

PODD60L Two-mode micro-pod

Model: PODD60L

PRODUCT DESCRIPTION

The PODD60L Two-mode micro-pod features an extremely compact structure, weighing only 85g. It has the characteristic of resisting launch impact, making it suitable for catapult-launched drones. It integrates servo image stabilization and built-in tracking functions, adopts a wide voltage input of 12-28V, and is equipped with dynamic power consumption control. All electronic components are integrated in a metal shell package, which complies with EMC design specifications, combining performance and reliability.



TECHNICAL PARAMETER

System specification						
System type	Gyro stability					
Weight	≤85g					
System cha	aracteristics					
Platform type	Two-axis					
Pitch	-110°∼+110°					
Roll	-100°∼+40°					
Max angular velocity	≥100°/s					
Stability accuracy	0.1mrad(1°/2Hz)(1σ)					
Motor encoder accuracy	≤0.3°					
Visible Lig	ght Imaging					
Resolution and frame rate	1920×1080@60fps					
FOV	19.7°×11°(16mm)					
Laser	Ranging					
Measuring range	5-1200m					
Ranging accuracy	±1m					
Target	tracking					
Tracking speed	≥40°/s					
System external interface						
Control interface	Serial port					

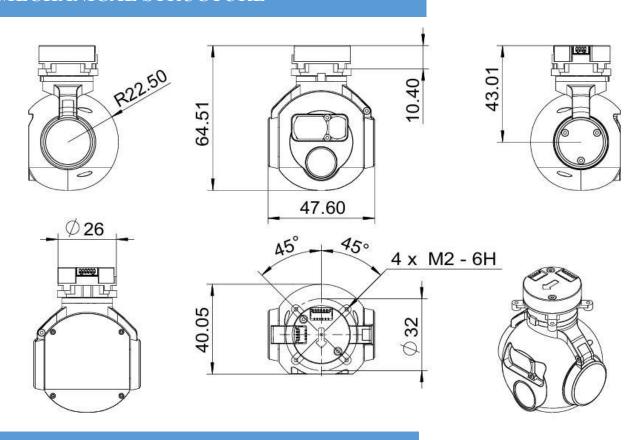
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Video output	Network(RTSP)							
Power	Power supply							
Supply voltage	12V~28V							
D .:	Av.≤10W							
Power consumption	Max.≤20W							
Environmen	tal condition							
Working temp	-20°C∼+60°C							
Storage temp	-20°C∼+60°C							
Launch impact	≥400g							

MECHANICAL STRUCTURE



CONTROL PROTOCOL

1 Scope

This agreement specifies the data communication process and control protocol between DYT and controllers (such as flight control and pod controllers).

2 Communication between DYT and Controllers

- 2.1 Data Communication Process
- a) The controller sends instructions to DYT. The instruction content is shown in Table 1. All instructions are trigger-type and only need to be sent once.
- b) After DYT powers on and completes self-check, it sends information to the controller at a cycle of 16.7 ms. The information content is shown in Table 2.

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- c) For multi-byte variables, the low byte comes first, followed by the high byte.
- d) The default baud rate of the serial port is 115200, and the parity check mode is no parity.
- e) When target position calculation and data guidance functions are required, the attitude angles and latitude-longitude information of the carrier aircraft need to be sent to DYT at a frequency of 1–60 Hz.
- f) SEI information is data superimposed in the H.264 video stream and is disabled by default.

2.2 Communication Protocol

Table 1 Control Instruction Data

Data source		Controller						
Destination		DYT						
Transmissi	ion Frequency		Trigger to Send					
Byte Sequence Number	Parameter Name	Data Type	Explanation	Bytes Occupied				
0	Synchronous code 1	U8	0xEB	1				
1	Synchronous code 2	U8	0x90	1				
2	Control Information	U8	0x00: Null Command 0x01: Visible Light 1 0x02: Visible Light 2 0x03: Infrared 1 0x04: Infrared 2 0x05: Image Enhancement On 0x06: Image Enhancement Off (Default) 0x07: Target Recognition On 0x08: Target Recognition Off (Default) 0x09: Storage On 0x0A: Storage Off (Default) 0x0D: Point Tracking (X, Y Coordinates) 0x0E: Stop Tracking 0x10: Semi-Automatic Target Locking 0x11: Infrared White Hot 0x12: Infrared Black Hot 0x13: Tracking Algorithm - Adaptive 0x14: Tracking Algorithm - Personnel 0x15: Tracking Algorithm - Vehicle 0x16: Tracking Algorithm - Building 0x24: Pan/Tilt Search 0x25: Zoom Command 0x26: Specify Frame Angle 0x27: Motor On 0x28: Motor Off	1				

