

VC-C50i SDK

C Library

Function Manual

Ver1.1

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History of revisions

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<Communication Control>

V5Open

Communication Port Open Function

This function opens communication port

```
BOOL V5Open(  
    HWND hWnd,                //Final Window Handle  
    DWORD prPort,              //Communication Port Number  
    DWORD prSpeed,             //Communication Speed  
    DWORD prBytesize,          //Communication Data Length  
    DWORD prParity,            //Communication Parity  
    DWORD prStopbit            //Communication Stop Bit Length  
);
```

Parameter

hWnd

To assign Windows handle which has Windows procedure to receive a message

prPort

To assign communication port number and assign 1 in case of COM1

prSpeed

To assign communication speed

Assignable value for VC-C5 are 9600, 14400, 19200 bps and assign directly speed value

prBytesize

To assign communication data byte length between 4 and 8

In case of VC-C5, only 8 (8byte) is assignable

prParity

To assign communication parity between 0 and 4

0: No parity, 1: Odd parity, 2: Even parity, 3: Mark parity, 4: Space parity

In case of VC-C5, only 0 (no parity) is assignable

prStopbit

To assign communication data stop bit length. Assignable bit are 0: 1bit, 1: 1.5bit, 2: 2bit

In case of VC-C5, only 1 bit & 2 bits are assignable

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5Close

Communication Port Close

This function closes communication port

```
BOOL V5Close( void );
```

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetMsg**Received Data Information Acquisition**

Possible to acquire the received information for its message by assignment of received message number

```
int V5GetMsg(  
    int msgno,                //Received message number  
    BYTE *RcvMsg             //Command buffer pointer  
);
```

Parameter

msgno

To set a message number acquired by message notification

*RcvCmd

To assign a pointer to house received command data

Return Value

To return received data size

V5GetLastCmdStr**Last Transmitted Data Information Acquisition**

Possible to acquire Data information transmitted lastly (Data size, Command Data)

```
int V5GetLastCmdStr(  
    BYTE *RcvCmd             //Command buffer pointer  
);
```

Parameter

*RcvCmd

To assign a pointer to house transmitted command data

Return Value

To return the transmitted data size

V5GetMsgVB

Received Data Information Acquisition (for VB)

Possible to acquire the received information for its message by assignment of received message number

```
int V5GetMsgVB(  
    int msgno                //Received message number  
);
```

Parameter

msgno

To set a message number acquired by message notification

Return Value

To return the received data size

V5PicMsgVB

Last Received Data Acquisition (for VB)

To acquire last received data

```
BYTE V5PicMsgVB(  
    int pos                //Position of data acquired  
)
```

Parameter

pos

To assign the position of data acquired between 0 and received byte size -1

Received byte number can be acquired by **V5GetMsgVB**

Return Value

To return the received data assigned by data position acquired

Example

```
Dim lBuffBytes As Long  
Dim i As Long  
Dim bBuff(128) As Byte  
  
lBuffBytes = V5GetMsgVB(lParam)  
For i = 0 To lBuffBytes - 1  
    bBuff(i) = V5PicMsgVB(i)  
Next i
```


V5GetLastCmdStrVB Last Transmitted Data Information Acquisition (for VB)

To acquire a data information (data size) transmitted lastly

```
int V5GetLastCmdStrVB( Void );
```

Return Value

To return a transmitted data size

V5PicLastCmdVB Last Transmitted Data Acquisition (for VB)

To acquire a data transmitted lastly

```
BYTE V5PicLastCmdVB(  
    int pos //Position of data acquired  
);
```

Parameter

pos

To assign the position of data acquired between 0 and received byte size -1

Received byte number can be acquired by **V5GetMsgVB**

Return Value

To return the transmitted data assigned by data position acquired

Example

```
Dim lBuffBytes As Long  
Dim i As Long  
Dim bBuff(128) As Byte  
  
lBuffBytes = V5GetLastCmdStrVB()  
For i = 0 To lBuffBytes - 1  
    bBuff(i) = V5PicLastCmdVB(i)  
Next i
```

V5GetLastError

Extended Error Information Acquisition

To acquire an extended error information

```
BOOL V5GetLastError(  
    int *sError                //System error information  
);
```

