x0513
SYS_MotionlessPreset	On	8x 01 07 01 02 FF	Motionless Preset On
	Off	8x 01 07 01 03 FF	Motionless Preset Off
SYS_PrivacyMode	On	8x 01 04 00 01 02 FF	Privacy Mode On
	Off	8x 01 04 00 01 03 FF	Privacy Mode Off
IP_DHCP_OnOff	On	8x 01 7C 01 02 FF	Set DHCP ON/OFF
	Off	8x 01 7C 01 03 FF	

RS171 - VC-TR40 RS-232 command set

Command Set	Command	Command Packet	Comments
IP_Address_IPv4	Set IP Addresss	8x 01 7C 02 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX), pq = 0~255, rs = 0~255, tu = 0~255, vx = 0~255, e.g. 192.168.100.150 => 81 01 7C 02 0C 00 0A 08 06 04 09 06 FF
IP_Netmask	Set Netmask	8x 01 7C 03 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX), pq = 0~255, rs = 0~255, tu = 0~255, vx = 0~255, e.g. 255.255.255.0 => 81 01 7C 03 0F 0F 0F 0F 0F 0F 00 00 FF
IP_Gateway	Set Getway	8x 01 7C 04 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX), pq = 0~255, rs = 0~255, tu = 0~255, vx = 0~255, e.g. 192.168.100.254 => 81 01 7C 04 0C 00 0A 08 06 04 0F 0E FF
IP_Dns	Set DNS	8x 01 7C 05 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX), pq = 0~255, rs = 0~255, tu = 0~255, vx = 0~255, e.g. 8.8.8.8 => 81 01 7C 05 00 08 00 08 00 08 00 08 FF
CAM_Audio_OnOff	On	8x 01 04 68 02 FF	Audio ON/OFF
	Off	8x 01 04 68 03 FF	
CAM_Audio_Volume	Volume	8x 01 04 6E 0p FF	p: 0x00~0x0A
CAM_UART_Baud_Rate	9600	8x 01 04 24 00 00 00 FF	Baud rate
	38400	8x 01 04 24 00 00 01 FF	
CAM_Audio_Encode_Sample_Rate	Select Audio Encode Sample Rate	8x 01 04 6D 0p FF	p: 0: 48KHz (AAC)
			1: 44.1KHz (AAC)
			2: 16KHz (AAC)
CAM_Audio_Delay_Enable	Set AudioDelay On/Off for Internet Streaming	8x 01 04 6F 0p FF	p : 2(ON) or 3(OFF)

Command Set	Command	Command Packet	Comments
CAM_Audio_Delay_Time	Set AudioDelay Time for Internet Streaming	8x 01 04 6A 0p 0q 0r FF	pqr : (Hex) delay time, range - A ~ 1F4 (10 ~ 500 in decimal)
CAM_PT_Standby_Mode	Normal	8x 01 7E 01 0A 03 02 FF	Standby Tilt down (Default)
	Ceiling	8x 01 7E 01 0A 03 03 FF	Standby Tilt up
Resolution Setting	Select Resolution	8x 01 06 35 0p 0q FF	<p>pq:</p> <p>0x07:FHD 1080P(1920 x 1080) - 60p</p> <p>0x09:FHD 1080P(1920 x 1080) - 50p</p> <p>0x0A:FHD 1080P(1920 x 1080) - 30p</p> <p>0x0C:FHD 1080P(1920 x 1080) - 25p</p> <p>0x0D:HD 720P(1280 x 720) - 60p</p> <p>0x0F:HD 720P(1280 x 720) - 50p</p> <p>0x14:FHD 1080i(1920 x 1080) - 60i</p> <p>0x16:FHD 1080i(1920 x 1080) - 50i</p>
System Factory Reset - User	SW_Reset	8x 01 04 3F 03 00 FF	
System Factory Reset - Hard	HW_Reset	8x 01 04 3F 03 01 FF	
Tracking-Framing_TYPE	Tracking	8x 0B 01 04 0A FF	
	Framing	8x 0B 01 04 0B FF	
Audio_In_Type	Line In	8x 01 04 6B 02 FF	Audio In Type(LM)
	Mic In	8x 01 04 6B 03 FF	Audio In Type(LM)
Audio_In_Type	Line In	8x 01 7E 07 09 00 FF	Audio In Type(SY)
	Mic In	8x 01 7E 07 09 01 FF	Audio In Type(SY)
Tracking-Framing_CTRL	Tracking/Framing On (Recall preset 80)	8x 01 04 3F 02 50 FF	
☐ CAM_Memory (Preset) - Recall	Tracking/Framing Off (Recall preset 81)	8x 01 04 3F 02 51 FF	