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1				0x29: Follow Mode Off		
1				0x2A: Azimuth Follow		
				0x2B: Center Position		
4				0x2C: Suppress Gyro Drift		
1				0x2D: Laser Ranging On		
				0x2E: Laser Ranging Off		
				0x30: Electric Lock Mode		
				0x31: Release Electric Lock		
				0x32: Azimuth Scanning		
				0x33: Stop Scanning		
				0x39: Calibrate Gyroscope (Parameter 3 is zero. Turn off the motor		
				first, keep stationary for 10s after sending the command, then turn		
				on the motor.)		
				0x3A: Data Guidance		
				0x3B: Specify Attitude Angle		
				0x3C: Calibrate Zero Position of Flight Control and Pod Attitude		
				Angles		
				0x4A: Image Board Power Control		
				0x50: Pseudo Color		
				0x51: OSD Display On		
				0x52: OSD Display Off		
				0x55: Low Light Mode Off		
				0x56: Low Light Mode On		
				0x58: Digital Zoom On		
				0x59: Digital Zoom Off		
				0x5A: Specify Zoom Factor		
				0x5B: Take Photo		
				0x5C: Focus Mode		
				0x5D: Focus Position		
				0xA0: Save FLASH Parameters		
				0xB0: Lifting Mechanism Control		
				_		
ŀ				0xB1: Set Current Angle as Zero Position Default value is 0.		$\overline{}$
				When Control Information = 0x0D (Point Tracking):		
				Represents the horizontal pixel coordinate of the locking point. The image center is 0.		
				When Control Information = 0x24 (Pan/Tilt Search):		
				Represents the azimuth rotation speed in units of 0.1°/s.		
	3, 4	Parameter X	S16	When Control Information = 0x26 (Specify Frame	2	
				Angle), 0x32 (Azimuth Scanning), or 0x3B (Specify Spatial		
				Angle):		
				Represents the azimuth angle in units of 0.01°.		
				When Control Information = 0x2C (Suppress Gyro Drift):		
				Data type is int16 with a range of -2000 to 2000.		
				When Control Information = 0x5A (Specify Zoom Factor):		
				Represents the zoom factor in units of 0.1x.		

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			When Control Information = $0xB0$ (Lifting Control):	
			0 = Stop, 1 = Ascend, 2 = Descend.	
			When Control Information = 0x4A (Image Board Power Control):	
			0 = Restart, 1 = Power On, 2 = Power Off.	
			Default value is 0.	
			When Control Information = 0x0D (Point Tracking):	
			Represents the vertical pixel coordinate of the locking point. The	
			image center is 0.	
5 (D 4 V	016	When Control Information = $0x24$ (Pan/Tilt Search):	
5, 6	Parameter Y	S16	Represents the pitch rotation speed in units of 0.1°/s.	2
			When Control Information = 0x26 (Specify Frame	
			Angle), 0x32 (Azimuth Scanning), or 0x3B (Specify Spatial	
			Angle):	
			Represents the pitch angle in units of 0.01°.	
			When the control information is 0x01 to 0x04: It represents the	
			small picture in picture-in-picture.	
			0 = Cancel multi-screen;	
			1 = Visible 1; 2 = Visible 2;	
7	Parameter 3	U8	3 = Infrared 1; $4 = $ Infrared 2;	1
			When the small picture is the same as the large picture, the	
			multi-screen is canceled.	
			When the control information is 0x32 "Azimuth Scanning", it	
			represents the scanning speed, where 1 bit = 0.2° /s.	
			When the control information is "Zoom Command", 0 to +100	
8	Zoom Rate	S8	represents the zoom-in rate, and 0 to -100 represents the zoom-out	1
			rate.	
9~14	Keep			6
15	Checksum	U8	Start adding from the 0th byte, and take the lower 8 bits.	1
	Total			16

When the control information is 0x3a "Data Guidance", bytes 3 to 14 are as shown in the following table.

Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied
3	Data Guidance Status	U8		0x00: Exit Geographic Tracking 0x01: Geographic Tracking of Current Field of View Center Position 0x02: Geographic Tracking of Specified Position 0x0A: Calibration Based on Known Target	1
4~7	Target Latitude	Int32	10^-7		4
8~11	Target Longitude	Int32	10^-7		4
12, 13	Target Altitude	S16	0.2m		2
14	Reserved	U8			1

Command Examples:

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Rotate right at 10°/s: EB 90 24 64 00 00 00 00 00 00 00 00 00 00 00 03

Rotate down at 10°/s: EB 90 24 00 00 9C FF 00 00 00 00 00 00 00 3A

Stop rotation: EB 90 24 00 00 00 00 00 00 00 00 00 00 00 9F

Go to azimuth 10°, pitch -10°: EB 90 26 E8 03 18 FC 00 00 00 00 00 00 00 A0

Zoom in: EB 90 25 00 00 00 00 03 2 00 00 00 00 00 00 D2
Zoom out: EB 90 25 00 00 00 00 00 CE 00 00 00 00 00 00 6E
Stop zooming: EB 90 25 00 00 00 00 00 00 00 00 00 00 00 00 A0
Zoom to 5x: EB 90 5A 32 00 00 00 00 32 00 00 00 00 00 00 39

Point tracking at coordinates (100, -200): EB 90 0D 64 00 37 FF 01 32 00 00 00 00 00 55

Stop tracking: EB 90 0E 00 00 00 00 00 00 00 00 00 00 00 89

Table 2 Periodic Telemetry Information

Data source				Controller	
Destination				DYT	
Transmission Frequency				60Hz	
Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied
0	Sync Word 1	U8		0xEE	
1	Sync Word 2	U8		0x16	
2	Status Information Feedback 1	U8		Bits 7-6: Tracking video source 00: Visible light 1 01: Visible light 2 10: Infrared 1 11: Infrared 2 Bits 5-4: Tracking algorithm type 00: Adaptive 01: Personnel 10: Vehicle 11: Building Bit 3: Target automatic prompt 1: On 0: Off Bit 2: Target tracking status 1: Locked 0: Searching Bits 1-0: Reserved	1
3				Bits 7: Image Enhancement 1: On 0: Off Bit 6: Reserved	1
				Bit 5: Storage 1: On 0: Off	



