



VI Joystick Control Service Administrative Guide

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Last Updated: Monday, April 4, 2022

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Rev 04/22

1. INTRODUCTION

VI Joystick Control Service allows users to integrate a joystick with a network interface, such as the Panasonic/ i-PRO joystick. It also allows controlling monitors from VI Video WallPlus and VI MonitorPlus applications.

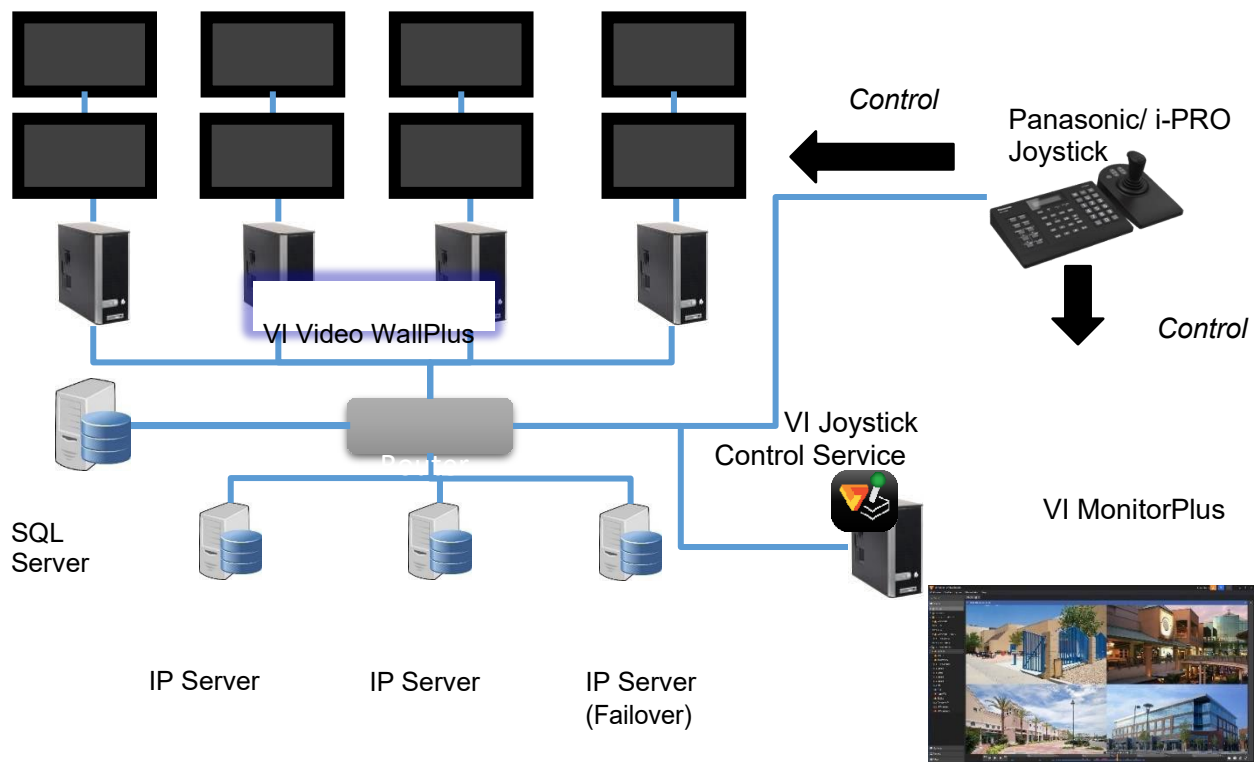
This document explains how to set up and operate VI Joystick Control Service.

Key functions of VI Joystick Control Service are:

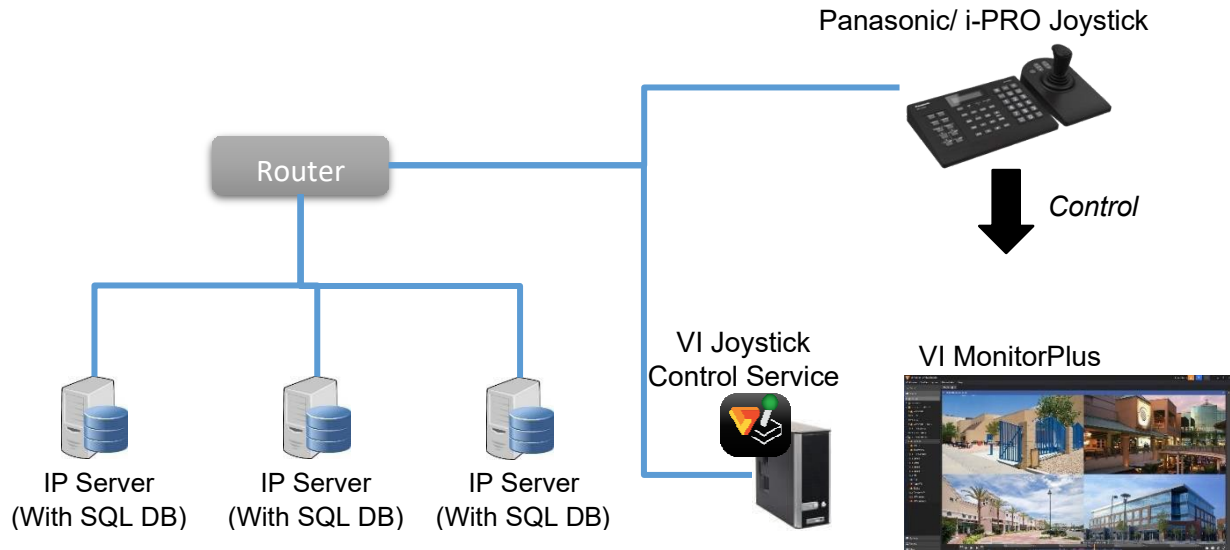
- User Authentication.
- Shows OSD (Monitor ID and Camera ID) for VI Video WallPlus.
- Controls Sequence (Start/Stop) for VI Video WallPlus.
- Changes VI Video WallPlus and VI MonitorPlus active Live cameras.
- Changes VI Video WallPlus and VI MonitorPlus Layouts.
- Controls PTZ and focus for a selected camera.
- Controls Preset position for a selected camera.
- Playbacks on VI MonitorPlus.
- Forces Recording for a selected camera.