Parameter

*sError

To assign a pointer to acquire system error information

In case that the returned error is the system error, its error information is assigned

Its error contents is the one acquired by "**GetLastError**" function

Return Value

In case of function successful, return 0 and if failed, return value beside 0

Error code

-1: system error

-2: communication port open error

<Window Message at receipt of Command>

To issue the following message for Window Handle assigned by V5Open function at receipt of command from VC-C5

- At receipt of ACK/NACK (Header FEh)
Message number WM_APP+10
wParam = 1
lParam = Received Message number
- At receipt of Remote Control Through command
Remote Control ON (Header FDh)
Message number WM_APP+11
wParam = 2
lParam = Received Message number
Remote Control OFF (Header FCh)
Message number WM_APP+11
wParam = 3
lParam = Received Message number
- At receipt of Notification command (Header FAh)
Message number WM_APP+11
wParam = 1
lParam = Received Message number
- Receive notification of Global Command result (Header F8h)
Message number WM_APP+11
wParam = 4
lParam = Received Message number
- At receipt of Event notification command (Header FBh)
Message number WM_APP+11
wParam = 5
lParam = Received Message number

Possible to acquire the received data information by using **V5GetMsg**, **V5GetMsgVB**, **V5PicMsgVB** function like **lParam** (received message number) as parameter

List of received command by message number

Message Number WM_APP+10	
wParam = 1	At receipt of ACK/NACK (Header FEh)
Message Number WM_APP+11	
wParam = 1	At receipt of Notification command (Header FAh)
wParam = 2	At receipt of Remote Control Through command Remote Control ON (Header FDh)
wParam = 3	At receipt of Remote Control Through command Remote Control OFF (Header FCh)
wParam = 4	Receive Notification of Global Command Result (Header F8h)
wParam = 5	At receipt of Event Notification command (Header FBh)

<Camera Command>

V5SetCameraPower Power Source Setting

To set power source of camera section

```
BOOL V5SetCameraPower(  
    int unit,                                      //Device number  
    int iPower                                    //Power source control  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iPower

To control power source. 0: OFF, 1: ON

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetFocusMode Focus Mode Assignment

To assign focus mode

```
BOOL V5SetFocusMode(  
    int unit,                                    //Device number  
    int iMode                                   //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign focus mode as followings,

0: Auto focus mode

1: Manual mode (to stop focus operation)

2: Focus Near mode (to move into near focus)

3: Focus Far mode (to move into far focus)

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetFocusPosition Focus Position Assignment

To move focus to the assigned position

```
BOOL V5SetFocusPosition(  
    int unit,                                  //Device number  
    int FocusPos                              //Focus position  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

FocusPos

To assign a focus position

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetFocusPosition Focus Position Request

To request focus position

```
BOOL V5GetFoucsPosition(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetOnePushAF**One Push AF Assignment**

To assign manual mode after assignment of focus by auto focus change

```
BOOL V5SetOnePushAF(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetFocusRange**Focus Range Request**

To request focus movable range

```
BOOL V5GetFocusRange(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetZooming

Zoom Assignment

To assign zoom operation

```
BOOL V5SetZooming(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign zoom mode as followings,

0: To stop zoom operation

1: To move zoom into Wide

2: To move zoom into Tele

3: To move zoom into Wide with Hi-speed

4: To move zoom into Tele with Hi-speed

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetZoomPosition

Zoom Position Assignment 1

To move zoom to the position assigned

```
BOOL V5SetZoomPosition(  
    int unit,                //Device number  
    int Pos                 //Zoom position  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Pos

To assign zoom position

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetZoomPosition Zoom Position Request 1

To request zoom position

```
BOOL V5GetZoomPosition(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetZoomPosition4 Zoom Position Assignment 2

To move zoom to a position assigned

```
BOOL V5SetZoomPosition4(  
    int unit,                                      //Device number  
    int Pos                                        //Zoom position  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Pos

To assign zoom position

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetZoomPosition4

Zoom Position Request 2

To request a zoom position

```
BOOL V5GetZoomPosition4(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetZoomSpeed

Zoom Speed Assignment

To assign zoom running speed

```
BOOL V5SetZoomSpeed(  
    int unit,                //Device number  
    int Speed                //Zoom Speed  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Speed

