Manual For Connecting Gaming Joystick with ViewScape

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Pre-requisite:

- Gaming Joystick
- ViewScape
- Surface Controller
- My Setting Editor
- Smart Inspect Console

Overview

This document applies to all the gaming Joysticks and explains how to configure the buttons and joystick within Viewscape. The Joystick allows for accurate PTZ control within Viewscape and the Keypad with programmable buttons, commonly used for camera selects, presets, and monitor selection.

General settings

- Go to surface controller > Depends > Axis Joystick> 4.0.0.12 copy> open the readme file
- Open windows Power shell as administrator.
- regsrv32 "C:\Program Files (x86)\i-Comply\SurfaceDriver\SurfaceController\Depends\Axis Joystick\4.0.0.12 copy\AxisJoystickModule.dll" (Check the path according to your installation)
- **Run the above command, regsrv32 is used to register a DLL file, (we are registering the axis joystick module DLL) (the path will be in double quotes)**
- Open Settings Editor and edit the following settings
- Keyboard Type = 256 (This is for connecting with Gaming Joystick)
- Keyboard Z Dead Zone = 30 (This value ranges between 0-100,this means that the zoom will activate once the 30 range is surpassed)

KeyboardType	256
KeyboardXDeadZone	10
KeyboardXMaxInput	90
KeyboardXMaxOutput	30
KeyboardXSwitch	False
KeyboardYDeadZone	10
KeyboardYMaxInput	90
KeyboardYMaxOutput	30
KeyboardYSwitch	False
KeyboardZDeadZone	30

Function Mapping

- The function mapping is used to map the buttons on the Joysticks to perform various features like CameraTourOn, CameraTouroff etc.
- The commands entered should be contained within the prefix "KeyboardFunctionMappings", and maintain a specific format, such as the example listed below.
- J00:25,J01:31,J02:32,J03:45,J04:26,J05:46
- In the above command J00 is the button on the joystick and 25 is the function.
- To find the values of the joystick button, open smart inspect console and press the button you want to configure.

AxisJoystick: bd:0		Surface Controller	Keyboard	05.12.2024 13:13:07.023382
j00:D		Surface Controller	Keyboard	05.12.2024 13:13:07.023382
AxisJoystick: bu:0		Surface Controller	Keyboard	05.12.2024 13:13:07.212143
j00:U		Surface Controller	Keyboard	05.12.2024 13:13:07.212143

- In the above image you can see the button is J00.
- Once we configure the button you will see the function working in the smart inspect console.

AxisJoystick: bd:0	Surface Controller	Keyboard
j00:D	Surface Controller	Keyboard
actCamreaTourOff	Surface Controller	Keyboard

- As you can see in the image above the function is working Tour off command is sent using the J00 button.

Configuring the Joystick Buttons

- Open setting Editor and click on surface tab.
- Search Keyboard Function Mappings

KeyboardFunctionMappings	z48:0,z49:1,z50:2,z51:3,z52:4,z53:5,z54:6,J00:48

- First you need to type the button value and then you need to add the function value.
- For Example, J00:48
- You can find the list of Function values and there uses on the next page.
- **Don't remove the pre-existing Mapping**

Button Functions

Command	Value
act0 – act9	0 - 9
actClear	11
actProScreen	20
actViewerIndex	21
actCamera	22
actPinLogin	23
actToggleRelinquishControl	24
actFocusIn	25
actFocusOut	26
actFocusStop	27
actFocusFineIn	28
actFocusFineOut	29
actFocusFineStop	30
actIrisOpen	31
actIrisClose	32
actIrisStop	33
actLampOn	34
actLampOff	35
actLampToggle	36
actAuxOn	37
actAuxOff	38
actAuxToggle	39
actWipeOn	40
actWipeOff	41
actWipeToggle	42
actAutoFocus	43
actAutoIris	44
actNextCamera	45
actPreviousCamera	46
actCameraTourOn	47
actCameraTourOff	48
actLockCameraToggle	49
actRunPreset	50
actIsolateAlarm	51
actUnIsolateAlarm	52
actPresetUp	53
actPresetDown	54
actSetPreset	55
actGlobalWipeToggle	56
actCoeFunctionKey1	57
actCoeFunctionKey2	58
actCoeFunctionKey3	59
actCoeFunctionKey4	60
actCoeFunctionKey5	61
actLeedsANPRShutter50	62
actLeedsANPRShutter1000	63

actLeedsANPRShutterDisplay	64
actLeedsANPRShutterDown	65
actLeedsANPRShutterUp	66
actToggleStartStopIncident	67
actLogClockwise	69
actLogCounterClockwise	70
actPanasonicNVRDefaultLayout	71
actRunPattern	72
actSetPattern	73
actWebOn/Off	75
actLightsToggle	100
actPeekWhiteToggle	101
actLBAToggle	102
actColourMono	103
actEnhanceToggle	104
actGuardTourOn	105
actGuardTourOff	106
actAlarmClear	107
actHaltGate	108
actAdproAudioOpen	109
actAdproAudioClose	110
actAdproAction	111
actChesterLightToggle	112

Testing the Joystick

- Now after configuring all setting in my settings editor.
- Connect the Joystick to the system. You can check if the joystick is connected to system by opening Game controller in the windows. (You can check if the all the keys are working in the windows game controller)
- Open the Surface Controller and the Viewscape client.
- Check if the client and surface are synchronized. (You can check by the pink border in the surface)
- Now open the PTZ camera and check if the joystick is working or not.
- **For the zoom you need to twist the joystick left and right.**