

Control of PTZ camera, using the ANT-35000¹ web GUI

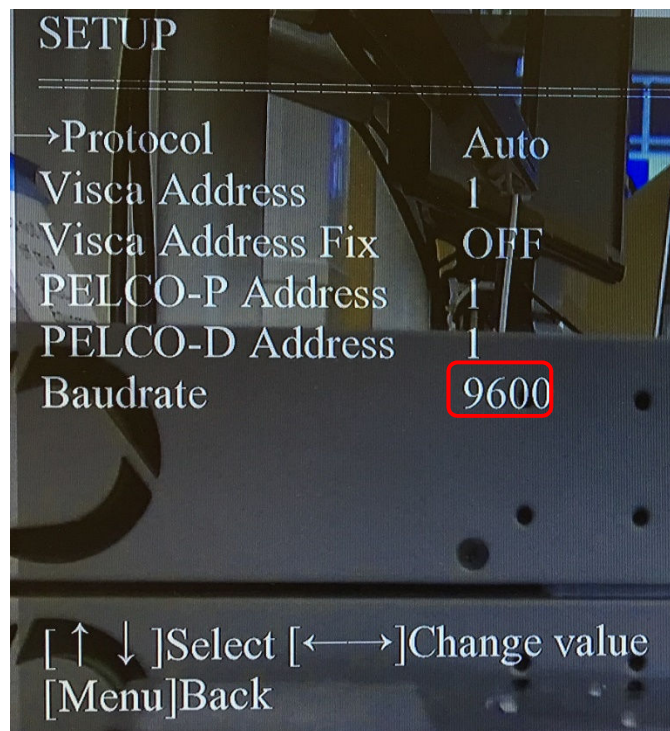
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1. Camera Setup

The camera used is an ANT-SP1080P60x20. From the setup menu the (SETUP) is as shown in Figure 1, below. The Baudrate of 9600 is required for the ANT-35000 setup

Figure 1 : Camera Serial setup menu



2. ANT-35000 setup

2.1. Code version

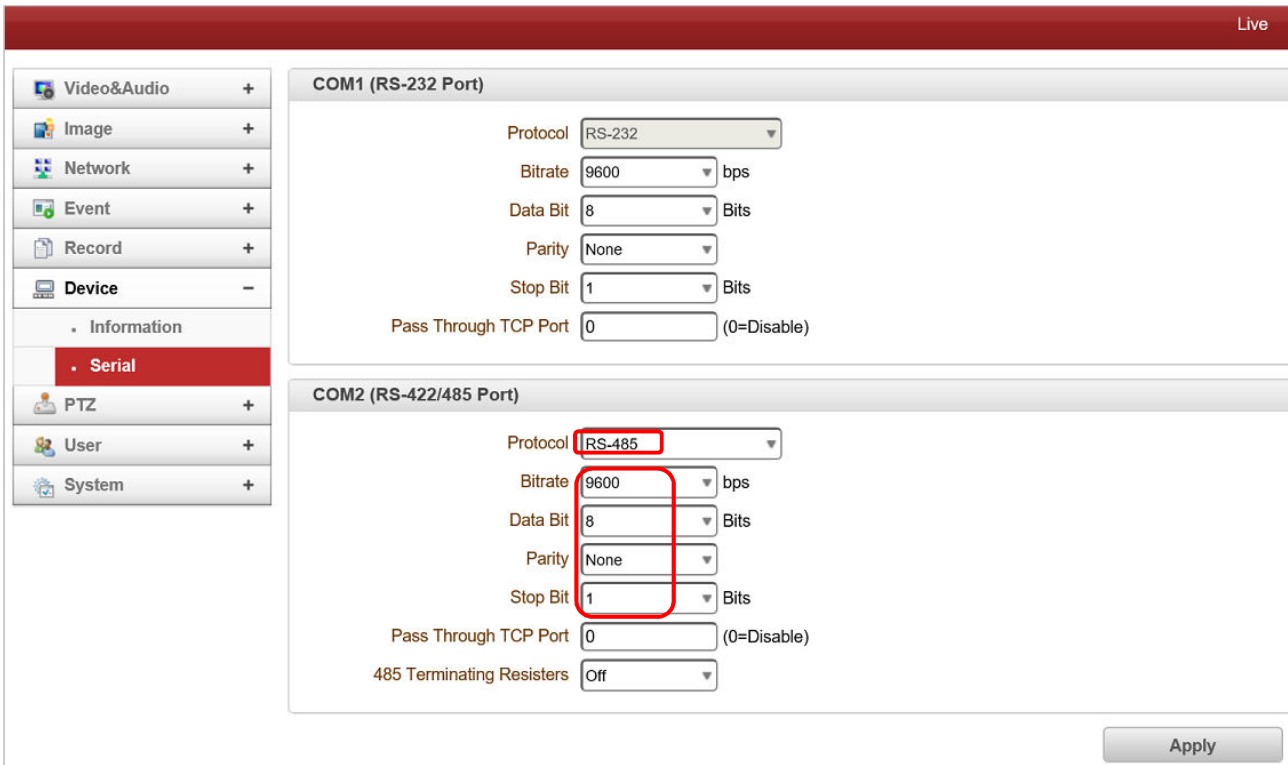
Virtually all the code releases for the ANT-35000A, ANT-35000A1, ANT-35000H and ANT-35000H1 will work. This document has been created and tested with V3.804R01.

