IN DEVELOPMENT

Stellix Mission Control

Every PTZ camera in the building, from one browser page

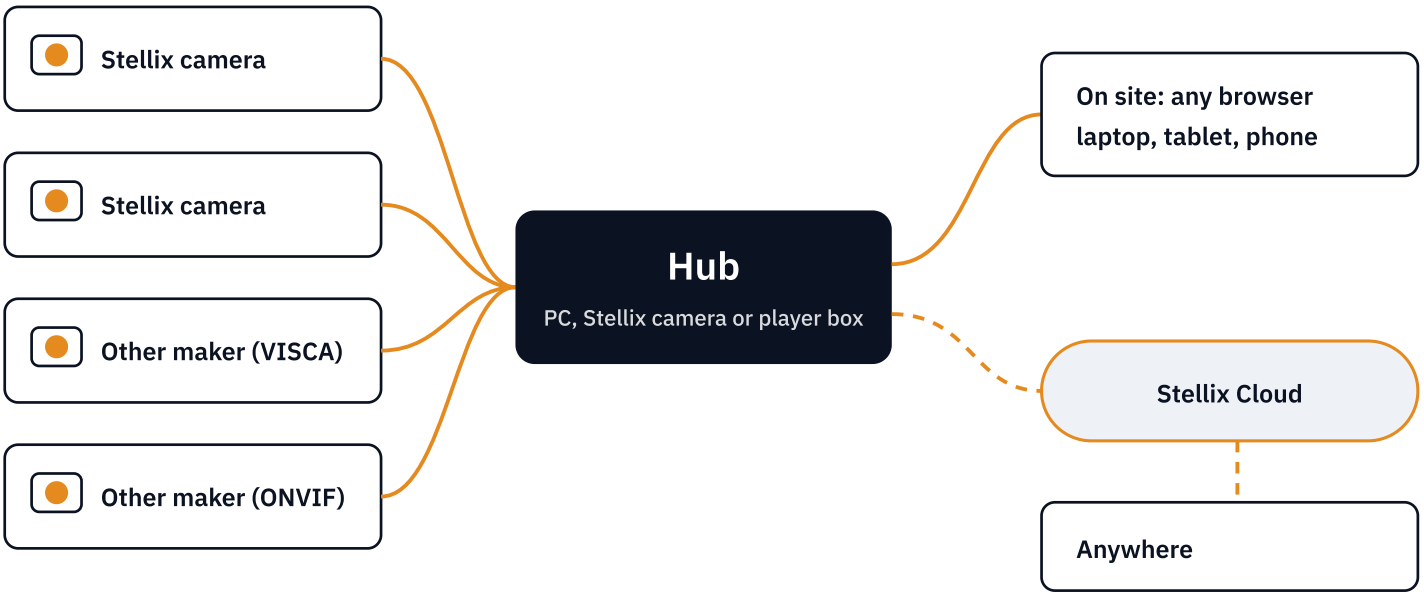

Illustration: the hub drives the cameras; browsers on site open it directly, browsers anywhere else through Stellix Cloud.

Every camera, one page

Stellix cameras and most other makers' PTZ cameras.

On site, in any browser

A PC, a Stellix camera or our player box runs it.

Tracking free

On every Stellix camera, never limited by plan.

> Local use free, for churches, schools and every venue: no account, no subscription.

What it is

IN DEVELOPMENT

Stellix Mission Control will put every PTZ camera in the building on one browser page: Stellix cameras, and most other makers' cameras through VISCA and ONVIF. It finds the cameras on the network and shows, for each one, which of its features have been tested. Use it on site, or from anywhere with a Stellix Cloud account.

Where it runs

IN DEVELOPMENT

The hub runs on a PC (Windows, macOS or Linux), built into a Stellix camera, or on our player box. Operators open a browser on a laptop, tablet or phone on the site network: nothing to install. With the internet down, control, tracking, presets and alerts keep working on site.

A PC: Windows, macOS or Linux	Built into a Stellix camera	Our player box

Free for churches and schools

IN DEVELOPMENT

Local Stellix Mission Control will be free for every venue: any number of cameras, operators and viewers on your site, every local feature, offline too, with no Stellix Cloud account and no subscription.

The operator page IN DEVELOPMENT

- The camera wall: every camera as a tile with its name, on-air state and health, or one camera large with the others in a strip.
- Hold to drive, with a safety stop: the camera moves only while you hold, and stops when you let go or the page loses focus.
- Click to centre and draw a box to frame; smooth moves where every axis starts and stops gently and arrives together.
- Presets with thumbnails, in groups; scenes that move several cameras at once and arrive together.
- Keyboard shortcuts, gamepads and IP joysticks (VISCA over IP).
- Tablets and phones too; English and 中文; dark and light.