Status Information Feedback 2 U8						
Status Information Feedback 2 U8					Bit 4: Roll Axis Mode	
Feedback 2					0: Reset	
1: On		Status Information			1: Control	
0. OIT Bit 2: Follow Mode 1: On 0. OIT Bit 1: Electric Lock Mode 1: On 0. OIT Bit 1: Electric Lock Mode 1: On 0. OIT Bit 1: Electric Lock Mode 1: On 0. OIT Bit 0: Laser Status 1: On 0. OIT Displayed large picture 1 Displayed large picture Displayed small picture 00: Visible 1 (ZomviFarvard View) 0: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 2 (Wide Angle/Side View) 10: Infrared 1 1: Infrared 2 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 Displayed small picture 00: Visible 1 (ZomviFarvard View) 10: Infrared 1 Displayed small picture 1 Displa		Feedback 2	U8		Bit 3: Motor Status	
Bit 2: Follow Mode 1: On					1: On	
1: On 0: Off Bit 1: Electric Lock Mode 1: On 0: Off Bit 1: Electric Lock Mode 1: On 0: Off Bit 2: Electric Lock Mode 1: On 0: Off Bit 6: Laser Status 1: On 0: Off Bit 6: Laser Status 1: On 0: Off Bit 6: Laser Status 1: On 0: Off					0: Off	
0.0 Off Bit 1: Flectric Lock Mode 1: On					Bit 2: Follow Mode	
Bit 1: Electric Lock Mode 1: On 0: Off Bit 0: Laser Status 1: On 0: Off Bit 0: Laser Status 1: On 0: Off Combined with bits 0-3 of byte 5 to form a u16. 1 1 1 1 1 1 1 1 1					1: On	
1: On					0: Off	
1					Bit 1: Electric Lock Mode	
Bit 0: Laser Status					1: On	
Bit 0: Laser Status					0: Off	
1: On						
1					1: On	
1						
Bits of Zoom U8		Least Significant 8			V. OII	_
Status Feedback U8	4		118	0.1x	Combined with hits 0-3 of byte 5 to form a u16	1
Status Feedback			0.6		Combined with oits 0-3 of byte 3 to form a u.o.	
Status Feedback Information 3		1 actor			Pits 7 6: Displayed large picture	
Status Feedback Information 3	5					1
Status Feedback Information 3						
10: Infrared 1 11: Infrared 2		Status Feedback				
10: Infrared 2 11: Infrared 2		Information 3	U8			
Bits 0-3: The upper 4 bits of the zoom magnification. 6. 7 Target miss amount X-axis offset angle 8. 9 Target miss amount Y-axis offset angle 816 0.05° Target miss amount Y-axis offset angle 816 0.05° Target miss amount Y-axis offset angle 816 0.05° The numerical values correspond to direct physical quantities, and the different field angles of visible light and infrared lenses are uniformly calculated internally by DYT. 10. 11 Roll frame angle 816 0.01° 12. 13 Pitch frame angle 816 0.01° 14. 15 Azimuth frame angle 816 0.01° 16 Gate horizontal pixels 18 4 pixels 19 Reserved 20. 21 Roll angular velocity 816 0.01°/s 10 0.01°/s 11 Left is negative, right is positive. 12 Up is positive, down is negative. 1 bit=4 pixels 1 Left is negative and right is positive. 2 Left is negative and right is positive. 2 Left is negative and right is positive. 2 Left is negative and down is negative.						
10, 11 Roll frame angle S16 0.01° S16 0.01° Target miss amount Y-axis offset angle S16 0.05° Target miss amount Y-axis offset angle S16 0.05° Target miss amount Y-axis offset angle S16 0.01° The numerical values correspond to direct physical quantities, and the different field angles of visible light and infrared lenses are uniformly calculated internally by DYT. 2 12, 13 Pitch frame angle S16 0.01° Left is negative, right is positive. 2 14, 15 Azimuth frame angle S16 0.01° Up is positive, down is negative. 2 2 16 Gate horizontal pixels U8 4 pixels 1 15 4 pixels 1 16 18, 19 Reserved Represents the horizontal and vertical deviations of the locking point, with the image center as 0. 2 2 2 2 2 2 2 2 2						
X-axis offset angle And the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible light and quantities, and the different field angles of visible Light and quantities, and the different field angles of visible Light and quantities, and the different field angles of visible Light and quantities, and the different field angles of visible Light Angles X-axis of x-axis of x-axis of x-axis of x-axis of x-axis of x-axis					Bits 0-3: The upper 4 bits of the zoom magnification.	
X-axis offset angle 8. 9 Target miss amount Y-axis offset angle S16 S16 S16 S16 S16 S16 S16 S1	6, 7	Target miss amount	C16	0.059	Represents the horizontal and vertical deviations of the	2
Target miss amount Y-axis offset angle S16 O.05° The numerical values correspond to direct physical quantities, and the different field angles of visible light and infrared lenses are uniformly calculated internally by DYT. 10, 11 Roll frame angle S16 O.01° Left is negative, right is positive. Up is positive, down is negative. 2 Left is negative, right is positive. Up is positive, down is negative. 1 16 Gate horizontal pixels U8 4 pixels 10 17 Gate vertical pixels U8 4 pixels 10 18, 19 Reserved Roll angular velocity Pitch angular S16 O.01°/s Left is negative and right is positive. Up is positive. Up is positive and down is negative. 2 Left is negative and right is positive. Up is positive. 2 Up is positive. 2 Up is positive and down is negative.		X-axis offset angle	310	0.03	locking point, with the image center as 0.	
Target miss amount Y-axis offset angle S16 O.05° The numerical values correspond to direct physical quantities, and the different field angles of visible light and infrared lenses are uniformly calculated internally by DYT. 10, 11 Roll frame angle S16 O.01° Left is negative, right is positive. Up is positive, down is negative. 2 Left is negative, right is positive. Up is positive, down is negative. 1 16 Gate horizontal pixels U8 4 pixels 10 17 Gate vertical pixels U8 4 pixels 10 18, 19 Reserved Roll angular velocity Pitch angular S16 O.01°/s Left is negative and right is positive. Up is positive. Up is positive and down is negative. 2 Left is negative and right is positive. Up is positive. 2 Up is positive. 2 Up is positive and down is negative.	8, 9					2
Y-axis offset angle Quantities, and the different field angles of visible light and infrared lenses are uniformly calculated internally by DYT. 10, 11		Target miss amount	016	0.050	The numerical values correspond to direct physical	_
10, 11		Y-axis offset angle	\$16	0.05	quantities, and the different field angles of visible light and	
12, 13					infrared lenses are uniformly calculated internally by DYT.	
14, 15 Azimuth frame angle S16 Up is positive, down is negative. 2 16 Gate horizontal pixels U8 4 pixels 15 17 Gate vertical pixels U8 4 pixels 15 18, 19 Reserved 2 2 20, 21 Roll angular velocity S16 0.01°/s Left is negative and right is positive. Up is positive, down is negative. 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 3 Pitch angular S16 0.01°/s Up is positive, down is negative. 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	10、11	Roll frame angle	S16	0.01°		2
Azimuth frame angle 16 Gate horizontal pixels 17 Gate vertical pixels 18 19 Reserved 20 21 Roll angular velocity Pitch angular S16 0.01°/s S16 0.01°/s Left is negative and right is positive. Up is positive and down is negative.	12、13	Pitch frame angle	S16	0.01°		2
pixels U8 4 pixels 1bit=4 pixels 1 17 Gate vertical pixels U8 4 pixels 1bit=4 pixels 1 18 19 Reserved 2 20 21 Roll angular velocity S16 0.01°/s Left is negative and right is positive. Up is positive and down is negative. 2 22 23 Pitch angular S16 0.01°/s Up is positive and down is negative. 2	14、15		S16	0.01°	op 15 postave, down is negative.	2
17 Gate vertical pixels U8 4 pixels 1bit=4 pixels 1 18, 19 Reserved 2 20, 21 Roll angular velocity S16 0.01°/s Left is negative and right is positive. Up is positive and down is negative. 2 22, 23 Pitch angular S16 0.01°/s Up is positive and down is negative. 2	16		U8	4 pixels	1bit=4 pixels	1
18, 19 Reserved 20, 21 Roll angular velocity S16 0.01°/s Left is negative and right is positive. Up is positive and down is negative.	17	_	118	4 nivels	1hit=4 nivels	1
20、21 Roll angular velocity S16 0.01°/s Pitch angular S16 0.01°/s Up is positive and down is negative. 22、23 Pitch angular S16 0.01°/s Up is positive and down is negative.		_		- pixeis	TOIL—4 PIACIS	
velocity S16 0.01°/s Left is negative and right is positive. Up is positive and down is negative.	18, 19					2
velocity Left is negative and right is positive. Up is positive and down is negative. 22, 23 Pitch angular S16 0.01°/s 2	20, 21	Roll angular	S16	0.01°/s		2
S16 0.01°/s		velocity	510	0.0175	Left is negative and right is positive.	
	22, 23	Pitch angular	\$16	0.01°/s	Up is positive and down is negative.	2
		velocity	510	0.01 /8		