1.1 SYSTEM OVERVIEW

VI Joystick works under the Shared DB architecture (see figure below), which is the same as VI Video WallPlus. A standalone system (without VI Video WallPlus) is also available.



Case 1 (With VI Video WallPlus)



The recommended hardware specifications are:

Component	Recommended
Processor	6th Generation or later, Intel Core processor (1 3.1 GHz Quad-Core+)
Memory	8GB+
Video	1GB+
Network	1GB/s+
Resolution	1920 080+

1.2 SOFTWARE REQUIREMENTS

VI Joystick Control Service runs on industry-standard hardware and works with only 64-bit versions of Microsoft Windows 7 or later. It can be integrated with Video Insight’s suite products including IP Server, VI MonitorPlus and VI Video WallPlus.

1.3 SUPPORTED MODELS

Model
WV-CU950
WV-CU980

2. INSTALLATION

2.1 PREREQUISITES

As a prerequisite to install VI Joystick Control Service, the following components must be previously installed:

- IP Server
- VI MonitorPlus
- VI Video WallPlus (*if used*)
- SQL Server Express

Note: Shared DB architecture is required for Multi Servers environments if VI Video WallPlus will be used.

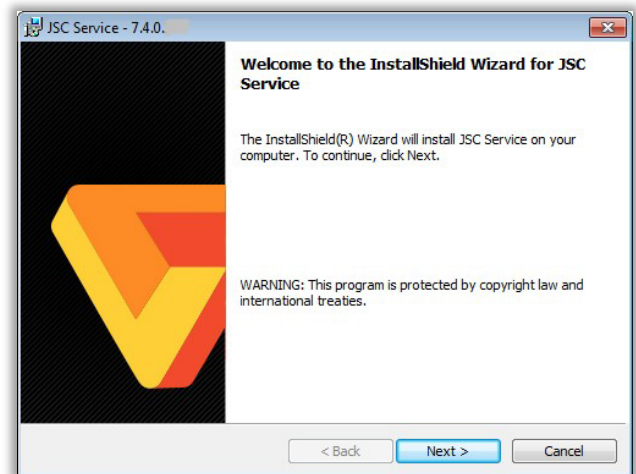
2.2 INSTALLATION PROCESS

Follow these steps to install VI Joystick Control Service:

STEP 1 - Download the VI Joystick Control Service installer (64-bit) from DownloadVI.com.

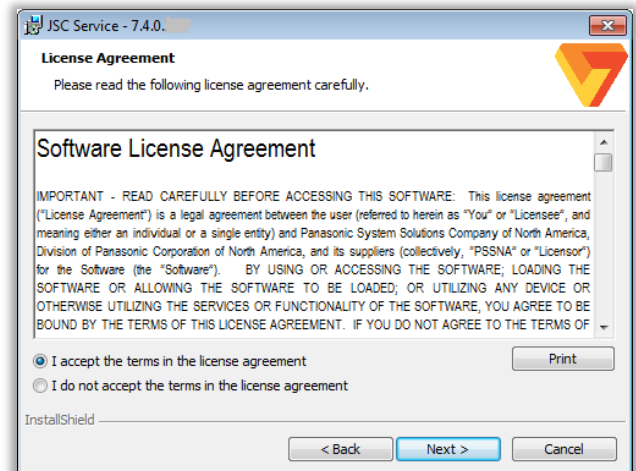
STEP 2 - Run the installer executable as Administrator, then click Next.

Click Cancel to exit the installation.



STEP 3 - Click Next, then select "I accept..." to agree to the terms and continue the installation.

Click Back to return to the previous step or Cancel to exit the installation.