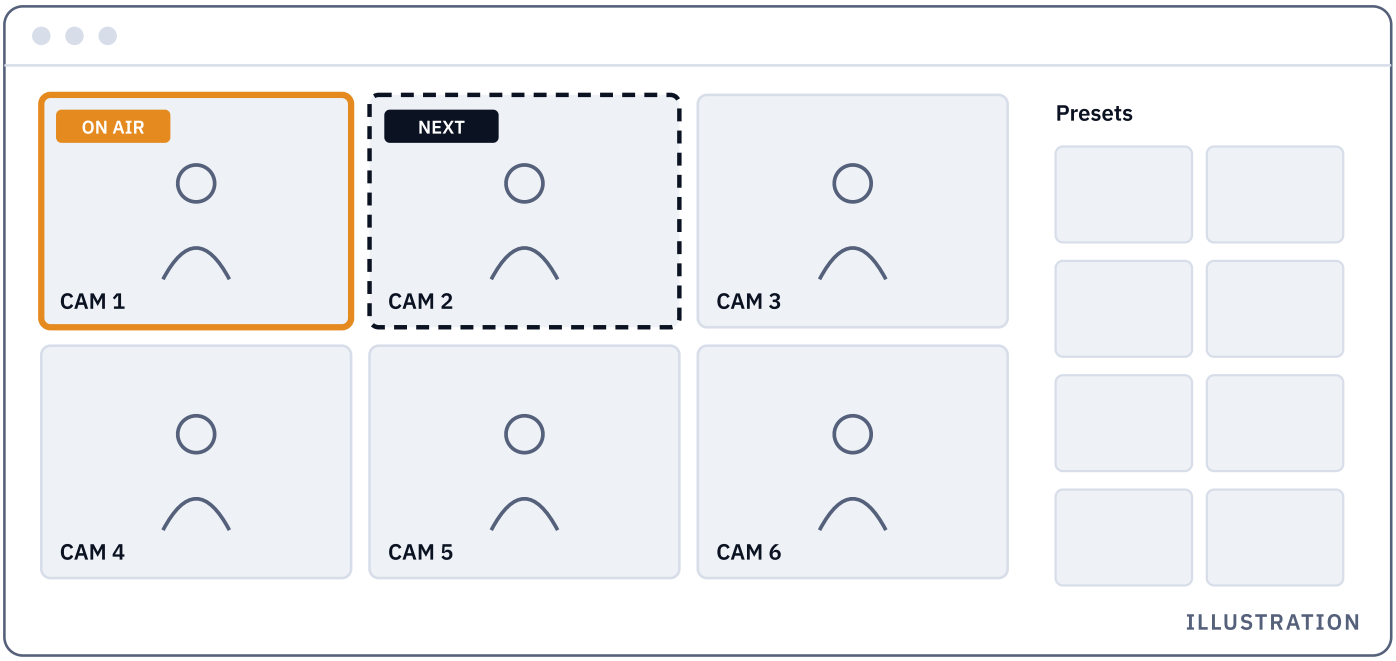

Illustration of a planned screen: the camera wall.

AI tracking control IN DEVELOPMENT

- Pick the person: tap them on the picture.
- A lock that keeps its person through a loss, and picks them up again.
- Runs on the camera or the player box: no PC, and no page has to stay open.
- A joystick move pauses tracking, which then resumes.
- Free on Stellix cameras, on every plan. Tracking itself ships today in every Stellix camera.

Preflight IN DEVELOPMENT

Automatic camera calibration per model. Each camera shows whether it is calibrated for that unit or for its model, and when it needs Preflight again; click-to-centre and box framing use the result to land where you pointed.

Telemetry IN DEVELOPMENT

Plain-language alerts, each with what to do, kept with their history on the hub and, through Stellix Cloud, sent by email.

Camera offline	Check its power and network cable; it comes back by itself.
Wrong camera login	Enter the camera's current login.
Disk filling	Move or delete recordings.
Tracking lost its person	Pick the person again.

Countdown IN DEVELOPMENT

Tally and on-air plus a show clock. Program and preview from your switcher show on every tile and on the camera's own lamp, and a camera on air gets a guard: drive speed capped, cuts turned into smooth moves, risky actions refused until it is off air. The show clock counts down to the service, the game or air, and timed actions run at their moment: for example, at the start recall a scene, start recording, start the stream and turn tracking on. Every operator sees the same clock; a timed action follows the same rules as an operator's, a refused one is shown, and every action is logged.

Outputs and recording IN DEVELOPMENT

- NDI|HX, RTSP, SRT and RTMP set and started from the page, with no time limit.
- Recording per camera with no length cap.
- Tally from vMix and OBS first.
- On a Stellix camera, outputs and recordings keep running when the page or the hub goes away.

LED-wall calibration with a PTZ camera IN DEVELOPMENT

The camera that streams your service or your game will also keep your LED wall and video scoreboard even: it photographs the wall, measures every LED in red, green and blue, and per-LED correction goes to the wall's NovaStar receiving cards. A fault map lists dead, weak, hot and stuck-on LEDs. It has not yet been run end to end on a real wall, and no accuracy figures are published until it has been measured on real walls.

Stellix Cloud IN DEVELOPMENT

- Remote control and video, from anywhere.
- Roles per site: owner, admin, operator, viewer.
- Invites by email or link, and access that expires when you set it to.
- Support access for 24 hours, switched on by you and revocable.
- An audit log of who changed what, and email alerts.

Stellix Cloud plans IN DEVELOPMENT

Planned pricing, subject to change

Plan	Price	Cameras remote at once	Users	Remote video a month
Launch	Free	1	3	5 GB
Mission	$25 a month or $270 a year	3	5	60 GB
Fleet	$99 a month or $999 a year	8	10	250 GB
Organisation	From $3,000 a year	Unlimited	25 per site	Pooled

- Local use is free and unlimited on every plan.
- AI tracking is never limited by plan; recording has no length cap.
- Beyond the allowance: $0.40 per GB on Mission, $0.35 per GB on Fleet, from $0.35 per GB on Organisation; on Launch remote video pauses until the month resets, and local use carries on.

STELLIX

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