



BirdDog Crestron Module

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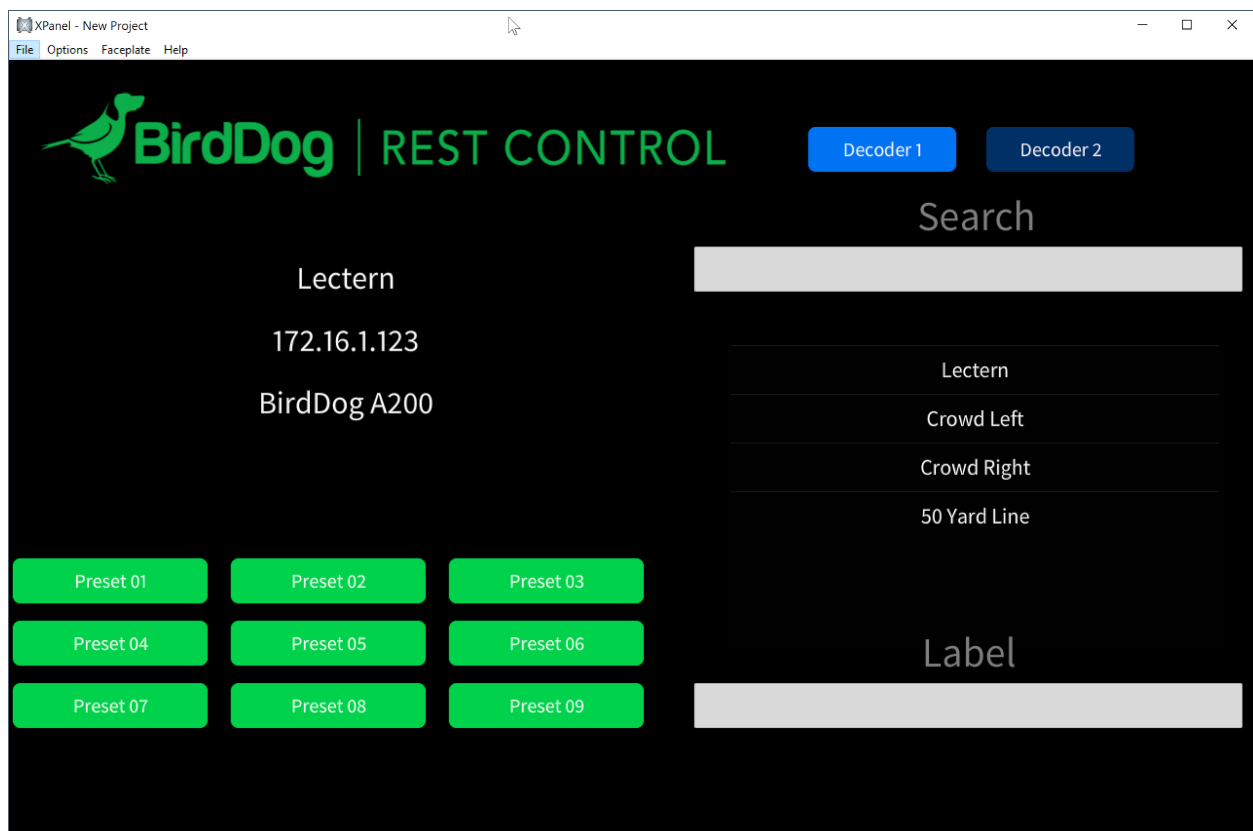
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Overview

The BirdDog Crestron module is actually two modules bundled together.

The first one provides control of camera presets. This module can have a hard coded IP address for a specific camera, or it can use a string input to set the address while the program is running, allowing a single module to be used to control multiple cameras.

The second module is designed to control the BirdDog decoders, controlling what will be displayed by that decoder. It builds a list of connected cameras (up to 500) and allows direct selection via an analog input making it compatible with a Smart Graphic List Object. It is also possible to search the list of connected cameras and change the label if desired. The module provides the current connected cameras IP address in a format suitable for connecting to the Camera Preset module.





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Installation

The zip file that includes this documentation has the simpl+ and simpl# modules that need to be copied into your project folder. The files were built and tested on a Crestron 3-series processor.

There are two simpl+ modules, the BirdDog Camera Presets module and the BirdDog Decoder module.