To assign zoom running speed

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5GetZoomSpeed Zoom Speed Request

To request zoom running speed

```
BOOL V5GetZoomSpeed(  
    int unit,                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetZoomMax Zoom Speed Request

To request zoom running speed

```
V5GetZoomMax(  
    int unit,                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetElectronicZoom Electronic Zoom Setting
Sets the zoom to the designated magnification.

```
BOOL V5SetElectronicZoom(  
    int unit,                                  //Device number  
    int imode                                 //Mode setting  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

The magnification zoom is designated by the following numbers.

0: 1x (no electronic zoom)
1: 1x (no electronic zoom)
2: 2x
4: 4x
8: 8x
12: 12x

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetElectronicZoom Electronic Zoom Setting Status Request
Requests the setting status of the electronic zoom.

```
BOOL V5GetElectronicZoom(  
    int unit,                                  //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5SetBackLight

Backlight Compensation Assignment

To assign backlight compensation mode

```
BOOL V5SetBackLight(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign backlight compensation mode as followings,

0: Not to perform backlight compensation

1: To set backlight compensation mode

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetExposed

Exposure Mode Assignment

To assign exposure mode

```
BOOL V5SetExposed(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign exposure mode as followings,

0: To set exposure mode to auto mode

1: To assign exposure mode to manual mode

2: To set exposure mode to the shutter speed is reduced to low with automatic exposure
(Ver.6-08 and up.)

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetAELock

AE Lock Assignment

To assign AE Lock mode

```
BOOL V5SetAELock(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign AE mode as followings,

0: To release AE Lock ON

1: To lock the exposure in status of Auto-Exposure mode in the status

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetShutterSpeedx

Shutter Speed Manual Assignment

To assign shutter speed

```
BOOL V5SetShutterSpeedx(  
    int unit,                //Device number  
    int Speed                //Shutter speed  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Speed

To assign shutter speed between 1 and 1/80000(sec).

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetShutterSpeed

Shutter Speed Request

To request shutter speed

```
BOOL V5GetShutterSpeed(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetShutterSpeed

Shutter Speed Assignment

To assign shutter speed mode

```
V5SetShutterSpeed(  
    int unit,                    //Device number  
    int iMode                    //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

To assign Shutter speed mode as followings,
0: To set program mode
1: To set 1/60 sec (PAL: 1/50) mode
2: To set 1/100 sec (PAL: 1/120) mode

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetAGCGain

AGC Gain Assignment

To assign AGC gain

```
BOOL V5SetAGCGain(  
    int unit,                //Device number  
    int Gain                 //AGC gain  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Gain

To assign AGC magnification

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetAGCGain

AGC Gain Request

To request AGC gain

```
BOOL V5GetAGCGain(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetIris

Iris Assignment

To assign Iris

```
BOOL V5SetIris(  
    int unit,                //Device number  
    int Ival                 //Iris  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Ival

To assign Iris value

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetIris

Iris Request

To request Iris value

```
BOOL V5GetIris(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetAEVal AE Target Value Assignment

To assign a target value of AE brightness

```
BOOL V5SetAEVal(  
    int unit,                //Device number  
    int AEVal                //AE value  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

AEVal

To assign AE target value

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetAEVal AE Target Value Request

To request AE target value

```
BOOL V5GetAEVal(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetWhiteBalance White Balance Mode Assignment

To assign white balance mode

```
BOOL V5SetWhiteBalance(  
    int unit,                                  //Device number  
    int iMode                                 //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign white balance mode as followings,

0: To set Auto mode

1: To stop white balance mode and set Lock mode

2: To set manual mode

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetWhiteBalanceMx White Balance Manual Assignment

To assign manual value of white balance

```
BOOL V5SetWhiteBalanceMx(  
    int unit,                                  //Device number  
    int iGain                                 //Assigned value  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iGain

To assign white balance setting value

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetWhiteBalance White Balance Setting Value Request

To request setting value of white balance

```
BOOL V5GetWhiteBalance(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetFading Fade Mode Assignment

To assign fade mode

```
BOOL V5SetFading(  
    int unit,                                      //Device number  
    int iMode                                      //Mode assignment  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign fade mode as followings,

0: To set normal picture out status (To release fade status slowly)

