

Technocrane Tracking

Each Plus crane (Supertechno+, Technocrane or Technodolly) works with absolute encoders. As a result, the cranes know the position of the camera in space (x, y, z) and the viewing direction of the camera as well as the angle of view (zoom) and the focus value.

COMMISSIONING WITH AN UNREAL RENDER ENGINE

1

Install the Live Link FreeD plug-in for Unreal Engine at

<https://docs.unrealengine.com/5.3/en-US/live-link-freed-in-unreal-engine/>

2

Connect the crane and the PC.

The Technocrane and the PC running Unreal Engine have to be on the same local network (LAN). Plug in the cable.



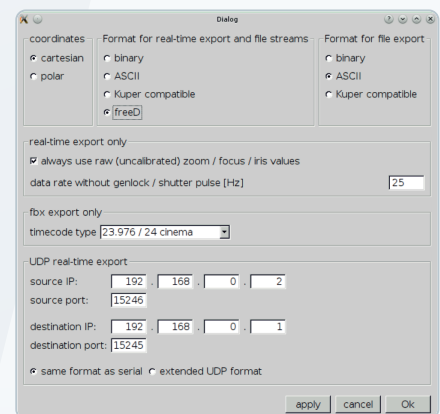
NETWORK CONNECTOR AT TECHNOCRANE

3

Set the Source IP and Destination IP.

On the Technocrane Touchscreen-Computer, enter the Source IP and Destination IP addresses of the render engine in the menu under **Settings / Tracking Data**.

Activate the **Live Link FreeD** protocol. You may need to change the port.

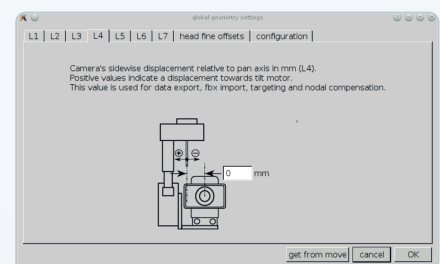


SETTING OF DESTINATION IP

4

Enter the camera position.

On the Technocrane computer, enter the position of the camera on the crane under **Settings / Geometry Settings (L1 – L8)**.



ENTER THE VALUES INTO MASKS L1 – L8

This completes the settings.