Command Set	Command	Command Packet	Comments
Head Position	—	8x 01 0B 00 05 0p FF	p: 0 : Low 1 : Medium 2 : High
CAM_SpotAE	On	8x 01 04 59 02 FF	Spot Mode ON/OFF
	Off	8x 01 04 59 03 FF	
	Position	8x 01 04 29 0p 0q 0r 0s FF	pq: X - axis, pq: 00 To 06 (* Center position : 3) rs : Y - axis, rs : 00 To 04 (* Center position : 2)
PanTilt_Preset_Speed	—	8x 01 7E 03 02 0p FF	p: 0: [5 deg/sec] \ 1: [25 deg/sec] \ 2: [50 deg/sec] \ 3: [80 deg/sec] \ 4: [120 deg/sec]

13 RS232 Inquiry Command List

Inquiry Command	Command Packet	Inquiry Packet	Comments
CAM_PowerInq	8x 09 04 00 FF	y0 50 02 FF	On
		y0 50 03 FF	Off (Standby)
CAM_ZoomPosInq	8x 09 04 47 FF	y0 50 0p 0q 0r 0s FF	pqrs: Zoom Position (Optical + Digital Zoom Position) pqrs: Zoom Position , pqrs: 0x0000~0x7AC0 DZoom Limit = x1, Zoom Position range : 0x0000 ~ 0x4000 DZoom Limit = x2 ~ x12, Zoom Position range : 0x0000 ~ 0x7AC0
CAM_FocusModelInq	8x 09 04 38 FF	y0 50 02 FF	Auto Focus
		y0 50 03 FF	Manual Focus
CAM_FocusPosInq	8x 09 04 48 FF	y0 50 0p 0q 0r 0s FF	pqrs: Focus Position refer to Zoom Foucs Position Table
CAM_WBModelInq	8x 09 04 35 FF	y0 50 00 FF	Auto
		y0 50 04 FF	ATW
		y0 50 05 FF	Manual
		y0 50 01 FF	In Door
		y0 50 02 FF	Out Door
		y0 50 03 FF	One Push WB
		y0 50 0C FF	SodiumLamp
CAM_RGainInq	8x 09 04 43 FF	y0 50 00 00 0p 0q FF	pq: R Gain
CAM_BGainInq	8x 09 04 44 FF	y0 50 00 00 0p 0q FF	pq: B Gain
CAM_AEModelInq	8x 09 04 39 FF	y0 50 00 FF	Full Auto
		y0 50 03 FF	Manual
		y0 50 0A FF	Shutter Priority
		y0 50 0B FF	Iris Priority
		y0 50 5F FF	White Board
CAM_ShutterPosInq	8x 09 04 4A FF	y0 50 00 00 0p 0q FF	pq: Shutter Position, pq: 0x00 To 0x10

Inquiry Command	Command Packet	Inquiry Packet	Comments
			refer to AE_Shutter Table
CAM_IrisPosInq	8x 09 04 4B FF	y0 50 00 00 0p 0q FF	pq: Iris Position , pq: 0x00 To 0x0D refer to AE_IRIS table
CAM_GainPosInq	8x 09 04 4C FF	y0 50 00 00 0p 0q FF	pq: Gain Position, pq: 0x00 To 0x0F refre to AE_Gain Table
CAM_GainLimitInq	8x 09 04 2C FF	y0 50 0q FF	p: Gain Limit, p: 0x04 To 0x0F refer to AE_Gain Limit Table
CAM_ExpCompModelInq	8x 09 04 3E FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_ExpCompPosInq	8x 09 04 4E FF	y0 50 00 00 0p 0q FF	pq: ExpComp Position, pq: 0x00 To 0x0A refer to AE_Exposure Comp. Table
CAM_BackLightModelInq	8x 09 04 33 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_SpotAEModelInq	8x 09 04 59 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_SpotAEPosInq	8x 09 04 29 FF	y0 50 0p 0q 0r 0s FF	pq: X position, rs: Y position, pq: 00 To 068, rs: 00 To 046
CAM_WDR ParameterInq	8x 09 04 2D FF	y0 50 0p FF	p: 0 ~ 3, 0= Off, Level = 1~3
CAM_ApertureInq	8x 09 04 42 FF	y0 50 00 00 0p 0q FF	pq: Aperture Gain, pq: 00 To 0E
CAM_2DNRMModelInq	8x 09 04 53 FF	y0 50 0p FF	p: NR Level Setting, p: 0 To 3 0 = Off Level = 1~3
CAM_3DNRMModelInq	8x 09 04 54 FF	y0 50 0p FF	p: NR Level Setting, p: 0: OFF 1: Low 2: Type