1: To come out white picture with slow speed

2: To come out white picture with high speed

3: To come out black picture with high speed

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5CameraReset

Camera Reset

To Reset Camera section

```
BOOL V5CameraReset(  
    int unit                                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetZoomRatio

Zoom Ratio Request

To request a zoom ratio

```
BOOL V5GetZoomRatio(  
    int unit                                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetCCDSIZE**CCD Pixel Size Request**

To request CCD pixel size

```
BOOL V5GetCCDSIZE(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5GetCameraVersion**Product Version Request**

To request Product Version and ROM Version of Camera

```
BOOL V5GetCameraVersion(  
    int unit,                      //Device number  
    int iMode                      //Mode Setting  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

To assign version type as followings,
0: To request Product version
1: To request EEPROM version

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetDomeData

Dome Data Writing

This is the control mode selector command based on dome data writing.

```
BOOL V5SetDomeData(  
    int unit,                //Device number  
    int dome                 //Dome data  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

dome

Dome data setting value

0: Select cam path 0 to 9

1: Select cam path 0 to 8

2: Select cam path 0 to 7

3: Select cam path 0 to 6

The following are cam paths 0 to 9.

0: INF	1: 830 cm	2: 380 cm	3: 240 cm	4: 230cm
5: 155 cm	6: 86 cm	7: 27.2 cm	8: 7.3 cm	9: 0.7 cm

[Ver.6-08 and up]

0: Dome mode OFF

1: Dome mode ON

•The Dome mode setting is retained even after the power is turned off

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

V5GetDomeData

Dome Data Request

Requests the dome data setting value.

```
BOOL V5GetDomeData(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

<Pedestal control Command>

V5SetMotorSpeed Motor Speed Assignment

To assign a motor speed of Pan/Tilt

```
BOOL V5SetMotorSpeed(  
    int unit,                //Device number  
    int iMode,               //Mode selection  
    int iSpeed               //Speed Assignment  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign Pan/Tilt motor

0: Pan motor assignment

1: Tilt motor assignment

iSpeed

To assign motor speed between 8h and 320h

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetMotorSpeed Motor Speed Request

To request the running speed of Pan/Tilt motor

```
BOOL V5GetMotorSpeed(  
    int unit,                //Device number  
    int iMode               //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign Pan/Tilt motor

0: Pan motor assignment

1: Tilt motor assignment

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetPanTilt1

Pan/Tilt Operation 1

To assign Pan/Tilt operation

```
BOOL V5SetPanTilt1(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign Pan/Tilt operation as followings,

0: To stop operation

1: To start Pan right operation

2: To start Pan left operation

3: To start Tilt upper operation

4: To start Tilt lower operation

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GotoHomePosition

Home Position Movement

To move Pan/Tilt positions to Home position

```
BOOL V5GotoHomePosition(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5PedestalInitialize Pedestal Initialize

To initialize Pedestal section

```
BOOL V5PedestalInitialize(  
    int unit,                                      //Device number  
    int iMode                                      //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To initialize as followings,

0: Initialize operation 1 (After initialization, move to Home position)

1: Initialize operation 2 (After initialization, move to Prior position)

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetLimitSpeed Motor Maximum & Minimum Speed Request

To request maximum & minimum running speed of motor

```
BOOL V5GetLimitSpeed(  
    int unit,                                      //Device number  
    int iMode                                      //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign parameter requested as followings,

0: Request Pan minimum speed

1: Request Pan maximum speed

2: Request Tilt minimum speed

3: Request Tilt maximum speed

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetGearRatio Gear Ratio Request

To request a gear ratio of motor

```
BOOL V5GetGearRatio(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: Request Pan gear ratio

1: Request Tilt gear ratio

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetLimitAngle Motor Maximum & Minimum Angle Request

To request maximum & minimum operation angle of motor

```
BOOL V5GetLimitAngle(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: Request minimum Pan angle