The zip file also contains a SIMPL project and a VT-Pro touchscreen design that you can use for testing. The touchscreen design and both modules will need to have their IP addresses set correctly for valid testing.

The screenshot displays the SIMPL Windows software interface. The left pane shows the 'Program View' with a project tree. The right pane shows the 'Detail View' for two modules: 'S-2.1: BirdDog Camera Presets' and 'S-3.4.1: BirdDog Decoder 2.0'.

Program View Tree:

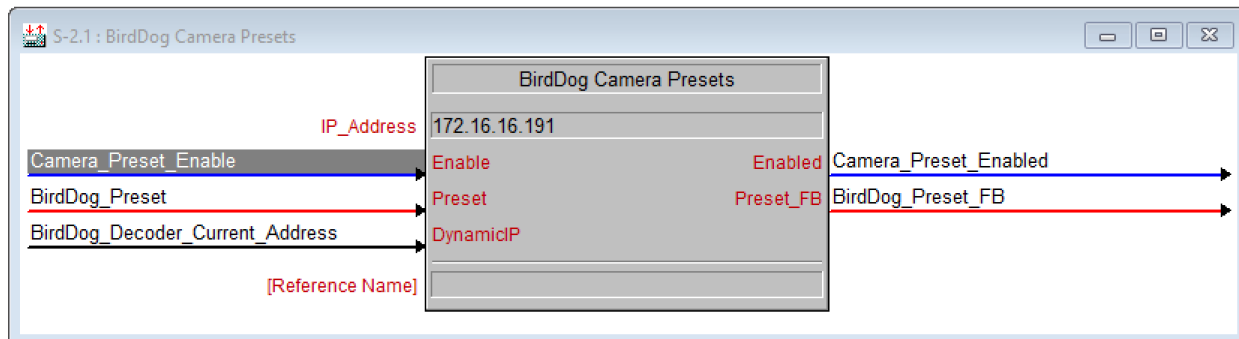
- Central Control Modules : RMC3
 - Logic
 - S-1 : init
 - S-2 : BirdDog Camera Presets
 - S-2.1 : BirdDog Camera Presets
 - S-2.2 : Analog Initialize
 - S-2.3 : Analog Equate
 - S-3 : BirdDog Decoders
 - S-3.1 : Set/Reset Latch
 - S-3.2 : Make String Permanent
 - S-3.3 : Decoder 1
 - S-3.3.1 : BirdDog Decoder 2.0
 - S-3.3.2 : Serial Buffer
 - S-3.3.3 : Analog Buffer
 - S-3.4 : Decoder 2
 - S-3.4.1 : BirdDog Decoder 2.0
 - S-3.4.2 : Serial Buffer
 - S-3.4.3 : Analog Buffer
- Signal List



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Camera Preset Module Configuration

This module needs an IP address that can be directly provided using the IP_Address parameter, or provided while the project is running by the serial join DynamicIP. Sending the Module enable signal high will establish the connection to the camera.



Input Signals

Enable [digital]

When this signal is high the module will establish a connection to the Camera. The camera's IP can be provided by either the IP_Address parameter or the serial join DynamicIP. Changing the DynamicIP join will force the module to connect that IP address.

Preset [analog]

The Preset signal is used to set the desired preset value. The camera presets need to be configured in advance. The value of this join will call the matching numbered preset in the camera.

DynamicIP [string]

The DynamicIP join lets you set a camera IP address as the project is running. This allows for a single module to control multiple cameras. If the module is being used in conjunction with the BirdDog Decoder module that IP address can be provided by that module to allow for automatic control of the displayed camera.



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Output Signals

Enabled [digital]

The Enabled signal will go high to indicate a connection has been made to the camera.

Preset_FB [analog]