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24、25	Azimuth angular velocity	S16	0.01°/s		2
26, 27	Laser ranging	U16	0.1m	0 indicates invalid.	2
28	Self-check Result	U8		Bit7: Self-check completion 1: Self-check completed 0: Self-check in progress Bits3~Bit6: Reserved Bit2: Gyroscope calibration 1: Calibration failed 0: Calibration successful Bit1: Encoder and servo drive 1: Error 0: Normal Bit0: Image board 1: Error 0: Normal	1
29、30	Reserved				2
31	Checksum	U8		Sum from the 0th byte and take the least significant 8 bits.	1

Table 3 Aircraft Attitude and Latitude-Longitude Information

Da	ta source			Controller				
Destination		DYT						
Transmis	sion Frequency		Transmit periodically at a frequency of 1 to 60 Hz.					
Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied			
0	Sync Word 1	U8		0xEB	1			
1	Sync Word 2	U8		0x91	1			
2, 3	Aircraft Roll	S16	0.01°	Viewing from the tail to the head of the aircraft; Azimuth angle: zero when the nose points due north, positive when the nose points	2			
4、5	Aircraft Pitch Angle	S16	0.01°	east of north, and negative when it points west of north; Pitch angle: the angle between the nose and the horizontal plane, zero at horizontal, positive when the nose is up, and negative when it is down; Roll angle: zero when the fuselage is horizontal, positive	2			
6、7	Aircraft Yaw Angle	S16	0.01°	when tilted to the right, and negative when tilted to the left (send 0 if not available).	2			
8~11	Latitude	Int32	10^-7°		4			
12~15	Longitude	Int32	10^-7°		4			
16、17	Altitude	S16	0.2m		2			