1: Request maximum Pan angle

2: Request minimum Tilt angle

3: Request maximum Tilt angle

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetPanTilt2

Pan/Tilt operation 2

To assign Pan/Tilt operation

```
BOOL V5SetPanTilt2(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign Pan/Tilt operation as followings,

- 0: Stop operation
- 1: Stop Pan, start Tilt upper operation
- 2: Stop Pan, start Tilt lower operation
- 3: Start Pan right, stop Tilt operation
- 4: Start Pan left, stop Tilt operation
- 5: Start Pan right, Tilt upper operation
- 6: Start Pan right, Tilt lower operation
- 7: Start Pan left, Tilt upper operation
- 8: Start Pan left, Tilt lower operation

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetPTAngle2

Pan/Tilt Angle Assignment

To assign Pan/Tilt movement position by angle

```
BOOL V5SetPTAngle2(  
    int unit,                //Device number  
    int Angle1,              //Pan position angle  
    int Angle2               //Tilt position angle  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Angle1

To assign angle of Pan movement position

Angle2

To assign angle of Tilt movement position

To assign angle by \pm movement value as 8000h at the center

- value: movement for Pan left, Tilt lower

+ value: movement for Pan right, Tilt upper

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetPTAngle2

Pan/Tilt Angle Request

To request an angle of Pan/Tilt position

```
BOOL V5GetPTAngle2(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetPTAngle1

Pan/Tilt Movable Range Assignment

To assign angle of movable range for Pan/Tilt operation

```
BOOL V5SetPTAngle1(  
    int unit,                //Device number  
    int iMode,               //Mode selection  
    int Angle1,              //Movable range angle 1  
    int Angle2               //Movable range angle 2  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign Pan and Tilt

0: to assign angle of Pan movable range

1: to assign angle of Tilt movable range

Angle1

When iMode is Pan, assigns movable angle range of Pan left position

When iMode is Tilt, assigns movable angle range of Tilt lower position

Angle2

When iMode is Pan, assigns movable angle range of Pan right position

When iMode is Tilt, assigns movable angle range of Tilt upper position

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetPTAngle1

Pan/Tilt Movable Range Request

To request an angle of movable range for Pan/Tilt

```
BOOL V5GetPTAngle1(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To request Pan angle of movable range

1: To request Tilt angle of movable range

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

<Common Control Command>

V5SetIRRemote Remote Control Assignment

To assign remote control operation of camera

```
BOOL V5SetIRRemote(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign remote control permitted

1: To assign remote control forbidden

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetOperateStatus Operation Status Request

To request information indicated inside status

```
BOOL V5GetOperateStatus(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetExtendedOperateStatus Extended Operation Status Request

To request an information indicated pedestal inside status

```
BOOL V5GetExtendedOperateStatus(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetOperateStatus3 Operation Status3 Request

To request information (operation status3) indicated inside status

```
BOOL V5GetOperateStatus3(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetOperateStatus4

Operation Status4 Request

To request information (operation status4) indicated inside status

```
BOOL V5GetOperateStatus4(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetUnitName

Model Name Request

To request a model name

```
BOOL V5GetUnitName(  
    int unit                //device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetRomVersion**ROM Version Request**

To request ROM version

```
BOOL V5GetRomVersion(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetPresetMemory**Pre-set Memory Assignment**

To assign motor and zoom position at receipt of command into memory number assigned

```
BOOL V5SetPresetMemory(  
    int unit,                //Device number  
    int Memory               //Memory number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Memory

To assign number of memory for save between 1 and 9

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5GoToPreset

Preset Movement

To notify movement to preset position of memory number assigned

```
BOOL V5GoToPreset(  
    int unit,                //Device number  
    int Memory               //Memory number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Memory

To assign number of memory for save between 1 and 9

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetPresetStatus

Preset Status Request

To request status in use for preset position memory

```
BOOL V5GetPresetStatus(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetExtendPreset Extended Preset Status Request

To request the used status of pre-set position memory by word

```
BOOL V5GetExtendPreset(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5RemoteCommandPass Remote Control Through Assignment

To assign notification of remote control data

```
BOOL V5RemoteCommandPass(  
    int unit,                                      //Device number  
    int iMode                                      //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign notification forbidden of remote control data

1: To assign notification permitted of remote control data

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetLed

LED Indication Assignment

To assign LED indication

```
BOOL V5SetLed(  
    int unit,                //Device number  
    int iMode                //Mode number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: Normal indication