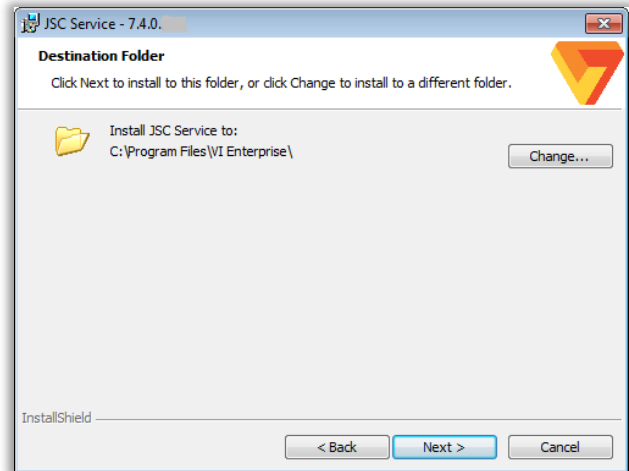


STEP 4 - To accept the default destination folder, click

Next.

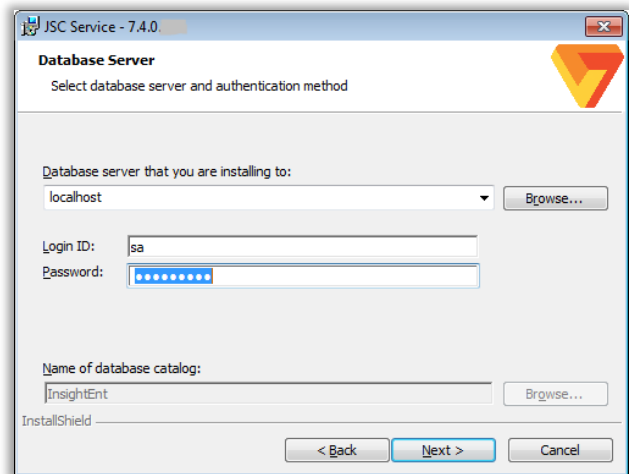
To choose another destination, click Change to open the Windows Explorer and start browsing.

Click Back to return to the previous step or Cancel to exit the installation.



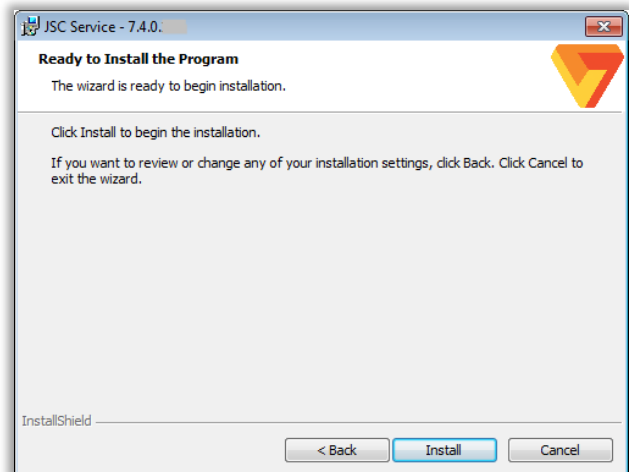
STEP 5 - Enter a *Database name* and its *credentials* for the SQL database connection and click Next.

Click Back to return to the previous step or Cancel to exit the installation.

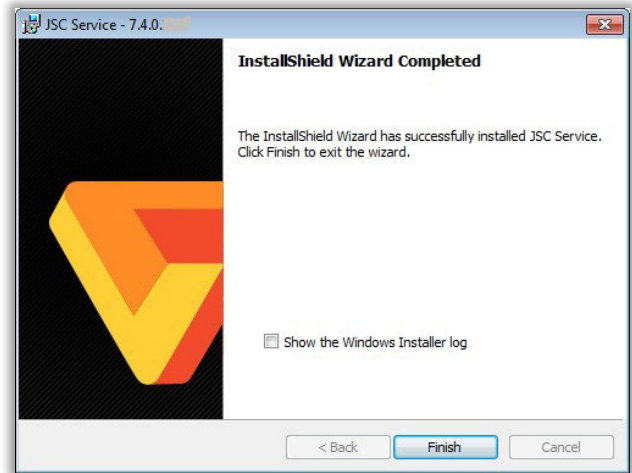


STEP 6 - Click Install to begin the installation process.

Click Back to return to the previous step or Cancel to exit the installation.



STEP 7 - To complete the installation, click Finish.

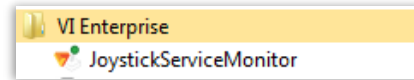


3. OPERATION

3.1 LAUNCH APPLICATION

VI Joystick Control Service runs automatically after launching Windows OS, along with the Monitoring application.

The service can also be launched manually by clicking the icon from the Start menu (*see left*).



Startup menu

The Monitoring application will display an icon on the Windows Task Bar, showing its current status:



Green: VI Joystick Control Service is *running*.



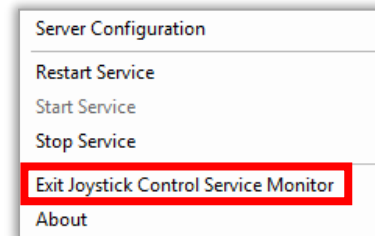
Red: VI Joystick Control Service is *stopped*.

3.2 CLOSE APPLICATION

STEP 1 - In the Task Bar, right-click the VI Joystick Control Service icon to open the pop-up menu.