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18、19	Relative Height	S16	0.2m		2
20	Year	U8		+2000	1
21	Month	U8			1
22	Day	U8			1
23	Hour	U8			1
24	Minute	U8			1
25	Second	U8			1
26	Centisecond	U8	10ms		1
27、28	Airspeed	U16	0.5m/s		2
29、30	Satellite Ground	U16	0.5m/s		2
	Speed				
31	Checksum	U8		Sum from the 0th byte and take the least significant 8 bits.	1
	Total				32

Table 4 Target Latitude-Longitude Information

Data source		Controller							
De	stination		DYT						
Transmis	sion Frequency	Transmit peri	odically at a fi	requency of 1 to 60 Hz, determined by the aircraft's latitude-longitude	and laser				
				ranging frequency.					
Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied				
0	Sync Word 1	U8		0xEE	1				
1	Sync Word 2	U8		0x18	1				
2~5	Latitude	Int32	10^-7°		4				
6~9	Longitude	Int32	10^-7°		4				
10、11	Altitude	S16	0.2m		2				
12、13	Relative Height	S16	0.2m		2				
14	Year	U8		+2000	1				
15	Month	U8			1				
16	Day	U8			1				
17	Hour	U8			1				
18	Minute	U8			1				



19	Second	U8			1
20	Centisecond	U8	10ms		1
21~30	Reserved				10
31	Checksum	U8		Sum from the 0th byte and take the least significant 8 bits.	1
	Total				32

Table 5 Single Status Return

Е	Data source			Controller		
Г	Destination			DYT		
Transm	ission Frequency			Trigger transmission		
Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied	
0	Sync Word 1	U8		0xEE	1	
1	Sync Word 2	U8		0x19	1	
2	Corresponding	U8		The control code corresponding to this status	1	
	Control Code					
3	Parameter Length	U8		N	1	
4~N+3	Parameter			When N is 0, there is no parameter	N	
N+4	Checksum	U8		Sum from the 0th byte and take the least significant 8 bits	1	

When the control code is 0x3a "digital guidance", the parameter length is 2.

Then the control code is oned digital guidance		, the purumeter rengen is 20			
Byte Sequence Number	Parameter Name	Data Type	Unit	Explanation	Bytes Occupied
4	Digital Guidance Command	U8		0x00: Exit Geographic Tracking 0x01: Geographically Track the Current Field of View Center Position 0x02: Geographically Track a Specified Position 0x0a: Calibrate Based on Known Targets	1
5	Status	U8		0 indicates success, and 1 indicates failure.	1

When the control code is 0xb0 "Lifting Control", the parameter length is 1.

Byte				Bytes
Sequence	Parameter Name	Data Type	Explanation	Occupied
Number				Occupied

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			0 indicates stop, 1 indicates ascent, 2 indicates descent, 3 indicates	
4	Lifting Status	U8	ascent in place, 4 indicates descent in place, and 0xff indicates an	1
			error.	

Table 6 SEI Information

		Table 6 S	EI Informat	ion		
	Data source			Pod Video		
	Destination	Video Transmission				
Trai	nsmission Frequency			30Hz		
Byte Sequer Number		Data Type	Unit	Explanation	Bytes Occupied	
0	Sync Word 1	U8		0xEE	1	
1	Sync Word 2	U8		0x16	1	
2	Status Information Feedback 1	U8		Bits 7-6: Tracked video source 00: Visible light 1 01: Visible light 2 10: Infrared 1 11: Infrared 2 Bits 5-4: Tracking algorithm type 00: Adaptive 01: Personnel 10: Vehicle 11: Building Bit 3: Target automatic prompt 1: On 0: Off Bit 2: Target tracking status 1: Locked 0: Searching Bits 1-0: Spare	1	
3	Status Information Feedback 2	U8		Bit7: Image enhancement 1: On 0: Off Bit6: Reserved Bit5: Storage 1: On 0: Off Bit4: Reserved Bit3: Motor status 1: On 0: Off Bit2: Follow mode 1: On 0: Off	1	



				_	
				Bit1: Spare	
				Bit0: Spare	
4	Zoom Magnification	U8	0.1x	Combined with bits 0-3 of byte 5 to	1
	Low 8 Bits		0.1X	form a u16.	
5				Bits 7-6: Displayed large screen	1
				Bits 5-4: Displayed small screen	
				00: Visible 1 (Zoom/Forward View)	
				01: Visible 2 (Wide-Angle/Side	
	Abnormal Information	U8		View)	
				10: Infrared 1	
				11: Infrared 2	
				Bits 0-3: High 4 bits of zoom	
				magnification.	
6, 7	Target Miss Distance	S16	0.05°	It represents the horizontal and	2
7	X-axis Offset Angle	510	0.03	vertical deviations of the locking	
8、9				point, with the image center point as	2
				0.	
				The values correspond to direct	
	Target Miss Distance	016	0.050	physical quantities, and the different	
	Y-axis Offset Angle	S16	0.05°	field angles of visible light and	
				infrared lenses are uniformly	
				calculated by the pod's internal	
				system.	
10、11	Roll Frame Angle	S16	0.01°		2
12、13	Pitch Frame Angle	S16	0.01°	Left is negative and right is positive. Up is positive and down is negative.	2
14、15	Azimuth Frame Angle	S16	0.01°		2
16、17	Reserved				2
18、19	Reserved				2
20、21	Roll Angular Velocity	S16	0.01°/s		2
22、23	Pitch Angular Velocity	S16	0.01°/s		2
24、25	Azimuth Angular Velocity	S16	0.01°/s		2
26、27	Laser Ranging	U16	0.1m	0 indicates invalid.	2
28	Self-Test Result	U8			1
29、30	Reserved				2
31、32	Aircraft Roll Angle	S16	0.01°	Viewing from the tail to the head of the aircraft:	2
33、34	Aircraft Pitch Angle	S16	0.01°	Azimuth angle: Zero when the nose	2
35、36	Aircraft Yaw Angle	S16	0.01°	points due north, positive when the	2
				nose points east of north, and	