Inquiry Command	Command Packet	Inquiry Packet	Comments
			3: Max
CAM_GammaInq	8x 09 04 5B FF	y0 50 0p FF	Gamma p: 0 To 3
CAM_LR_ReverseModelInq	8x 09 04 61 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_PictureFlipModelInq	8x 09 04 66 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM Image ModelInq	8x 09 04 3F 04 FF	y0 50 00 FF	Default
		y0 50 01 FF	Custom
CAM_BrightPosInq	8x 09 04 4D FF	y0 50 00 00 0p 0q FF	pq : Bright Position, pq: 00 To 0xF
CAM_ColorGainInq	8x 09 04 49 FF	y0 50 00 00 0p 0q FF	pq: Color Gain setting , pq: 0x00 To 0x0F
CAM_ColorHueInq	8x 09 04 4F FF	y0 50 00 00 0p 0q FF	pq: Color Hue setting , pq: 0x00 To 0x0F
SYS_Menu	8x 09 06 06 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
IR_Receive	8x 09 06 08 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
Pan-tiltMaxSpeedInq	8x 09 06 11 FF	y0 50 ww zz FF	ww = Pan Max Speed, ww: 0x18 zz = Tilt Max Speed, zz: 0x18
Pan-tiltPosInq	8x 09 06 12 FF	y0 50 0w 0w 0w 0w 0z 0z 0z 0z FF	wwww: Pan Position, 0x0000 To 0x0900 or 0xFFFF To 0xF670 zzzz: Tilt Position, 0x0000 To 0x0510 or 0xFFFF To 0xFE50
Pan Direction Inq	8x 09 06 14 FF	y0 50 00 FF	Normal
		y0 50 01 FF	Reverse
Tracking_Auto	8x 09 0B 00 00 FF	y0 50 0p FF	p: 02(On), 03(Off)
Tracking_Mode	8x 09 0B 00 01 FF	y0 50 0p FF	p: 0 : Everywhere 1 : Stage

Inquiry Command	Command Packet	Inquiry Packet	Comments
			2 : Partition 3 : Hybrid
Tracking_Body Size	8x 09 0B 02 01 FF	y0 50 0p FF	p: 0 : Full Body 1 : Upper Body
Tracking_Body Position	8x 09 0B 02 02 FF	y0 50 0p FF	p: 0 : Center 1 : Left 2 : Right
Tracking_Sensitivity	8x 09 0B 00 02 FF	y0 50 0p FF	p: 0 : Low 1 : Middle 2 : High
Tracking target lost time	8x 09 0B 00 03 FF	y0 50 0p FF	p: 0 : 30s 1 : 1 mins 2 : 1.5 mins 3 : 2 mins
Lost tracking target	8x 09 0B 00 04 FF	y0 50 0p FF	p: 0 : PTZ Back to the center and wide. 1 : Stay in the last position. 2 : Back to start poition.
Auto Framing_Sensitivity	8x 09 0B 04 03 FF	y0 50 0p FF	p: Sensitivity 0 : 0.5s 1 : 1s 2 : 2s

Inquiry Command	Command Packet	Inquiry Packet	Comments
People Count	8x 09 0B 04 01 FF	y0 50 0p 0q 0r 0s FF	pqrs: people count value
CAM_AF_SENSITIVE_INQ	8x 09 04 58 FF	y0 50 0p FF	p: 1 to 3, 1:High , 2:Middle, 3:Low
CAM_AF Frame Inq	8x 09 04 5C FF	y0 50 01 FF	Auto
		y0 50 02 FF	Full
		y0 50 03 FF	Center
Freeze Inq	8x 09 04 62 FF	y0 50 02 FF	Freeze On
		y0 50 03 FF	Freeze Off
SYS_MotionlessInq	8x 09 07 01 FF	y0 50 02 FF	Motionless Preset On
		y0 50 03 FF	Motionless Preset Off
SYS_PrivacyModelInq	8x 09 04 00 01 FF	y0 50 02 FF	Privacy Mode On
		y0 50 03 FF	Privacy Mode Off
Resolution SetttingInq	8x 09 06 23 FF	y0 50 0p 0q FF	<p>pq:</p> <p>0x07:FHD 1080P(1920 x 1080) - 60p</p> <p>0x09:FHD 1080P(1920 x 1080) - 50p</p> <p>0x0A:FHD 1080P(1920 x 1080) - 30p</p> <p>0x0C:FHD 1080P(1920 x 1080) - 25p</p> <p>0x0D:HD 720P(1280 x 720) - 60p</p> <p>0x0F:HD 720P(1280 x 720) - 50p</p> <p>0x14:FHD 1080i(1920 x 1080) - 60i</p> <p>0x16:FHD 1080i(1920 x 1080) - 50i</p>
CAM_MemoryInq	8x 09 04 3F FF	y0 50 pp FF	pp: Memory number recalled last, default value(no get any recall command) pp:0x00 , pp: 0x00 To 0x7F
CAM ID INQ	8x 09 7E CE FF	y0 50 aa bb cc dd ee ff gg hh ii jj kk ll FF	aa bb cc dd ee ff gg hh ii jj kk ll : Camera ID (ASCII)
CAM Vender Model Inq	8x 09 00 02 FF	y0 50 pp qq rr ss jj jj kk FF	ppqq: Vender ID(0001) rrss: Model ID(0513)