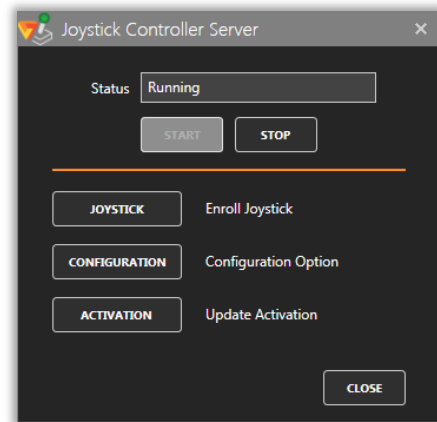
STEP 2 - Select "Exit Joystick Control Service Monitor".



Note: Even if the Monitoring application is closed, the Joystick Control Service status will not be impacted.

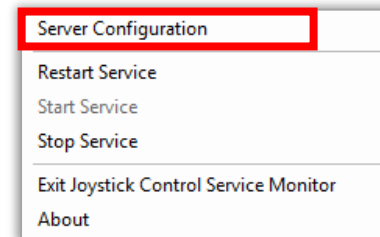
4. CONFIGURATION

After installing VI Joystick Control Service, use the Joystick Controller Server to adjust its settings according to your current platform for optimal performance.



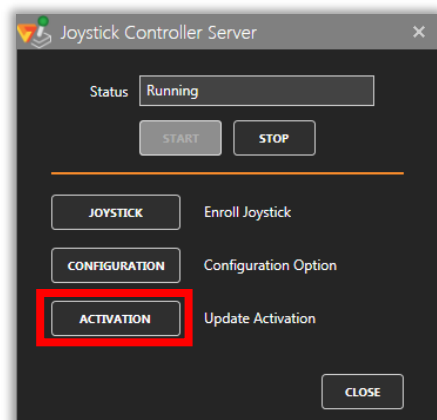
To begin the configuration, right-click the application's icon on the taskbar to open the pop-up Menu.

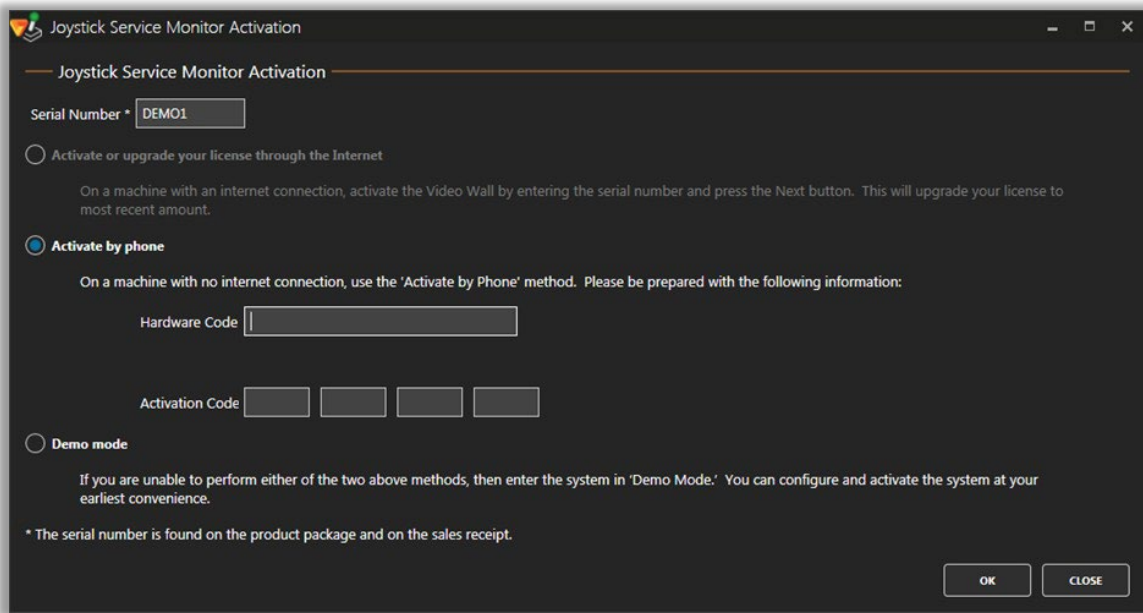
Select "Server Configuration" to open the Configuration window.



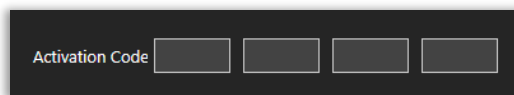
4.1 UPDATE ACTIVATION

In the Joystick Controller Server, click the "ACTIVATION" button to open the Joystick Service Monitor Activation form.

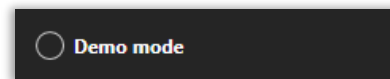




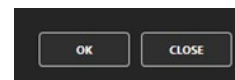
An Activation Code is required to activate the VI Joystick Control Service license. Contact your Sales Representative to obtain it and use the above form to enter the corresponding information.



Demo Mode can also be activated to run the application for 60 days, license-free.



