

# G2 Camera Control (v4l2-ctl, ioctl)

29.06.2017

V4L2 devices are controlled by ioctl calls. You can use either the command line tool v4l2-ctl to get/set the camera parameters or use ioctl calls directly from source code.

## v4l2-ctl

### Basic commands:

#### List all formats the device is capable of

```
v4l2-ctl -d /dev/video0 --list-formats-ext
```

#### List all controls a device offers

```
v4l2-ctl -d /dev/video0 -l
```

#### Get the value of a specific control

```
v4l2-ctl -d /dev/video0 -C control_name ( e.g. v4l2-ctl -d /dev/video0 -C gain )
```

#### Set the value of a specific control

```
v4l2-ctl -d /dev/video0 -c control_name=value ( e.g. v4l2-ctl -d /dev/video0 -c gain=104 )
```

## The control parameters

The control parameters are currently directly linked to camera registers and have therefore non human readable values, this might change in further releases

| control name   | description                    | notes                                                                                                                                                                                                  |
|----------------|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| coarse_time    | the exposure time              | exposure time is given in line time, see formula below for conversion in second<br><br>for resolution 4320x2160:<br>$\text{coars\_time} = \text{exposure\_time\_in\_seconds} / (4320.0 / 317400000.0)$ |
| gain           | analogue gain                  | gain is given in multiples of 52                                                                                                                                                                       |
| group_hold     | unused                         |                                                                                                                                                                                                        |
| bypass_mode    | bypass camera pipelin          | setting this control will freeze the stream. Unfreezing is NOT possible at the moment                                                                                                                  |
| hdr_enable     | enables On-Chip HDR synthesis  |                                                                                                                                                                                                        |
| focus_absolute | set the focus of the g2 module | only usable when a g2 module is used                                                                                                                                                                   |

|                            |                                                         |                                                                                                                                                                                                |
|----------------------------|---------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| binning_x<br>binning_y     | set the binning factor in horizontal/vertical direction | debug parameter. Do not set this control manually. Binning is implicit used when setting the camera format                                                                                     |
| summed_binning             | use binning in summed mode                              | pixels are added instead of averaged when this mode is enabled                                                                                                                                 |
| roi_start_x<br>roi_start_y | move the sensors ROI                                    | when a resolution is set that does not cover the whole sensor, the ROI can be moved within the given boundaries                                                                                |
| delayed_start              | enable this control to pause the sensor after starting  | unlock the stream by executing the following command (as root):<br><br>echo "0x100 0x1" > /sys/kernel/debug/g2_a/d<br><br>replace g2_a with g2_b, g2_c, ... to unlock the corresponding sensor |

## Using ioctl form source code

All commands use the v4l2\_control structure (<https://linuxtv.org/downloads/v4l-dvb-apis/uapi/v4l/vidioc-g-ctrl.html>) and the ioctl() (<http://man7.org/linux/man-pages/man2/ioctl.2.html>) function.

In addition a file-descriptor for the device to control is needed and the ID of the control to manipulate.

See following example to how getting and setting a parameter works:

### get a v4l2 control value

```
// Define IDs of exposure and gain control
unsigned long IOTCL_GAIN = (0x9A0000 | 0x2000) + 10;
unsigned long IOTCL_EXP = (0x9A0000 | 0x2000) + 1;

// Open the file descriptor with read/write access
int iFD = open("/dev/video0", I_RDWR)

// Create a v4l2_control struct
v4l2_control xCtrl;

// Set the id we want to read
xCtrl.id = IOTCL_GAIN;

if (ioctl(iFD, VIDIOC_G_CTRL, &xCtrl) == -1)
{
    // Handle error here
}

// Do something with the value received
int iValue = xCtrl.value;

// Close the file descriptor
close(iFD);
```

### set a v4l2 control value

```
// Define IDs of exposure and gain control
unsigned long IOTCL_GAIN = (0x9A0000 | 0x2000) + 10;
unsigned long IOTCL_EXP = (0x9A0000 | 0x2000) + 1;

// Open the file descriptor with read/write access
int iFD = open("/dev/video0", I_RDWR)

// Create a v4l2_control struct
v4l2_control xCtrl;

// Set the id we want to read
xCtrl.id = IOTCL_GAIN;
// Set the new value of the control here
xCtrl.value = 104;

if (ioctl(iFD, VIDIOC_S_CTRL, &xCtrl) == -1)
{
    // Handle error here
}

// Close the file descriptor
close(iFD);
```