Inquiry Command	Command Packet	Inquiry Packet	Comments
			jjjj: Rom revision(0104) kk: Maxinum socket(02)
CAM FW version Inq - Linux	8x 09 00 02 00 03 FF	y0 50 mm nn oo pp qq rr ss FF	mmnnooppqrrss : XXXxxxx(Ascii, data range = 0x00 ~ 0x7F)
IP_DHCP_OnOff_Inq	8x 09 7C 01 FF	y0 50 0p FF	p: 2: ON, 3: OFF
IP_Address_IPv4_Inq	8x 09 7C 02 FF	y0 50 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX)
IP_Netmask_Inq	8x 09 7C 03 FF	y0 50 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX)
IP_Gateway_Inq	8x 09 7C 04 FF	y0 50 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX)
IP_Dns_Inq	8x 09 7C 05 FF	y0 50 0p 0q 0r 0s 0t 0u 0v 0x FF	address : pq.rs.tu.vx (HEX)
CAM_Audio_OnOff_Inq	8x 09 04 68 FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_AudioVolumeInq	8x 09 04 6E FF	y0 50 0p FF	p: Volume , p: 0x0 To 0xA
CAM_UartBaudRateInq	8x 09 04 24 00 FF	y0 50 00 00 FF	9600 bps
		y0 50 00 01 FF	38400 bps
CAM_AudioSampleRateInq	8x 09 04 6D FF	y0 50 0p FF	p: 0: 48KHz (AAC) 1: 44.1KHz (AAC) 2: 16KHz (AAC)
CAM_AudioDelay_OnOff_Inq	8x 09 04 6F FF	y0 50 02 FF	On
		y0 50 03 FF	Off
CAM_AudioDelay_Time_Inq	8x 09 04 6A FF	y0 50 0p 0q 0r FF	pqr : (Hex) delay time, range - A ~ 1F4 (10 ~ 500 in decimal)
CAM SERIAL INQ	8x 09 02 18 FF	y0 50 aa bb cc dd ee ff gg hh	aa bb cc dd ee ff gg hh ii : Serial Number (ASCII)

Inquiry Command	Command Packet	Inquiry Packet	Comments
		00 00 00 00 00 00 FF	
Project Name Inq (Part1)	8x 09 70 00 00 FF	y0 50 ii jj kk ll mm nn oo pp qq rr ss tt FF	ii jj kk ll mm nn oo pp qq rr ss tt : project name (part 1) Project Name = part 1+part 2
Project Name Inq (Part2)	8x 09 70 00 01 FF	y0 50 ii jj kk ll mm nn oo pp qq rr ss tt FF	ii jj kk ll mm nn oo pp qq rr ss tt : project name (part 2)
Tracking-Framing CTRL	8x 09 04 3F 02 FF	y0 50 0p FF	p: 0x02 Tracking/Framing On 0x03: Tracking/Framing Off
PanTilt_Preset_Speed_Inq	8x 09 04 75 32 FF	y0 50 0p FF	p: 0: [5 deg/sec] \ 1: [25 deg/sec] \ 2: [50 deg/sec] \ 3: [80 deg/sec] \ 4: [120 deg/sec]

14 Camera Block Inquiry Command List

14.1 CAM_Lens_Control_BlockInq

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	Zoom Position (HH)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte3	0	Zoom Position (HL)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte4	0	Zoom Position (LH)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte5	0	Zoom Position (LL)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte6	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte7	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte8	0	Focus Position (HH)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte9	0	Focus Position (HL)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte10	0	Focus Position (LH)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte11	0	Focus Position (LL)
	1	
	2	
	3	
	4	0

Byte	Bit	Comments
	5	0
	6	0
	7	0
Byte12	0	Focus Mode 0:Manual 1:Auto
	1	Digital Zoom 0:Off 1:On
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte13	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0

Byte	Bit	Comments
	7	0
Byte14	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
Byte15	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
	6	1

14.2 CAM_Camera_Control_Blocking

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	R Gain (H)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte3	0	R Gain (L)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte4	0	B Gain (H)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte5	0	B Gain (L)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte6	0	WB Mode
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte7	0	Aperture Gain
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte8	0	Exposure Mode
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte9	0	Slow Shutter 0:Off 1:On
	1	Exposure Comp. 0:Off 1:On
	2	Backlight 0:Off 1:On
	3	Spot AE 0:Off 1:On
	4	WDR 0:Off 1:On
	5	0
	6	0
	7	0
Byte10	0	Shutter Position
	1	
	2	
	3	
	4	
	5	
	6	0
	7	0

Byte	Bit	Comments
Byte11	0	Iris Position
	1	
	2	
	3	
	4	
	5	0
	6	0
Byte12	7	0
	0	Gain Position
	1	
	2	
	3	
	4	
	5	0
Byte13	6	0
	7	0
	0	0
	1	0
	2	0
	3	0