1: Forced lighting ON of Green LED

2: Forced lighting OFF of All LED

3: Forced lighting ON of Red LED

4: Forced lighting ON of Orange LED

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetCascade

Cascade Mode Assignment

To assign cascade connection

```
BOOL V5SetCascade(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign termination of cascade connection

1: To assign start of cascade connection

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetCmdMode

Command Mode Assignment

To assign command control mode

```
BOOL V5SetCmdMode(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign Host control mode

1: To assign Local control mode

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetOnScreen

On Screen Assignment

To assign On screen indication of date and time

```
BOOL V5SetOnScreen(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign Screen Indication OFF

1: To assign Screen Indication ON

2: To assign Character indication OFF

3: To assign Character indication ON

4: To assign Time indication OFF

5: To assign Time indication ON (Indication Form 1)

6: To assign Time indication ON (Indication Form 2)

7: To assign Date indication OFF

8: To assign Date indication ON (Indication Form 1)

9: To assign Date indication ON (Indication Form 2)

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetTitleString

On Screen Character Indication Assignment

To assign an indication data of on screen character

```
BOOL V5SetTitleString(  
    int unit,                //Device number  
    int ix,                  //Indication position (Horizontal)  
    int iy,                  //Indication Position (Vertical)  
    int character            //Indicated Character  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

ix

To assign indicated horizontal position between 0 and 23 value

iy

To assign indicated vertical position between 0 and 10 value

character

To assign character code of indicated character

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetTitleString

On Screen Indicated Character Read Out

To request read out of on screen indicated characters

```
BOOL V5GetTitleString(  
    int unit                //Device number  
    int ix,                  //Indication position (Horizontal)  
    int iy                  //Indication Position (Vertical)  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

ix

To assign indicated horizontal position between 0 and 23 value

iy

To assign indicated vertical position between 0 and 10 value

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetDate Date Assignment

To assign a data of date indicated on screen

```
BOOL V5SetDate(  
    int unit,                //Device number  
    int year,                //Year  
    int month,               //Month  
    int day                  //Day  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

year

To assign data of indicated year between 0 and 99

month

To assign data of indicated month between 1 and 12

day

To assign data of indicated day between 1 and 31

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetDate Assigned Date Read Out

To request read out of on screen indicated date

```
BOOL V5GetDate(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetTime Time Assignment

To assign an indicated data of time on screen

```
BOOL V5SetTime(  
    int unit,                //Device number  
    int hour,                //Hour  
    int minutes,             //Minute  
    int second               //Second  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

hour

To assign data of indicated hour between 0 and 23

minutes

To assign data of indicated minute between 0 and 59

second

To assign data of indicated second between 0 and 59

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetTime Assigned Time Read Out

To request read out of on screen indicated time

```
BOOL V5GetTime(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetCameraTime Accumulated Power ON Time of Camera Request
To request total accumulated power ON time of Camera section

```
BOOL V5GetCameraTime(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5GetPTTime Accumulated Power ON Time of Pedestal Request
To request total accumulated power ON time of Pedestal section

```
BOOL V5GetPTTime(  
    int unit                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0
In order to get extended error information, use **V5GetLastError**

V5SetDefault Default Assignment

To return camera status into factory setting status

```
BOOL V5SetDefault(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetNotify Command termination Notification Existence

To assign an answer to Notification of Termination after command executed

```
BOOL V5SetNotify(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign notification not existed

1: To assign notification existed

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetGlobalNotify Cascade Global Notification Existence

To assign an answer of Termination Notification for global command in cascade connected

```
BOOL V5SetGlobalNotify(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

To assign the requested parameter as followings,

0: To assign notification not existed

1: To assign notification existed

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetPedestalModel

Pedestal Model Request

To request Pedestal Model mounted (Normal, Inverse position)

```
BOOL V5GetPedestalModel(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5GetCameraModel

Camera Model Request

To request the model of camera (NTSC, PAL)

```
BOOL V5GetCameraModel(  
    int unit                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetManualCommand Manual Command Transmission

To assign directly command data

```
BOOL V5SetManualCommand(  
    LPBYTE lpBuff                      //Transmit command data buffer  
    int lBytes                         //Transmit Data byte number  
);
```

Parameter

lpBuff

To assign a pointer stored transmit data buffer

lBytes

To assign data size transmit

Return Value

In case of function successful, return value besides 0 and failed, return 0

In order to get extended error information, use **V5GetLastError**

V5SetAlarmOutput Alarm Output Setting
Enables ON/OFF setting of the alarm output terminal.

```
BOOL V5SetAlarmOutput(  
    int unit,                              //Device number  
    int iMode                              //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

This designates the alarm output terminal status.
The 0 setting is alarm output OFF (\pm terminal Open) and 1 setting is alarm output ON (\pm terminal Closed).

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetAlarmOutput Alarm Output Setting Status Request
Requests the setting status of the alarm output terminal.

