AD TOUCH TRACKER® 16

System Operator's Manual

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SOFTWARE LICENSE AGREEMENT

A Software License Agreement appears in Appendix B of this manual. Please read it carefully. Using the AD TOUCH TRACKER 16 system software indicates that you accept the terms and conditions of this agreement.

Table of Contents

Before You Begin

The AD TOUCH TRACKER 16 System Operator's Manual provides detailed information about the AD TOUCH TRACKER 16 features, operation, and application. It explains the procedures that you will perform when using the system. It is designed to be a continuing source of information and reference as you use your AD TOUCH TRACKER 16 system.

In This Chapter

- How To Use This Manual
- Text Conventions
- Related Documents
- Support Services
- Cleaning the TOUCH TRACKER

How To Use This Manual

This manual is organized as follows:

- Chapter 1: *About Your AD TOUCH TRACKER 16* describes what the AD TOUCH TRACKER 16 does and its use. It also identifies the system's different modes of operation, provides a brief overview of the TOUCH TRACKER, and describes the equipment installed and used with the system.

- Chapter 2: *Monitor Display Formats,* describes the different formats in which you can display video on the monitor, depending on whether you are connected to a quad splitter or a multiplexer.

- Chapter 3: *Controlling Cameras and Their Outputs*, discusses how you use the TOUCH TRACKER to control cameras—both manually and automatically. It also describes how to toggle the state of a dome output, and how to clear a dome alarm.

- Chapter 4: *Defining Automatic System Functions,* provides procedures on how to set up those system functions (such as Quick Views and Patterns) that the user can initiate, as well as those system functions (such as dome alarms) that happen automatically.

- Chapter 5: *TOUCH TRACKER Utilities,* describes those system utilities that are started from the menu, and provides instructions on how to use those utilities.

- Appendix A: *Programming Worksheets,* contains worksheets that will make the task of programming your AD TOUCH TRACKER 16 system easier. There are worksheets provided for programming Quick Views, Patterns, and the Sequence. There is a worksheet for setting up the alarms. There are also worksheets that indicate which inputs and outputs are connected to which domes.

Text Conventions

This book uses text in different ways to identify different kinds of information.

italics	used for terms specific to TOUCH TRACKER 16, items that you select from the LCD menu, and text that requires emphasis
`monospace`	used for LCD messages and prompts
bold	used for names of buttons on the keypad, for example, **Seq**

Note   Special notes appear inside a box like this one.

Related Documents

Other sources provide supplemental information about the AD TOUCH TRACKER 16; these sources serve to enhance your understanding of the system and its applications.

- The User's Quick Guide (document number 8000-1011-02) provides quick reference information about some of the procedures that are described in detail in this manual. It should be used as a supplement to—not in place of—the information covered in this manual.

- Some AD TOUCH TRACKER 16 systems are installed with a quad splitter. The quad splitter's features can supplement the functionality of your system. The documentation that was provided with your quad splitter offers programming and operation information for that unit.

- Some AD TOUCH TRACKER 16 systems are installed with a multiplexer. The multiplexer's features can supplement the functionality of your system. The documentation that was provided with your multiplexer offers programming and operation information for that unit.

- Some AD TOUCH TRACKER 16 systems are connected to a VCR. The documentation that was provided with your VCR offers programming and operation information for that VCR.

Contact your sales representative if you need additional copies of the AD Touch Tracker 16 Operator's Manual or any other support documentation. The document number for this manual is 8000-1009-02; use this number when ordering the manual.

Support Services

A variety of support services are available to help you get the most from your AD TOUCH TRACKER 16 system.

If you have a question about system operation, and you cannot find the answer in this document, consult with your Supervisor. If your question has not been answered, you can contact the AD/Sensormatic CCTV System Division at 800-442-2225 (or 914-348-3479).

Getting System Training and Consultation Services

For system training, contact your local Manufacturer's Representative or AD/Sensormatic CCTV Systems Division Application Engineering Department at 800-923-2288 (or 914-624-7655).

C H A P T E R   1

About AD TOUCH TRACKER 16

In This Chapter

- Understanding Your AD TOUCH TRACKER 16 System
- AD TOUCH TRACKER 16 Features
- AD TOUCH TRACKER 16 Equipment
- An Overview of the TOUCH TRACKER
- Modes of Operation

Understanding Your AD TOUCH TRACKER 16 System

This manual describes those features that are available to you as an AD TOUCH TRACKER 16 operator, and it provides instructions for using these features. It is up to you, however, to assimilate these features and apply them in your specific environment.