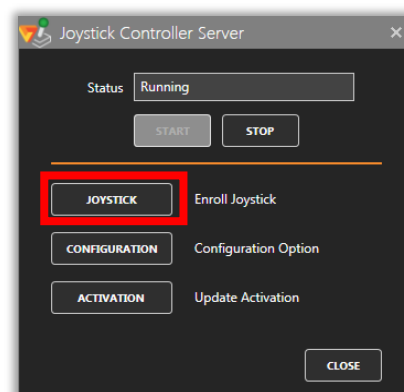
Once finished, click OK to save the changes and CLOSE return to the previous window.

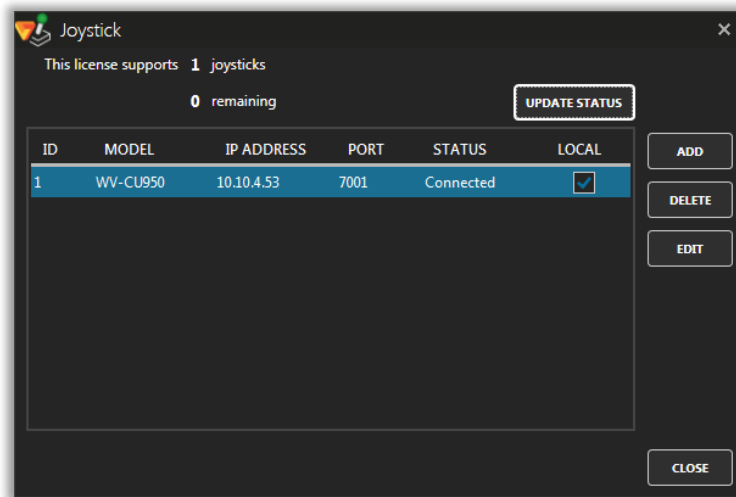


Note: Online Activation is currently NOT available.

4.2 ENROLL JOYSTICK

In the Joystick Controller Server window, click the “JOYSTICK” button to open the Joystick Configuration window.





The Joystick window shows a table with the following columns:

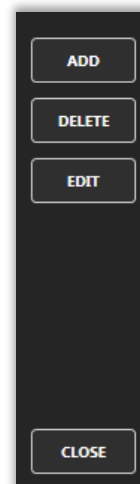
ID	ID of Joystick.
Model	Model of Joystick.
IP Address	IP Address of Joystick.
Port	Port of Joystick.
Status	Connectivity status. This can be updated by clicking "UPDATE STATUS" button.
Local	Enables/Disables VI MonitorPlus control. If VI MonitorPlus is running on the local machine, it can be controlled by the Joystick.

Note: The number of joysticks supported by the license is shown at the top of the window; this also corresponds to the maximum number of installed joysticks, since each joystick requires an individual license.

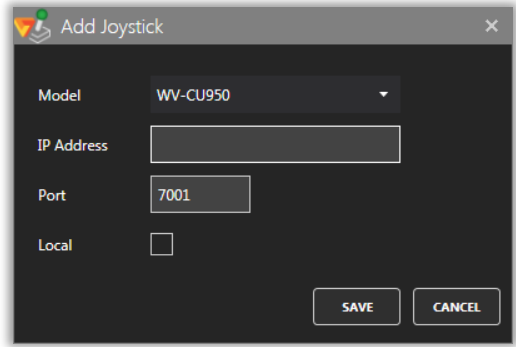
The available options are:

- ADD: create a new joystick.
- DELETE: remove the selected joystick from the list.
- EDIT: modify the information for the selected joystick.
- CLOSE: return to the previous window.

Click "ADD" to open the Add Joystick window and create a new joystick.



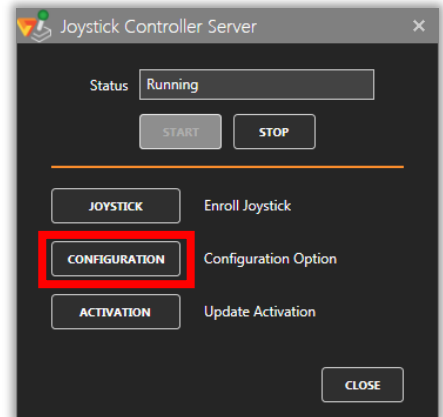
In the Add Joystick window, fill out all the fields in the form, and click “SAVE” to save it, or “CANCEL” to close the window without saving the changes.



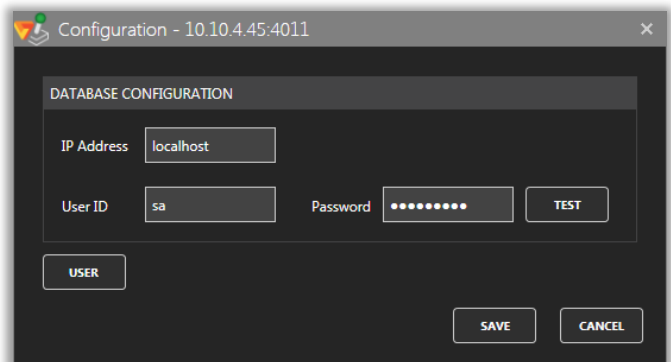
Note: When enrolling WV-CU980, “Communication Key” field will appear. This value should match the key that the WV-CU980 which will be connected has.