2.2. ANT-35000 setup

Go to the serial setup section of the web interface; Web page -> Setup (top right of "live" page) -> Device (left side of "setup" page) -> Serial, see Figure 2, below.

¹ Models: ANT-35000A, ANT-35000A1, ANT-35000H and ANT-35000H1

Figure 2 : ANT-35000 Web GUI, serial setup



Select RS-485 from the protocol drop down menu. Then select the Bitrate (Buadrate) and other settings to match that of the camera. See Figure 2, above for sample settings.

3. Connection between ANT-35000 and camera

In the example shown the wire used has the colours and function as described in Table 1

Table 1 : Serial data cable

Function	Wire colour
RS485 +	Blue
RS485 -	White / blue Strip

In Figure 3, below, and Figure 4, below, the wiring and cable colour for the RS-485 serial connection between the ANT-35000 and the PTZ camera are shown.

Figure 3 : Serial wiring on ANT-35000

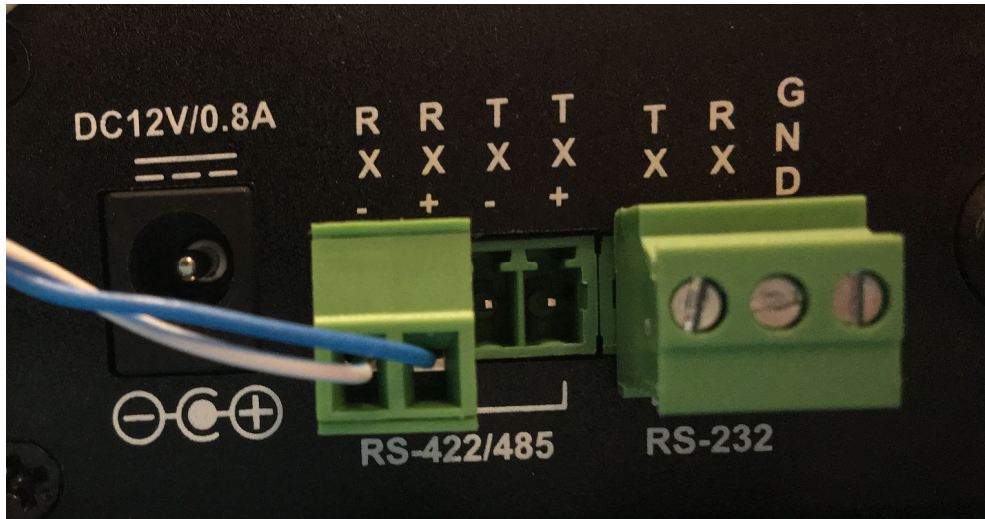
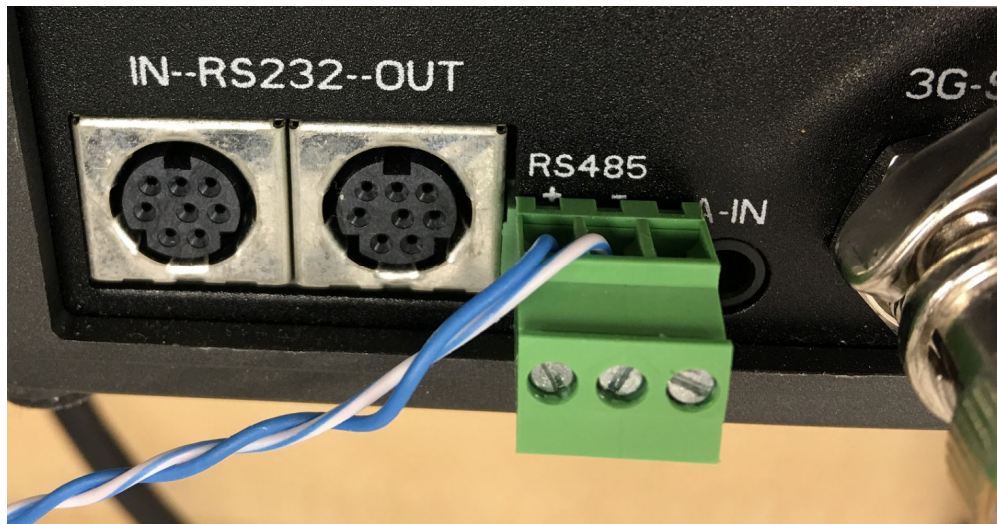