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				_	
				negative when it points west of north. Pitch angle: The angle between the nose and the horizontal plane, with zero at horizontal. It is positive when	
				the nose is upward and negative	
				when downward.	
				Roll angle: Zero when the fuselage is	
				horizontal, positive when the aircraft	
				banks to the right, and negative when	
	T 42 1	1 (22	104.70	it banks to the left (send 0 if absent).	
37~40	Latitude	Int32	10^-7°		4
41~44	Longitude	Int32	10^-7°		4
45、46	Altitude	S16	0.2m		2
47、48	Relative Height	S16	0.2m		2
49	Year	U8		+2000	1
50	Month	U8			1
51	Day	U8			1
52	Hour	U8			1
53	Minute	U8			1
54	Second	U8			1
55	Centisecond	U8	10ms		1
56、57	Airspeed	U16	0.5m/s		2
58、59	Satellite Ground	U16	0.5m/s		2
	Speed				
60	Frame Count	U8	0-255		1
61, 62	Reserved		cycle		2
				Start adding from byte 0 and take the	
63	Checksum	U8		lower 8 bits.	1
	Total				64

2.3 Network Control

When network control is required, establish a TCP connection to port 2000 of the pod. The TCP protocol is encapsulated based on the above-mentioned protocol, while the protocol returned by the pod remains unchanged as described above.

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Byte Sequence Number	Name	Content	Explanation
0	Frame Header	0xeb	
1	Frame Header	0x90	
2	Data Length	N	U8 type, where N is the data length.
3~2+N	Data	EB 90	
3+n	Checksum		Start accumulating from the 3rd byte and take the lower eight bits.

Example: eb 90 10 eb 90 2b 00 00 00 00 00 00 00 00 00 00 00 00 a6 4c (4c is the checksum, starting accumulation from the second eb)

Where: eb 90 2b 00 00 00 00 00 00 00 00 00 00 00 00 a6 is the valid data (a6 is the checksum, starting accumulation from eb)

DYT HOST COMPUTER SOFTWARE OPERATION INSTRUCTIONS

1. Connection Schematic Diagram

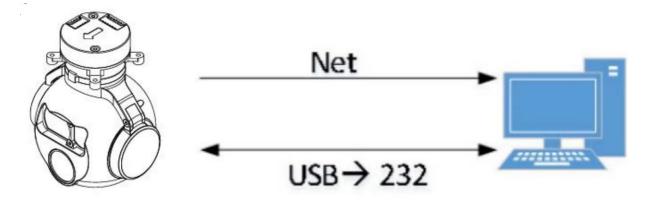


Figure 1 Test Connection Schematic Diagram

2 Pre-power-on Preparations

- 2.1 Pre-power-on Preparations
- 1) Please install the pod in a suspended manner as shown in Figure 2.
- 2) Connect the wires according to the correct wiring sequence.
- 3) Use a USB-to-232 cable and a network cable to connect the pan-tilt to the computer.
- 4) Check the power supply voltage, then power on.

3 Operation of the Host Computer

3.1 Power On

Turn on the control software and connect the pod's video source and control interface to the computer according to requirements.

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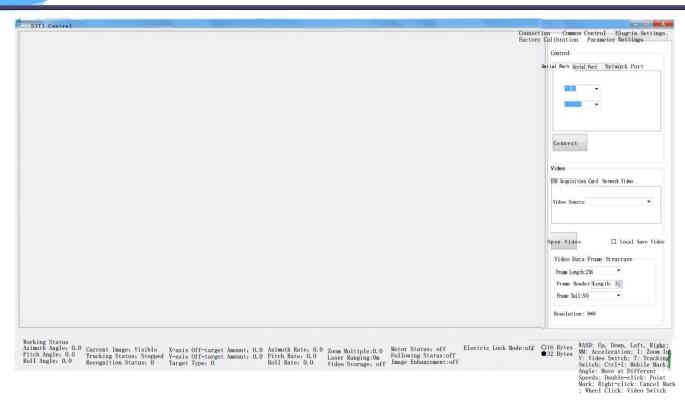


Figure 3 Open Interface

3.1.1 Control Interface Connection

The control interface supports serial port control or network port control.

For serial port control: As shown in Figure 4-1, select the "Serial Port" tab, click the serial port drop-down list, select the corresponding serial port number of the pod, and click "Connect".

For network port control: As shown in Figure 4-2, select the "Pod Network Port" tab, enter the pod's IP, check "Add EB90", and click "Connect".

After a successful connection, the pan-tilt status will be updated in real time at the lower left corner.



Figure 4-1 Serial Port Connection



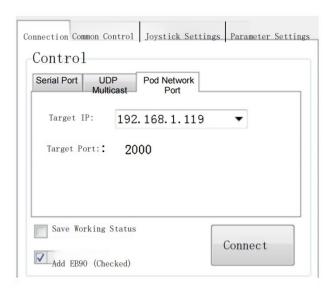


Figure 4-2 Network Port Connection

3.1.2 Turn on Video

The host computer supports two video input methods: USB capture card input and network input.