Byte	Bit	Comments
	4	0
	5	0
	6	0
	7	0
Byte14	0	Exposure Comp. Position
	1	
	2	
	3	
	4	0
	5	0
	6	0
Byte15	7	0
	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
	6	1
7	1	

14.3 CAM_Other_Blocking

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	Power 0:Off 1:On
	1	0
	2	Auto ICR 0:Off 1:On
	3	0
	4	1
	5	0
	6	1
	7	0

Byte	Bit	Comments
Byte3	0	0
	1	0
	2	LR Reverse 0:Off 1:On
	3	0
	4	ICR 0:Off 1:On
	5	0
	6	0
	7	0
Byte4	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte5	0	Picture Effect Mode
	1	
	2	
	3	
	4	0
	5	0
	6	0

Byte	Bit	Comments
Byte6	7	0
	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
Byte7	7	0
	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
Byte8	7	0
	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0

Byte	Bit	Comments
Byte9	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte10	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte11	0	0
	1	0
	2	0
	3	0
	4	0

Byte	Bit	Comments
	5	0
	6	0
	7	0
Byte12	0	System 1:1/50, 1/25 0:1/59.94, 1/29.97
	1	0
	2	ICR 1:Provided 0:Not provided
	3	0
	4	Memory 1:Provided 0:Not provided
	5	0
	6	0
	7	0
Byte13	0	0
	1	0
	2	0
	3	0
	4	0
	5	0

Byte	Bit	Comments
	6	0
	7	0
Byte14	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
Byte15	7	0
	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
6	1	
7	1	

14.4 CAM_Extended_1_Blocking

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte3	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte4	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte5	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte6	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte7	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte8	0	Spot AE Position (X)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte9	0	Spot AE Position (X)
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0
Byte10	0	Flip 0:Off 1:On
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte11	0	Flip 1:Provided 0:Not provided
	1	0

Byte	Bit	Comments
	2	0
	3	Color Gain
	4	
	5	
	6	
	7	0
	Byte12	0
1		0
2		0
3		0
4		0
5		0
6		0
Byte13	7	0
	0	0
	1	0
	2	0
	3	0
	4	Gamma
	5	
6		
7	0	

Byte	Bit	Comments
Byte14	0	Gain Limit
	1	
	2	
	3	
	4	0
	5	
	6	
7	0	
Byte15	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
	6	1
7	1	

14.5 CAM_Extended_2_Blocking

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	WDR Index
	1	
	2	
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte3	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte4	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte5	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte6	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte7	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte8	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte9	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte10	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte11	0	0
	1	0
	2	0

Byte	Bit	Comments	
	3	0	
	4	0	
	5	0	
	6	0	
	7	0	
	Byte12	0	0
		1	0
2		0	
3		0	
4		0	
5		0	
6		0	
7		0	
Byte13	0	0	
	1	0	
	2	0	
	3	0	
	4	0	

Byte	Bit	Comments
	6	0
	7	0
Byte14	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte15	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
	6	1

14.6 CAM_Extended_3_Blocking

Byte	Bit	Comments
Byte0	0	Source Address
	1	
	2	
	3	
	4	Destination Address
	5	
	6	
	7	
Byte1	0	0
	1	0
	2	0
	3	0
	4	1
	5	0
	6	1
	7	0
Byte2	0	Color Hue
	1	
	2	
	3	
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte3	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte4	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte5	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte6	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte7	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte8	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte9	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte10	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte11	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte12	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte13	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0
Byte14	0	0
	1	0
	2	0
	3	0
	4	0
	5	0
	6	0
	7	0

Byte	Bit	Comments
Byte15	0	1
	1	1
	2	1
	3	1
	4	1
	5	1
	6	1
	7	1

15 RS232 over IP

15.1 Overview of RS232 over IP

RS232 over IP allows you to control this unit from the controller with the IP communication function via the LAN by using RS232.

You can connect up to 5 controllers simultaneously on one LAN segment.

The communication specifications of RS232 over IP are as follows:

15.2 Interface

RJ-45 10Base-T/100Base-TX (automatically discrimination)