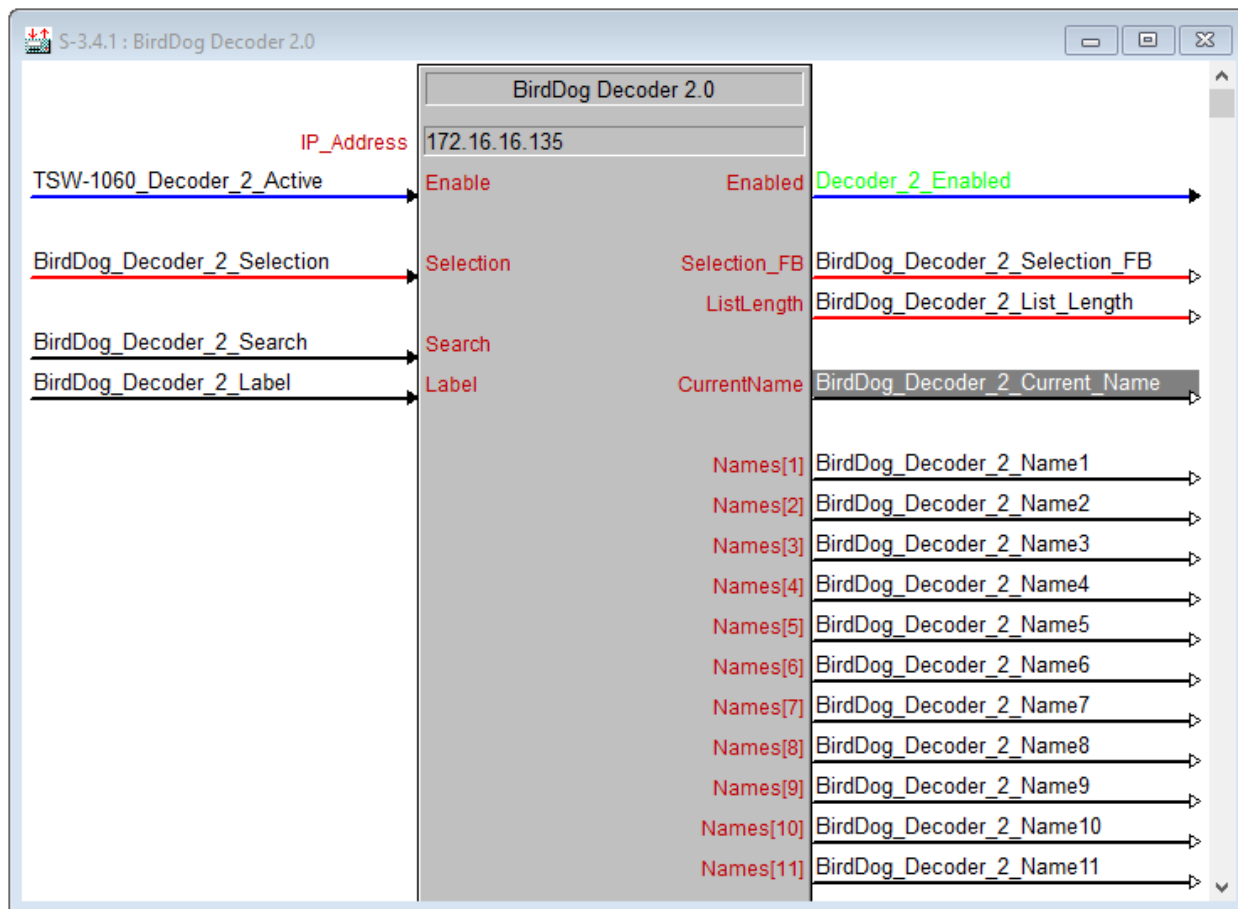
The Preset_FB signal will update to the current preset number when the preset is changed.



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Decoder Module Configuration

The decoder module allows for selection and



Input Signals

Enable [digital]

When this signal is high the module will establish a connection to the TCP/IP Client. It does this via the Enabled output. This Enabled output must be connected to the TCP/IP Client Connect input.

Selection [analog]



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This signal needs to be connected to the TCP/IP Client symbol on the status signal. The module will not send out any data until this signal has a value of 2.

Search [string]

This signal is for the PDU transmit data. It needs to be connected to the Tx\$ join on your IP Client.

Label [string]

This signal is for the PDU transmit data. It needs to be connected to the Tx\$ join on your IP Client.

Output Signals

Enabled [digital]

This signal will go high when a connection has been made to the decoder.

Selection_FB [analog]

The signal holds the value of the last selection made.

ListLength [analog]

This signal provides the length of the list of cameras available for this decoder. It is intended to connect to a Dynamic List Smart Object "Set Number Of Items" join.

CurrentName [string]

The name of the camera that the decoder is currently showing.

Name[1 - 500] [string]

There are up to 500 name joins available (500 is the maximum that the Dynamic List Smart Object will accept) that are used to provide a list of names to be displayed on a touchscreen for direct selection. The Names joins are intended to be connected to a Dynamic List Smart Object in conjunction with the ListLength join.