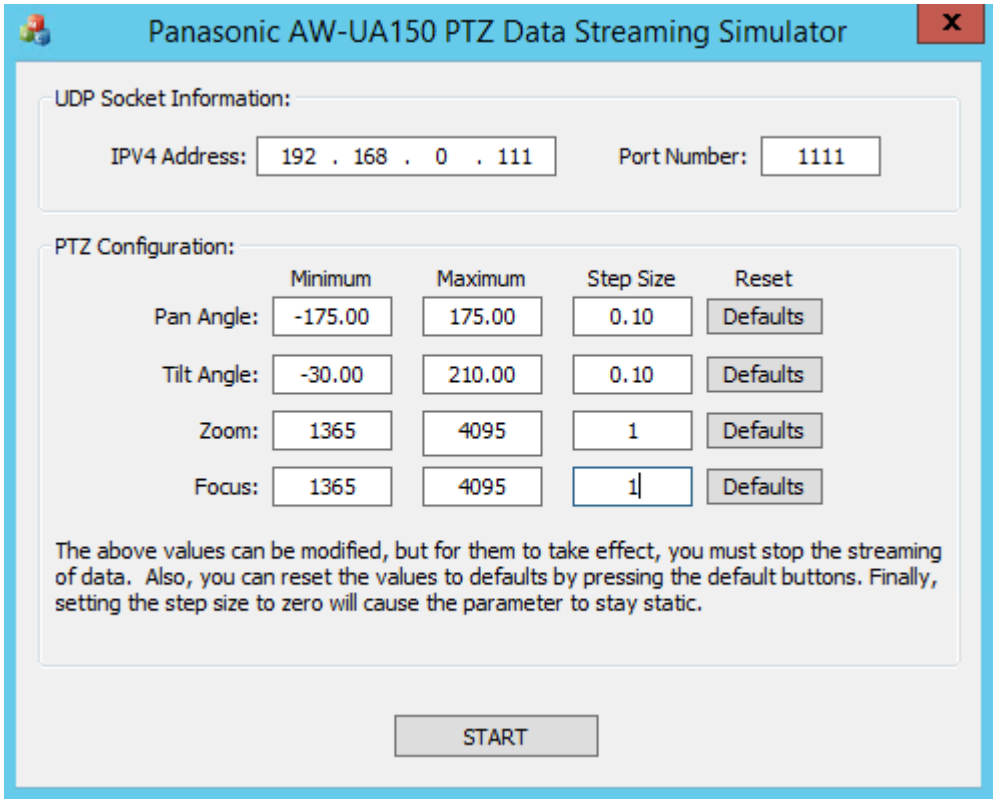
Tracking Data Transmission Simulator

The Panasonic AW-UE150 camera simulator from DisruptAR will be useful for developing and testing projects for Godot Engine if a real camera with tracking is not available.

The simulator creates Free-D packets and broadcasts them over a specified UDP socket, just like a real camera does. You can run multiple instances of the application to simulate multiple cameras (IP addresses and port numbers must be unique).



Parameter	Description
Pan Angle	Tilt Angle
Tilt Angle	Tilt angle
Zoom	Zoom value
Focus	Focus setting
Minimum	Minimum value of parameter
Maximum	Maximum value of the parameter
Step Size	Step Size. Setting the step size to 0 (or 0.0) will cause the parameter to remain unchanged.
START	The button starts the data translation. When you press START the application starts broadcasting Free-D packets at about 60 frames per second. Each value of the Free-D parameter starts with a minimum and increases each frame in steps. After reaching the maximum value, the value will decrease each frame by the step value until it reaches the minimum, then the process repeats.
STOP	Button to stop data broadcasting.