4.3 CONFIGURATION OPTION

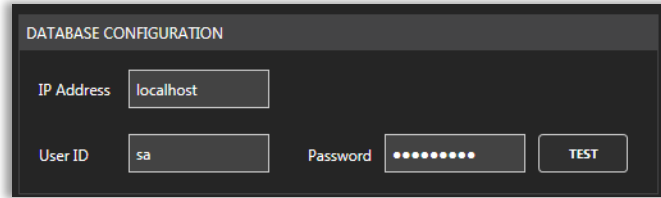
In the Joystick Controller Server window, click the “CONFIGURATION” button to open the Configuration window.



The Configuration window provides access to the parameters for the Database connection and the User for a specific joystick.



On the DATABASE CONFIGURATION section, enter the IP Address, User ID and Password for the database used by VI IP Server.



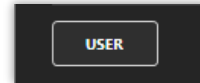
DATABASE CONFIGURATION

IP Address

User ID Password

Click the “TEST” button to check the proper database connectivity.

To register a User for the joystick, click the “USER” button to open the Joystick Users window.



The Joystick Users interface provides access to a list of users assigned to a specific joystick.

The available options are:

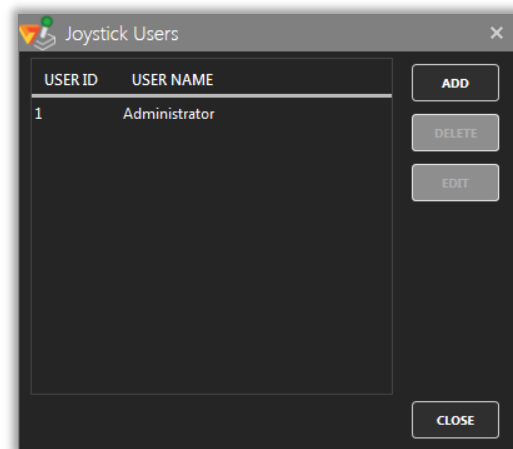
ADD: create a new user.

DELETE: remove the selected user from the list.

EDIT: modify the information for the selected user.

CLOSE: return to the previous window.

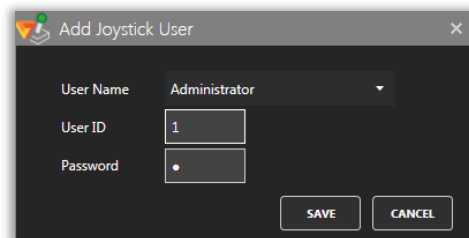
Click “ADD” to open the Add Joystick User form and create a new user.



Joystick Users

USER ID	USER NAME
1	Administrator

In the Add Joystick User form, select the User Name from the list of users currently registered on IP Server; define a corresponding User ID and Password using a 10-digit key (0-9).



Add Joystick User

User Name

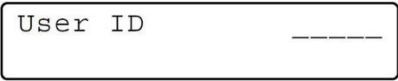







User ID

Password

5. BASIC USAGE FOR JOYSTICK

Once the configuration is done, the Joystick's LCD display will show the Login prompt.

5.1 LOGIN

Display	Instructions
	Enter the User ID:  ...  , then press the  key.
	Enter the Password:  ...  , then press the  key.

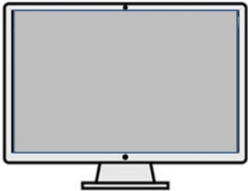
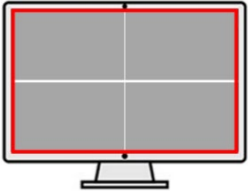
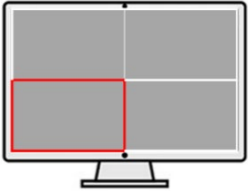
Note: Once successfully logged in, the "Login OK" message will be displayed.

Note: In case of WV-CU980, "No User" may be displayed on the LCD when turning ON the device. If this message is shown, it is necessary to login to the device first before the login screen is displayed.

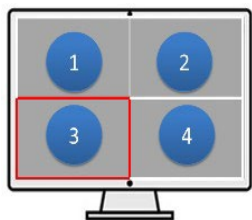
6. INTERACTION WITH VI VIDEO WALLPLUS

The Joystick features are designed for easy-to-use interface to interact with VI Video WallPlus.