- 1) Make wiring according to the input method (completed before power-on).
- 2) As shown in Figure 5-1 and Figure 5-2, select the corresponding tab according to the input method.
- 3) Enter the video source for USB capture card input or the video stream address for network input.
- 4) Click the "Turn on Video" button (wait for a few seconds; if the connection is successful, the pan-tilt live video will be displayed in the video window).

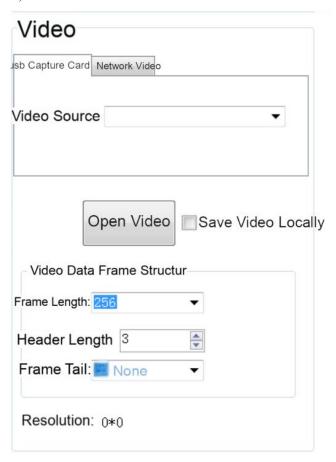


Figure 5-1 USB Capture Card Input



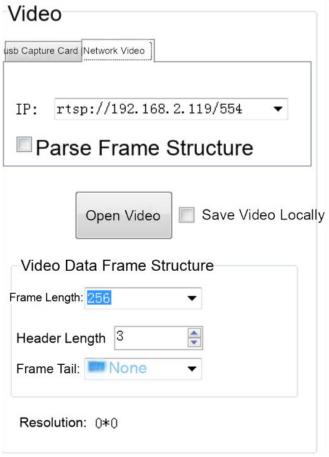


Figure 5-2 Network Input

3.2 Common Controls

3.2.1 Pod Rotation

Table 1

No.	Button/Input Box	Functions
1	Up/Down/Left/Right/Stop	Control the rotation direction of the pod.
2	Center	Rotate the pod to the zero position.
3	On/Off Motor	Control the power on/off of the motor.
4	Azimuth Follow/Stop Following	Control whether the pod's azimuth axis follows the aircraft's rotation.
5	Specified Angle	Control the pod to rotate to a specified angle (values in the azimuth and pitch input boxes).

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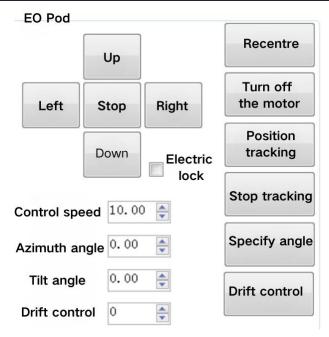


Figure 6 Pod Rotation Control

3.2.2 Target Tracking

Table 2

No.	Button/Input Box	Functions
1	Double-click in the video	Track a specified target.
2	Right-click in the video	Cancel tracking.
3	Start tracking	Directly track the target at the center of the video.
4	Stop button	Cancel tracking.
5	Turn on/off person-vehicle recognition	Turn on or off the person-vehicle recognition function.
6	Automatic recognition to tracking	Retain.
7	Semi-automatic tracking	Suitable for tracking person-vehicle targets, and the tracking process will be corrected according to the recognition algorithm.
8	Traditional tracking	Traditional tracking algorithm that does not recognize targets.

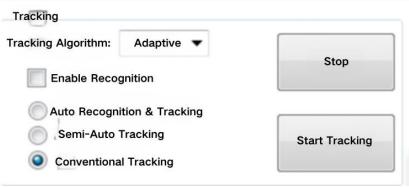


Figure 7 Target Tracking



3.2.3 Image Display

There are mainly two types of display screens: visible light and infrared. Among them, infrared has two colors: white hot and black hot, and digital zoom can be performed on both visible light and infrared respectively.

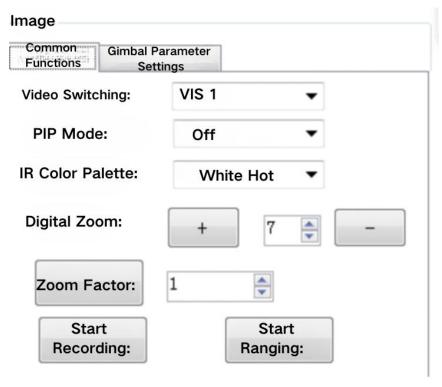


Figure 8 Image Display Control - Common Functions

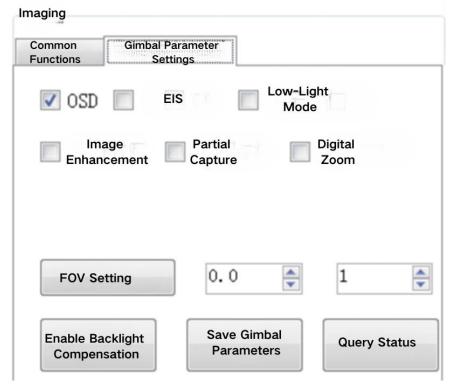


Figure 9 Image Display Control - Movement Parameter Settings



Table 3

No.	Button/Input Box	Functions
1	OSD (On-Screen Display)	Turn on or off the OSD (On-Screen Display) of the screen.
2	Electronic Image Stabilization	Enable or disable electronic image stabilization (supported by some pods).
3	Low-Light Mode	Activate low-light mode when the illumination is dim.
4	Image Enhancement	Activate image enhancement mode when there is fog.
5	Local Image Capture	Retain.
6	Electronic Zoom	Enable or disable electronic zoom (supported by some pods).