15.3 Internet protocol

IPv4

15.4 Transport protocol

UDP

15.5 IP address

Set by the IP card setting command

15.6 Port address

52381

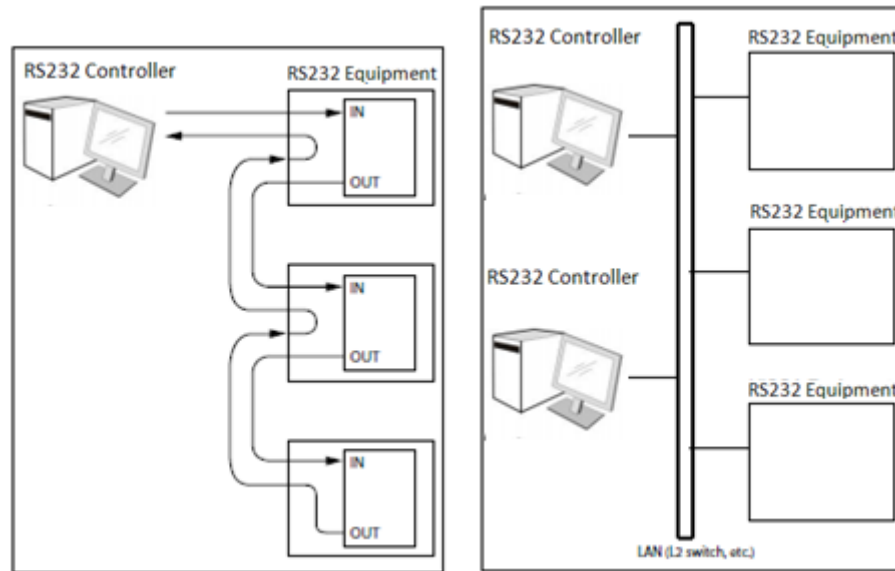
15.7 Delivery confirmation/Retransmission control

Depends on the application

15.8 Coverage

Limited dedicated network in the same segment without going through a bridge connection.

In this section, the device outputting commands, for example, a computer, is called the controller, and this unit and the devices connected to the same LAN are called the peripheral device. In the connection using RS-232/RS-422, the controllers and peripheral devices are connected to a one-direction ring. On the IP communication connection, the controllers and peripheral devices are connected by star type through a LAN.



RS232/RS422 connection

IP communication connection

While the IP communication connection, the address of each device cannot be set in the RS232 message as it is because the controllers and peripheral devices that are connected simultaneously are increased. In this case, addresses of the controllers and peripheral devices that are set in the RS232 message are locked to 0 (for the controller) or 1 (for the peripheral device).

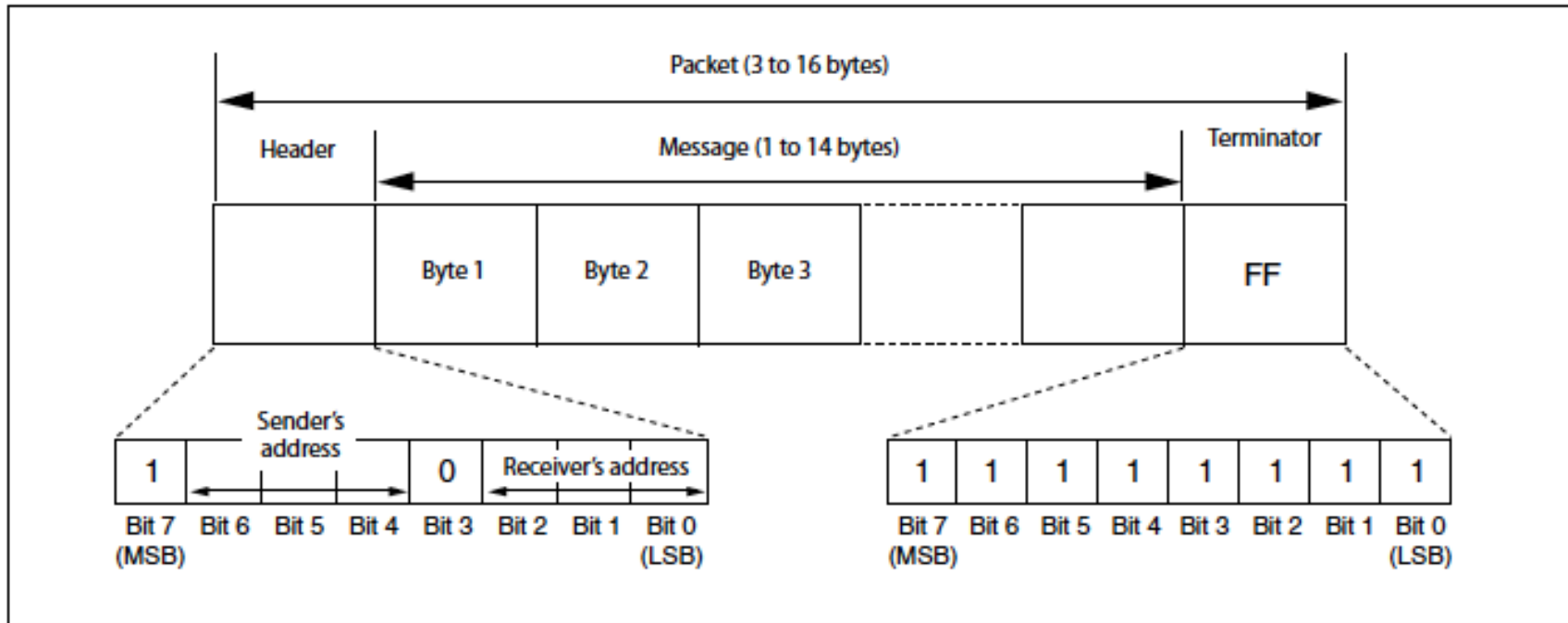
15.9 Packet Structure

The basic unit of VISCA communication is called a packet [Pic.1]. The first byte of the packet is called the header and comprises the sender's and receiver's addresses. For example, the header of the packet sent to the SRG assigned address 1 from the controller (address 0) is 81h in hexadecimal. The packet sent to the SRG assigned address 2 is 82h. In the command list, as the header is 8X, input the address of the SRG to X. The header of the reply packet from the SRG assigned address 1 is 90h. The packet from the SRG assigned address 2 is A0h.