6.1 MONITOR DEFINITION

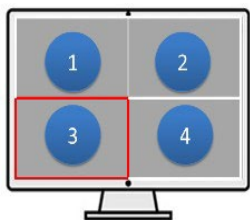
Definition	Description
<p>Display</p> 	<p>A physical Video Monitor.</p>
<p>View</p> 	<p>A Layout of multiple simultaneous Camera Video streams (from 2 to 36).</p>
<p>Monitor</p> 	<p>A specific Video output within a View.</p>
<p>Monitor ID</p>	<p>A combination of Display Number and View Position. <i>[Display ID] + [2 digit for Position number] 3 or 4 digit.</i></p>

Examples:



Display 1

Red area's Monitor ID: 103

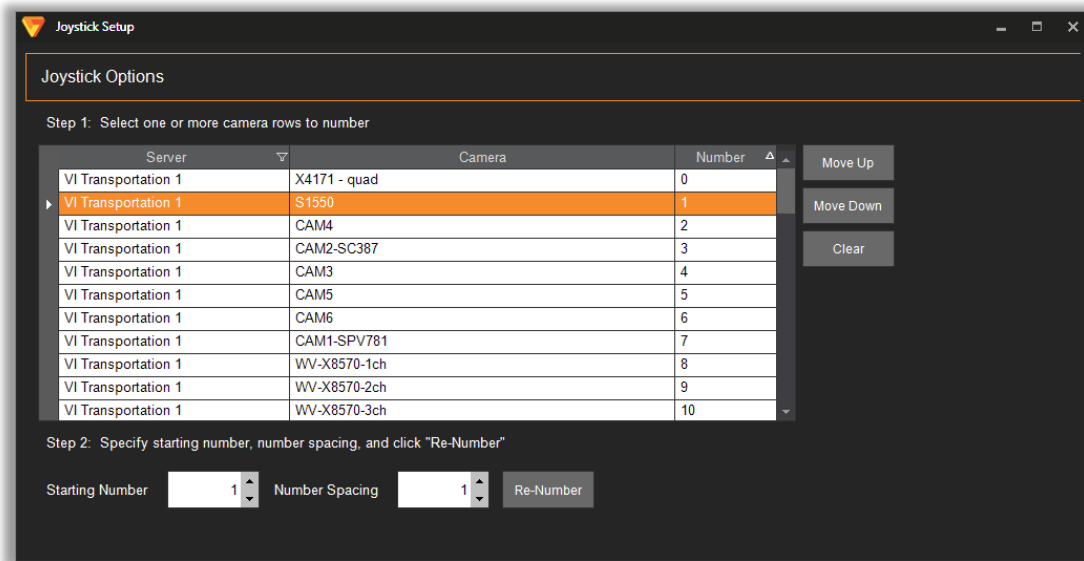


Display 2

Red area's Monitor ID: 203


6.2 CAMERA ID

The Camera ID can be defined using the Joystick Setup form in VI MonitorPlus.



To access it, open VI MonitorPlus and go to Administration Modules Joystick Options.

6.3 DISPLAY INFORMATION

To display the Monitor ID and Camera ID for the current video output, press the OSD  button.



6.4 SEQUENCE CONTROL

A sequence in a View can be controlled by Joystick, allowing to pause and restart it. Press the “SEQ PAUSE” button to pause a sequence; press it again to restart the sequence.

Note: This feature is valid only when a sequence is set in VI Video WallPlus.

6.5 VIDEO SWITCHING - SINGLE MONITOR

Video Monitor Views can be easily managed by Joystick.

Selecting a specific Monitor

STEP 1:

Press the **1** ... **9** keys for Monitor ID.

STEP 2:

Press the **MON (ESC)** key.



The selected Monitor will be highlighted.

Use the “+” and “-” keys on your joystick console to switch forward and back across the available Monitors.



Note: If a position ID is specified as “0” like “100”, it means to select the whole view. In this case, a view will be changed to Single View when Camera ID is pressed.

Selecting a specific Camera

STEP 1:

Press the **1** ... **9** keys for Camera ID.

STEP 2:

Press the **CAM (SET)** key.



6.6 VIDEO SWITCHING - VIEW

Use your Joystick to manage specific Recorders.

STEP 1:

Press the **1** ... **9** keys for Monitor ID.

STEP 2:

Press the **MON (ESC)** key.



STEP 3

Press the **1** ... **9** keys for IP Server ID.

STEP 4:

Press the **RECORDER** key.

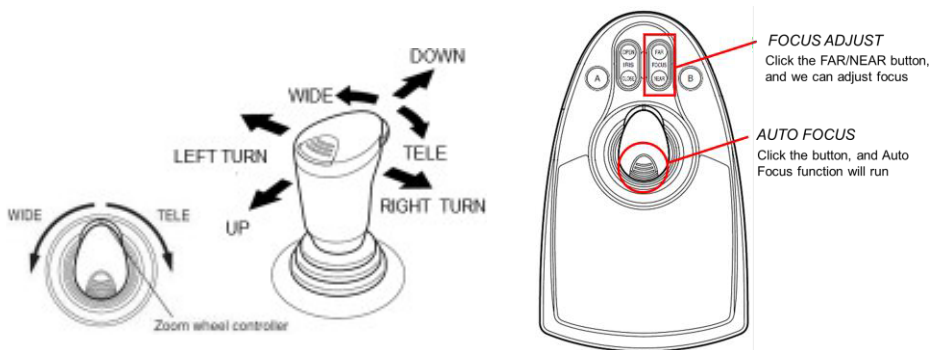
The View will now look like when the Server icon is selected on VI Monitor Plus's left tree.



Use the "+" and "-" keys on your joystick console to switch between Full-size and Single Views.

6.7 PTZ CONTROL

After selecting a PTZ camera, the joystick can control PTZ functions.




A Preset control is also available.