Every site and situation has different concerns, capabilities, and vulnerabilities. Understanding how your AD TOUCH TRACKER 16 system works will enable you to address these concerns and overcome these vulnerabilities.

Use this manual to learn how to customize your system to meet the needs of your environment. Most importantly, get comfortable using the system. The more familiar you are with the system's features and functions, the better you will be able to secure your site. Once you become comfortable using the system, you will find it a valuable—and time-saving— security and management tool.

AD TOUCH TRACKER 16 Features

The AD TOUCH TRACKER 16 system enables you to oversee activity throughout your facility *as it happens*. This powerful overview allows you to document activity and can help you to prevent unwanted activity from taking place.

The system can include either one or two camera controllers, called TOUCH TRACKERs. These TOUCH TRACKERs can control cameras simultaneously, and enable two users to operate the system concurrently. As an alternative, a single user could control both TOUCH TRACKERs at the same time for two-handed operation.

Features available to AD TOUCH TRACKER 16 operators are:

- The ability to manually call up video from individual cameras, one at a time by using a compatible quad splitter or multiplexer

- The capability to display video from up to four cameras on one monitor simultaneously in a 2x2 format by using a quad splitter

- The capability to display video from up to 16 cameras on one monitor simultaneously in a 2x2 format, 3x3 format, or 4x4 format by using a multiplexer

- The capability to single-handedly control a camera's panning and tilting movements, as well as its zoom, focus, and iris commands

- An "Apple Peel" feature that allows a SpeedDome to run a default pattern, providing you with complete video coverage of an area

- A SpeedDome "flip" feature that enables you to flip the SpeedDome 180° in the opposite direction it is currently looking

- The ability to define and display *Quick Views*, which are immediate camera call-ups of pre-defined views, with automatic zoom and focus

- The ability to define and run *Patterns*, which comprise a sequential series of pan, tilt, zoom, and focus movements from a single camera

- The capability to incorporate up to 16 of the pre-defined Quick Views and Patterns in a *Sequence*, where the Quick Views and Patterns are automatically displayed one after the other on the Main monitor

- The capability to toggle the state of up to 64 dome outputs which, if hooked up through relays, can control lights, door locks, etc., via the TOUCH TRACKER

- The ability to define up to 64 different alarms; the alarms are triggered by dome inputs, and they automatically call up a pre-defined Quick View, Pattern, or fixed shot and/or initiate a dome output

- The ability to clear alarms via the Main TOUCH TRACKER; the system can store up to four alarms at one time in its queue

- Utilities that can be accessed from the TOUCH TRACKER for the following functions: reset the SpeedDome, swap the zoom and focus buttons, calibrate the TOUCH TRACKER, select a language for the TOUCH TRACKER's LCD display, and designate the Main and Call TOUCH TRACKERs

AD TOUCH TRACKER 16 Equipment

Every AD TOUCH TRACKER 16 system consists of a unique set of equipment. Some equipment is required, while other equipment is optional.

The following figure shows some components typically installed for an AD TOUCH TRACKER 16 system. This simplified illustration gives only a very broad overview of the different types of equipment and how the components connect to one another.