Some of the setting commands for SRG can be sent to all devices at one time (broadcast)*. In the case of broadcast, the header should be 88h in hexadecimal.

When the terminator is FFh, it signifies the end of the packet.

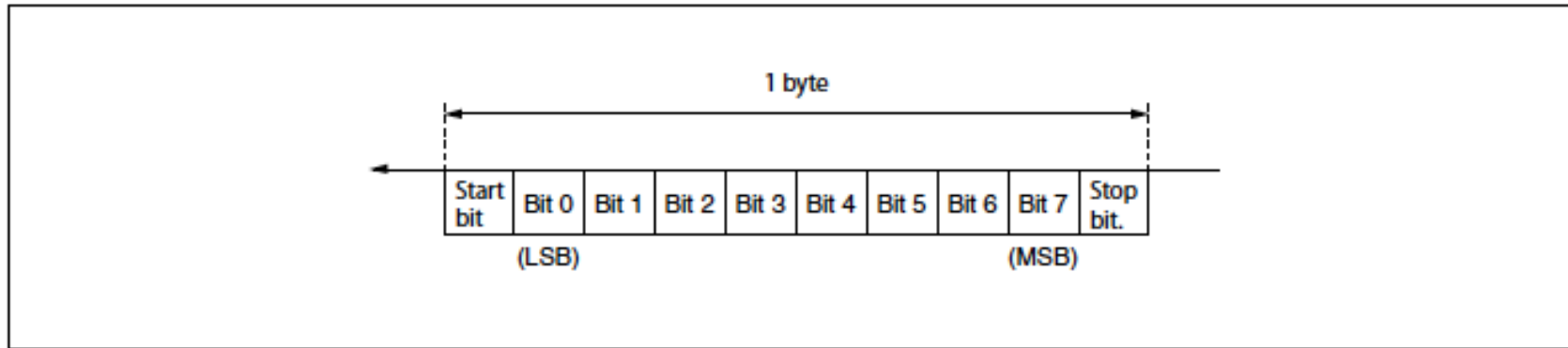
*The broadcast function is not available for VISCA over IP.



Pic. 1 Packet structure

Note:

Pic. 1 shows the packet structure, while Pic.2 shows the actual waveform. Data flow will take place with the LSB first.



Pic. 2 Actual waveform for 1 byte

16 Communication method of VISCA over IP

16.1 Communication method

VISCA over IP can process the VISCA communication between the controllers and peripheral devices using the messages that can be identified on the LAN, and sends/receives them. Because of this, VISCA over IP is not concerned about the contents of the communication between the controllers and peripheral devices. However, the VISCA communication sequence is different, depending on the types, as follows.

16.2 VISCA command

This is a command from the controller to the peripheral device. When the peripheral device receives this command, Acknowledge is returned. After completing command processing, a completion notice is returned. This command uses the socket of VISCA. The order of completion notices may be changed if the multiple commands are sent to the same peripheral device.

16.3 VISCA inquiry

This is an inquiry from the controller to the peripheral device. When the peripheral device receives this type of command, the reply for the inquiry is returned. This command does not use the socket of VISCA. The order of the replies is not changed if a multiple commands are sent.

16.4 VISCA reply

This is an Acknowledge, completion notice, reply, or error reply from the peripheral device to the controller. The classification for sending messages from the peripheral device to the controller is common.

16.5 VISCA device setting command

This is the device setting command from the controller to the peripheral device. When the peripheral device receives this classifications command, the peripheral device performs the function depend on the command.

16.6 Address

Sets the address of the peripheral device, and does not return a reply to the controller. While using VISCA over IP, the address command is not sent from the controller because a Network Change command from the peripheral device that triggers sending command is not issued.