```
BOOL V5GetAlarmOutput(  
    int unit                              //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5SetExtSensorDetect External Sensor Input Detection Setting
Enables setting of the external sensor input detection function.

```
BOOL V5SetExtSensorInput(  
    int unit,                                      //Device number  
    int iMode                                     //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

00h: Notification OFF
01h: Notification ON when sensor terminal changes from Closed to Open
10h: Notification ON when sensor terminal changes from Open to Closed
11h: Notification ON when sensor terminal changes from both Closed to Open
and Open to Closed.

*When the VC-C50i is set to Notification ON and the center terminal has been set,
the occurrence of changes is notified by an Event Notification Command.

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetExtSensorDetect External Sensor Input Detection Setting Information Request
Requests the setting information of the external sensor input detection.

```
BOOL V5GetExtSensorDetect(  
    int unit,                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetExtSensorInput External Sensor Input Status Request

Requests the status of the external sensor input terminal.

```
BOOL V5GetExtSensorInput(  
    int unit,                                      //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

V5SetIRLight Internal InfraRed Light Setting
Enables ON/OFF setting of internal infrared light.

```
BOOL V5SetIRLight(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

Light control is set by the following numbers.

- 0: LED OFF
- 1: LED ON (Automatic OFF after 30 minutes)
- 2: LED ON (Automatic OFF after 1 hour)
- 3: LED ON (Automatic OFF after 2 hours)
- 4: LED ON (Automatic OFF after 3 hours)
- 5: LED ON (Automatic OFF after 4 hours)
- 6: LED ON (Automatic OFF after 8 hours)

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetIRLight Internal InfraRed Light Status Request
Requests the current ON/OFF status of the internal infrared light.

```
BOOL V5GetIRLight(  
    int unit,                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5SetExtLightMode External Light Output Setting
Enables setting of the external light output (ON/OFF).

```
BOOL V5SetExtLightMode(  
    int unit,                              //Device number  
    int iMode                              //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

iMode

This designates the external light output status. The 0 setting is external light output OFF,
and the 1 setting is external light output ON.

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5GetExtLightMode External Light Output Status Request
Requests the output setting status of external light.

```
BOOL V5GetExtLightMode(  
    int unit                              //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status
In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0
In order to get extended error information, uses **V5GetLastError**

V5SetIRCutFilter

InfraRed Cut Filter Insertion/Removal Setting

Enables setting of infrared cut filter insertion/removal.

```
BOOL V5SetIRCutFilter(  
    int unit,                //Device number  
    int iMode                //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

This designates the status of the cut filter.

The 0 setting removes the filter, and the 1 setting inserts the filter.

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

V5GetIRCutFilter

InfraRed Cut Filter Setting Status Request

Requests the setting status of the infrared cut filter.

```
BOOL V5GetIRCutFilter(  
    int unit                //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

V5SetNoiseReduction Noise Reduction Setting
Enables noise reduction ON/OFF setting.

```
BOOL V5SetNoiseReduction(  
    int unit,                                  //Device number  
    int iMode                                 //Mode selection  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

iMode

Noise reduction is set by the following numbers.

0: Noise reduction OFF

1: Low level noise reduction ON

2: High level noise reduction ON

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**

V5GetNoiseReduction Noise Reduction Setting Status Request
Requests the noise reduction setting status.

```
BOOL V5GetNoiseReduction(  
    int unit                                    //Device number  
);
```

Parameter

unit

To assign device number to 1~9 in case of Cascade status

In case of not Cascade connection, to set 0

Return Value

In case of function successful, returns the value besides 0 and failed, returns 0

In order to get extended error information, uses **V5GetLastError**