**Programmable and
Non-Programmable Domes**

SensorNet

**Quad Splitter
or Multiplexer**

RS 232

Main Monitor

Call Monitor

**Main
TOUCH TRACKER**

SensorNet

**Call
TOUCH TRACKER**
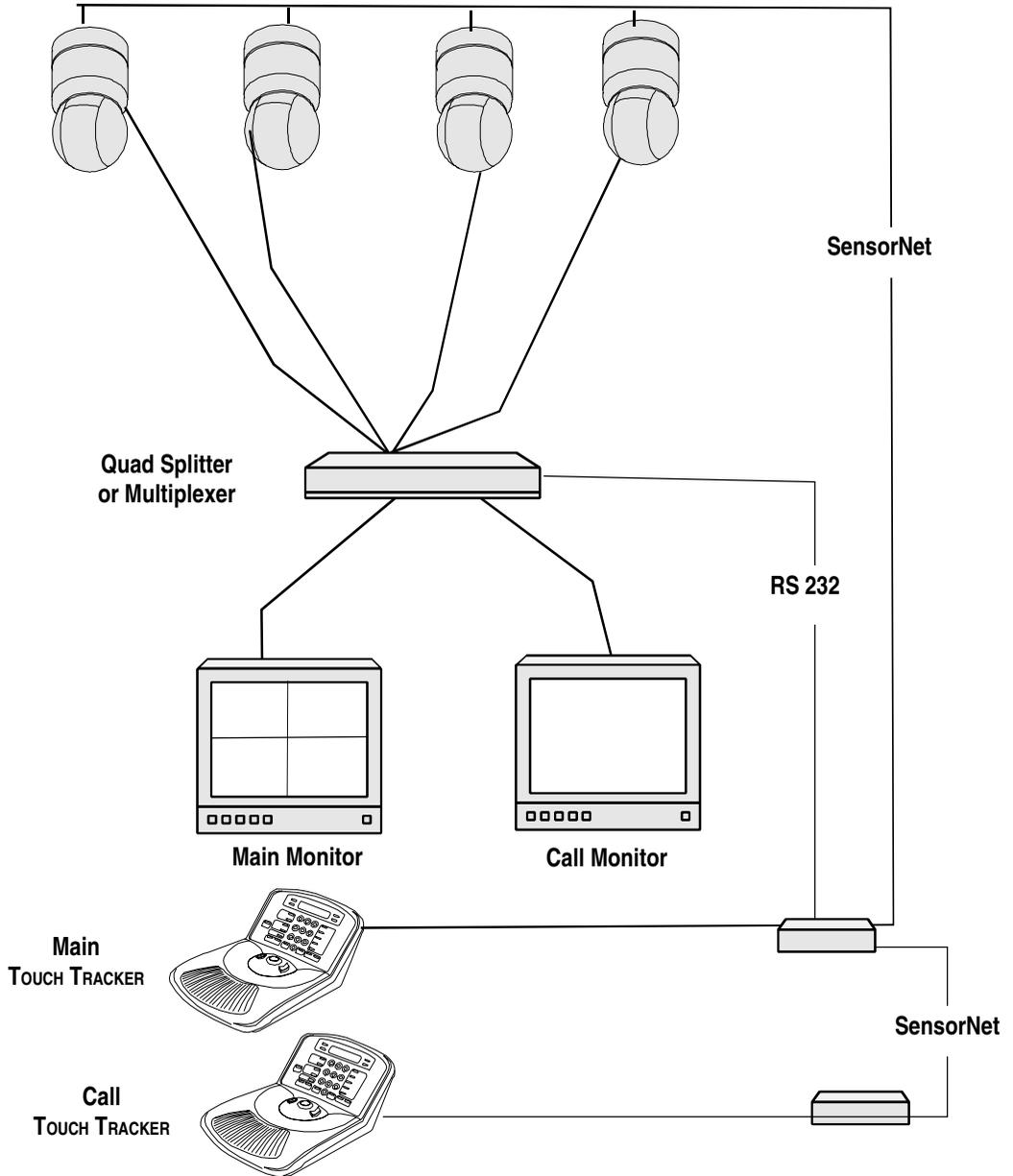
- The system's cameras enable you to monitor activity throughout a facility from a single location. You can see video from up to 16 cameras. The AD TOUCH TRACKER 16 system is compatible with programmable and non-programmable domes, PTZ cameras, and fixed cameras.

- The TOUCH TRACKER is the device you use to select cameras and manually control their movement, as well as adjust their zoom, focus, and iris. The TOUCH TRACKER enables you to perform automated camera operations and clear system alarms. With the TOUCH TRACKER you can access the menu to program automated system functions and use the utilities.

- If there are two TOUCH TRACKERs installed with your system, you must configure one as the Main TOUCH TRACKER and the other as the Call TOUCH TRACKER. The Main TOUCH TRACKER employs all of the functionality described in this manual. The Call TOUCH TRACKER, however, has no programming capabilities, and it cannot select a monitor display format, initiate the Sequence, or clear alarms.

- The video monitor displays the camera's video. You may have only one monitor, you may have two monitors, or you may have a separate monitor dedicated for every camera. If a system contains two monitors, one is referred to as the Main monitor and the other as the Call monitor. The Main monitor displays video in a multiplexed format and is controlled by the Main TOUCH TRACKER. The Call monitor is dedicated for full-screen view only, and its video is controlled by the Call TOUCH TRACKER.

- The Quad Splitter or Multiplexer is the unit that allows video to be displayed in a multiplexed format. The quad splitter enables you to see video from up to 4 cameras simultaneously on one monitor. A multiplexer enables you to see video from up to 16 cameras simultaneously on one monitor.