16.7 IF_Clear

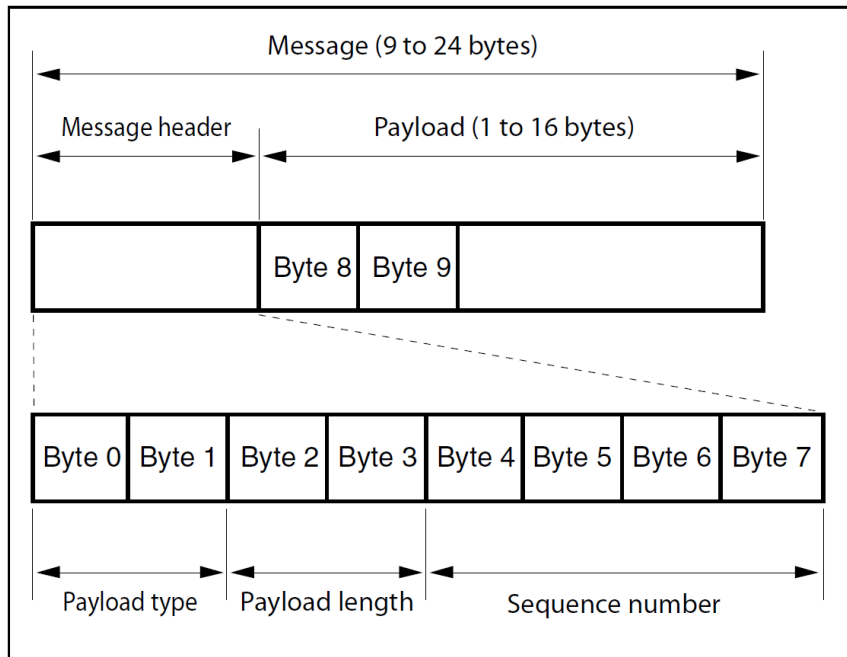
Sends the reply message to the controller after clearing, without using VISCA socket.

16.8 CAM_VerslonInq

Sends the reply message to the controller, without using VISCA socket.

16.9 Format

These are the specifications of the message header (8 bytes) and payload (1 to 16 bytes).



Note: The actual LAN out method is big-endian, LSB first.
 Pic.3 Message structure of the VISCA over IP

Example:

Command	Payload type		Payload length		Sequence number				Payload (1~16Byte)										
	Byte 0	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7	Byte 8	Byte 9	...	Byte 16
CAM_Power On	01	00	00	06	00	00	00	01	81	01	04	00	02	FF					
Pan-tiltDrive Up	01	00	00	09	00	00	00	02	81	01	06	01	0C	0C	03	01	FF		
Pan-tiltDrive Down	01	00	00	09	00	00	00	03	81	01	06	01	0C	0C	03	02	FF		
CAM_FocusModeInq	01	10	00	5	00	00	00	04	81	9	4	38	FF						

16.10 Payload type

Stores the value (Byte 0 and Byte 1) of the following table on the payload division.

Name	Value (Byte 0)	Value (Byte 1)	Description
VISCA command	01h	00h	Stores the VISCA command.
VISCA inquiry	01h	10h	Stores the VISCA inquiry.
VISCA reply	01h	11h	Stores the reply for the VISCA command and VISCA inquiry, or VISCA device setting command.
VISCA device setting command	01h	20h	Stores the VISCA device setting command.
Control command	02h	00h	Stores the control command.
Control reply	02h	01h	Stores the reply for the control command.

Pic.4 Payload Type Table

16.11 Payload length

Stores the number of bytes (1 to 16) of data is stored on the payload.

Example: when the payload length is 16 bytes.

Byte 2:00h

Byte 3:10h

16.12 Sequence number

The controller stores the sequence number that is added every time a message is sent. If the sequence number reaches the limit, next values will be 0. The peripheral device saves the sequence number in the message from the controller, and stores the sequence number of the received message corresponding to the message sent to the controller.

16.13 Payload

Depending on the payload type, the following are stored.

- VISCA command
 - Stores the packet of the VISCA command.
- VISCA inquiry
 - Stores the packet of VISCA message.
- VISCA reply
 - Stores the reply for the command or inquiry (Acknowledge message, completion message, or error message).
- VISCA device setting command

- Stores the packet of the VISCA device setting command.
- Control command
 - The following are stored on the payload division of the control command.

Name	Value	Description
RESET	01h	Resets the sequence number to 0. The value that was set as the sequence number is ignored.
ERROR	0Fyyh	yy=01: Abnormality in the sequence number.
		yy=02: Abnormality in the message (message type)

- Controlled reply
 - The following are stored on the payload division of the reply for the control command.

Message	Value	Description
Acknowledge	01h	Reply for RESET.

16.14 Delivery confirmation

VISCA over IP uses UDP as a communications protocol of the transport layer. Delivery of messages is not guaranteed for the UDP communication. Delivery confirmation and retransmission should be performed on the application.

When the controller sends a message to the peripheral device, wait until a reply for the message is received before sending the next message. You can confirm delivery of messages by managing the time-out waiting for a reply message sent.

If time out occurs on the controller, loss of one of the following message is considered:

- Command
- Acknowledge message
- Completion message for command
- Inquiry

- Reply message for the inquiry
- Error message
- Inquiry of the VISCA device setting command
- Reply message of the VISCA device setting command.