3.2.4 Laser Ranging

As shown in Figure 8, clicking the "Start Ranging" button enables the laser ranging function. The measured values can be viewed in the parameter display area, as shown in Figure 10.

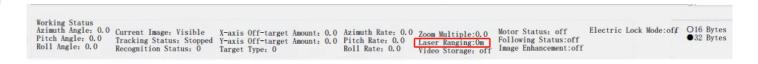


Figure 10 Laser Ranging Parameter Display Area

3.3 Common Issues

3.3.1 Finding the Serial Port Number

Right-click the "Computer" icon, select "Properties", click Device Manager, and the interface shown in Figure 11 will appear. In general, the selected serial port number is the one that refreshes after inserting the connection cable (or port number). Double-click "Ports (COM & LPT)", and the refreshed USB port is the selected port.



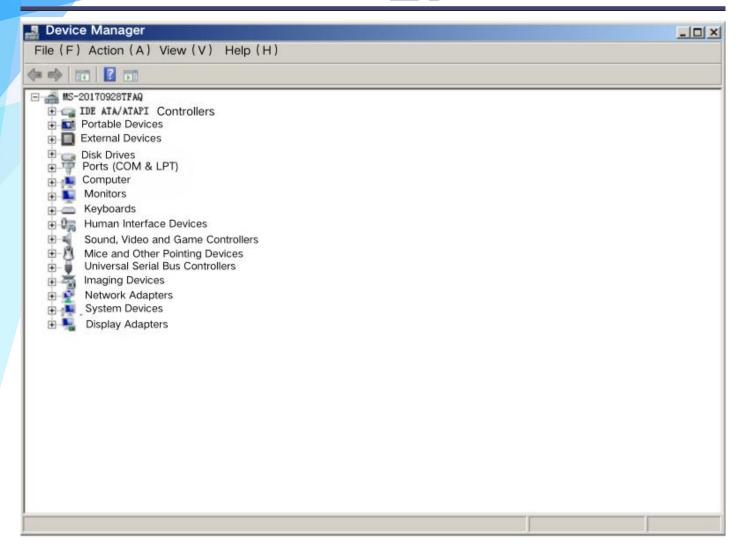


Figure 11 Device Manager

3.3.2 No Network Video Output

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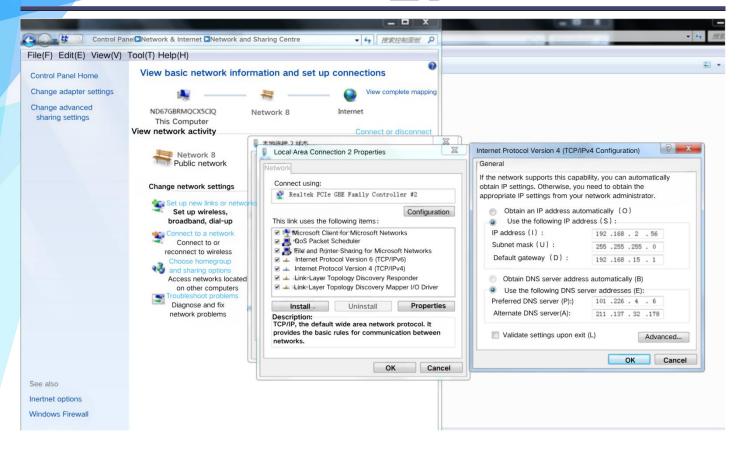


Figure 12 IP Address Modification

- 1) On the computer, open "Control Panel" → Network and Internet → "Network and Sharing Center";
- 2) Click the "Local Area Connection" icon → "Properties", then double-click "Internet Protocol Version 4 (TCP/IPv4)";
- 3) Ensure that the computer's IP address is in the same network segment as the video stream address. For example, if the video stream address is rstp://192.168.2.119/554, the computer's IP address can be set to 192.168.2.56;
- 4) Turn off the firewall;
- 5) Click the "Open Video" button on the host computer, and the imaging video will be displayed on the right side of the host interface.

PRECAUTIONS FOR USE AND MAINTENANCE

- 1. The daily maintenance tasks for operators are limited to replacing or inspecting cables, performing routine cleaning, and conducting functional checks to ensure the instrument remains in good technical condition.
- 2. Do not open the casing without authorization. There are no user-repairable components inside the machine. When a system failure occurs, the manufacturer's technical personnel should locate the fault before proceeding with repairs.
- 3. If the product is stored for a long period or not in use, it should be kept in a cool and dry environment.
- 4. When inserting user interface connectors, ensure they are aligned correctly before insertion. Do not pull directly on the cable when plugging or unplugging the connector.
- 5. All parameters of the product are debugged before leaving the factory. Unless otherwise specified, it is recommended to use the recommended configuration parameters.
- 6. If used on an aircraft, the overall performance is affected by the aircraft's weight, power system, flight control system, and user settings. Users must possess considerable professional capabilities and must debug the product to the approved performance before field use.
- 7. Under no circumstances should the thermal imaging lens be directed directly at the sun.



- 8. The SD card should be removed when the system is powered off.
- 9. Keep the front lens clean and free of debris.
- 10. The first four seconds after the pod is powered on are for automatic gyro calibration. During this period, keep the pod as stable as possible without vibration; otherwise, the gyro data from the last startup will be used. If the pod drifts, restart it or send a gyro calibration command.
- 11. The control software must run on a 64-bit system computer.

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