Figure 4 : Serial wiring on Camera



4. Using the Web interface Joystick

For best results use Internet Explorer. In the images in Figure 5, below, and Figure 6, below, show captures of the web interface before and during the joystick operation. Figure 5 show the camera position while the camera is at rest. Figure 6 shows the red dot of the joystick being pushed up and the image from the camera is moving down, as the camera head is tilting up.

Figure 5 : screen capture of web interface

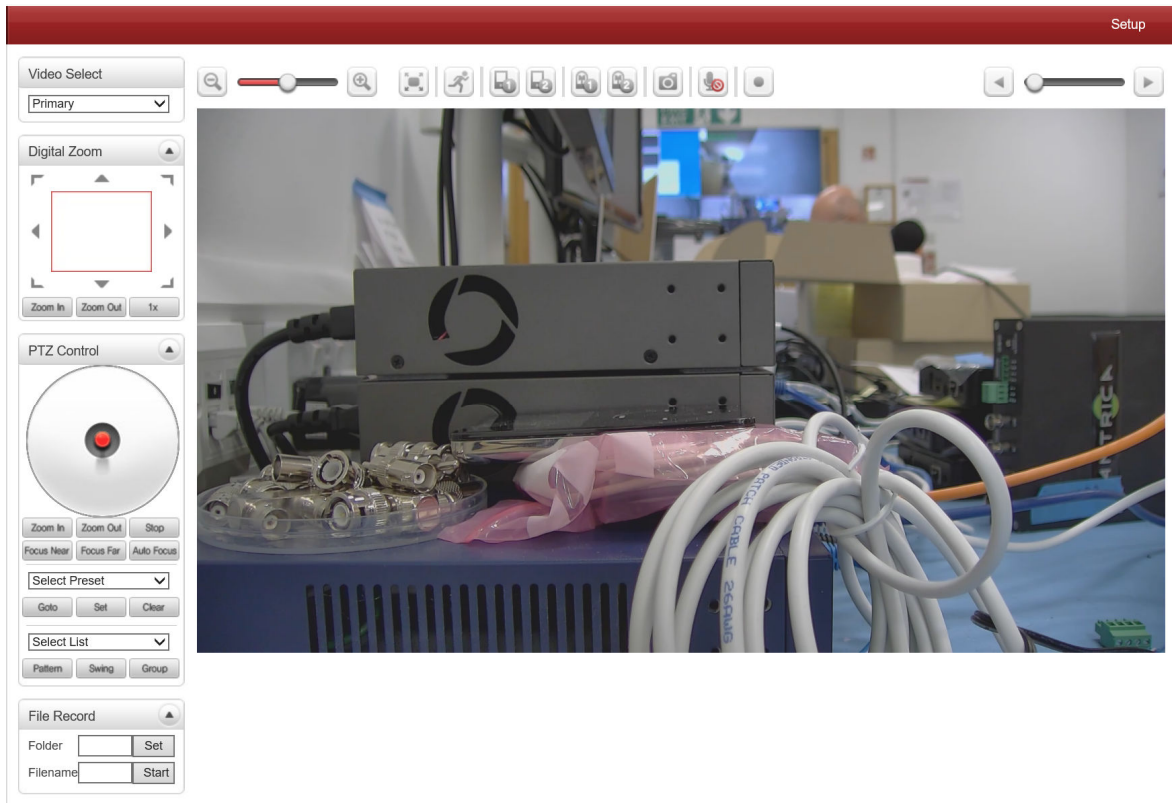


Figure 6 : screen capture of web interface, while joystick is being used

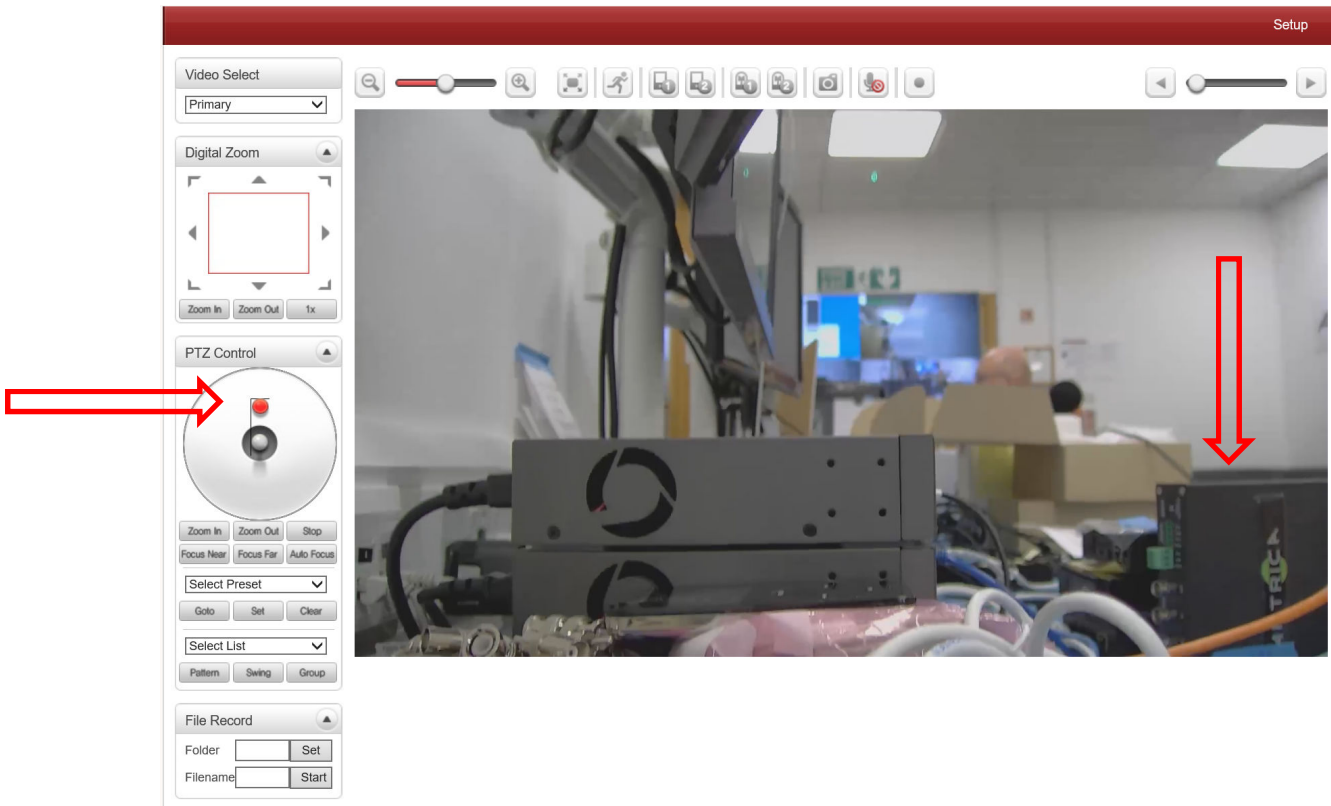


Figure 6, above, shows the joystick being moved and the corresponding movement of the video image.