Note: This function works on VI MonitorPlus as well, and its usage is the same as with VI Video WallPlus.

6.8 FORCE RECORDING

Force Recording is available for a selected Camera.

To Start recording, press the ^{REC-REC STOP}  key.

Press it again to Stop recording.

Note: This function works on VI MonitorPlus as well, and its usage is the same as with VI Video WallPlus.

7. INTERACTION WITH VI MONITORPLUS

When VI Joystick Control Service is working on a PC with VI MonitorPlus installed, VI MonitorPlus can be controlled with a joystick previously configured as “Local”. For more information on *How to Configure your Joystick*, see 4.2 Enroll Joystick.

7.1 VIDEO SWITCHING

To utilize VI MonitorPlus with the joystick, Monitor ID position must be set to “0”.

Before operating, press the **0** + **MON (ESC)** keys for Monitor ID.

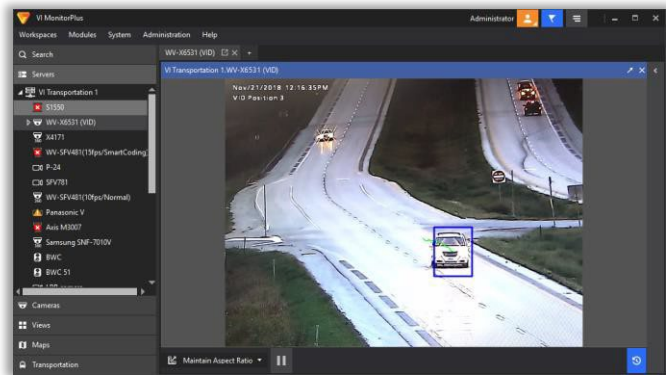
Then, press the **1** ... **9** keys for Camera ID.

Finally, press the **CAM (SET)** Key.

7.2 PLAYBACK

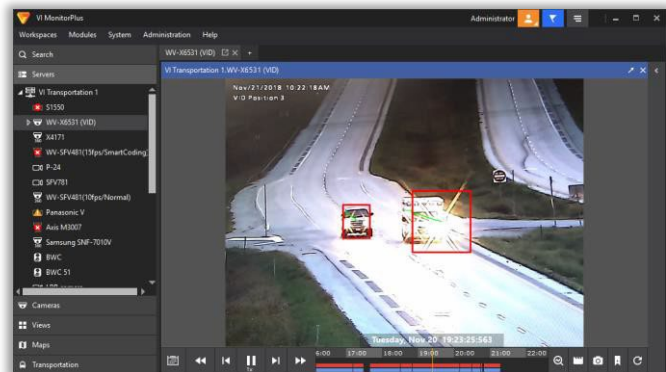
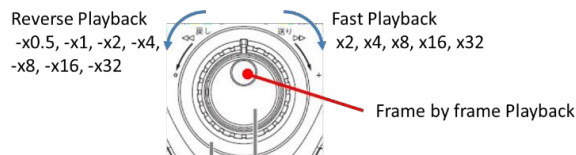
STEP 1

Select a Camera for Playback.




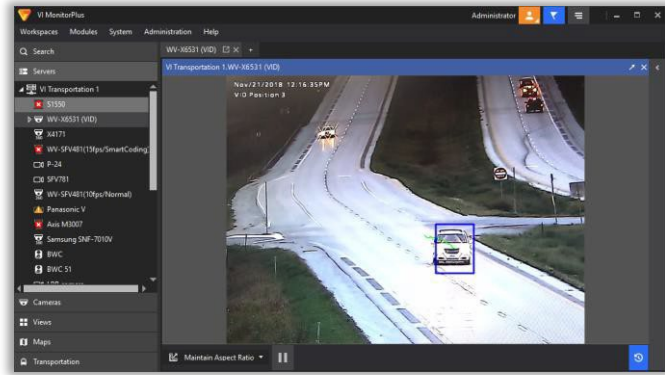
STEP 2

Press the **▶** key.







STEP 3

To return to Live view, press the  key.



Note: This jog dial will be available on WV-CU950.

In WV-CU980, the buttons  (Fast Playback),  (Fast Reverse Playback) and   (Frame by frame Playback) are used for same function as the jog dial.

8. CUSTOMIZED SHEET FOR WV-CU980

To utilize more functionalities in WV-CU980, VI Joystick solution requires the customized sheet on the left button area that WV-CU980 has. The sheet data is available on Downloadvi.com.



“OSD” and “Server” button usage are used in the same way as the WV-CU950 that is explained in this document.

8.1 SHORTCUT FUNCTION KEY

In the case of WV-CU980, the function key can be utilized as a shortcut function. The shortcut key allows to control Monitor and View in one push. The behavior of the shortcut key can be memorized by using the WV-CU980.

8.1.A RECORD KEY BEHAVIOR

STEP 1

Press the “FUN REC” button. Press “F1”-“F7” to define which button that will be memorized.

STEP 2

Press Buttons that you wish to shortcut.

Example: “1”->”0”->”1”->”MON”->”3”->”CAM”

STEP 3

Press the “FUN REC” button to stop.

After recording the function key, press “F1”-“F7” to get the expected recorded action.