An Overview of the TOUCH TRACKER

The TOUCH TRACKER, shown here, is a video control station that provides you with easy access to a variety of video control features—from basic camera control to advanced automated functions.
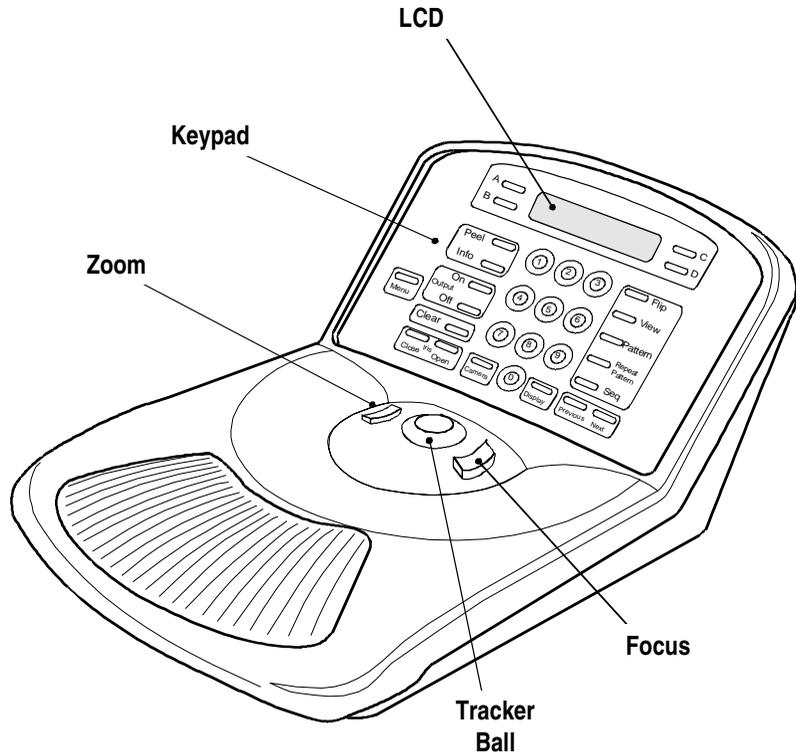
The *Tracker Ball* provides variable speed control of a camera's pan and tilt.

The *zoom* and *focus buttons* enable you to control a camera's zoom and focus. When used with the LCD menu, the zoom and focus buttons allow you to select the menu items displayed on the LCD. According to your own preference, you can designate which button is zoom and which is focus; the configuration shown above is the default button setup.

The *keypad* contains buttons that call up video from individual cameras and control the pre-programmed movement of those cameras. It also contains the buttons for camera iris control, dome output control, and monitor display formats. It also allows you to clear dome alarms from the TOUCH TRACKER keypad.

The *LCD,* located at the top of the keypad, displays the currently selected camera number, Pattern Number, and Quick View number. It enables you to see the numbers you enter from the keypad as you enter them. The LCD displays system prompts and messages; it also displays the menu.

Modes of Operation

The TOUCH TRACKER has four different modes of operation:

- Camera control mode

- Menu/programming mode

- Sequence mode

- Alarm mode

The system functions differently depending upon the mode of operation. Each of these modes is described briefly in this section.

Camera Control Mode

When the TOUCH TRACKER is in the camera control mode, you can:

- Determine the format in which the cameras are displayed on the monitor. (Refer to Chapter 2, "Monitor Display formats")

- Select individual cameras and display their video on the monitor. (Refer to Chapter 3, "Controlling Cameras and Their Outputs")

- Control cameras manually. (Refer to Chapter 3, "Controlling Cameras and Their Outputs")

- Initiate automatic system functions. (Refer to Chapter 3, "Controlling Cameras and Their Outputs")

- Display the ID code for the currently selected dome. (Refer to "Displaying a Dome's ID Code," in Chapter 5.)

In the camera control mode, the currently selected camera number appears on the LCD. If there is a Quick View or a Pattern running, this is also indicated.

In this mode the Tracker Ball functions as the camera pan/tilt controller, and the zoom and focus buttons control the zoom and focus of the currently selected camera.

Menu/Programming Mode

You activate the menu/programming mode by pressing the Menu button on the keypad. When the TOUCH TRACKER is in the menu/programming mode, the LCD displays the available menu selections, and the Tracker Ball functions as a cursor controller, enabling you to scroll through the menu selections.

The zoom and focus buttons enable you to select an item on the menu. There are always two menu items visible at one time on the LCD. Use the left button (the default "zoom" button) to select the item on the top line. Use the right button (default "focus" button) to select the item on the bottom line.

Press this button to select the
top line of the LCD (in this
example "Calibration").
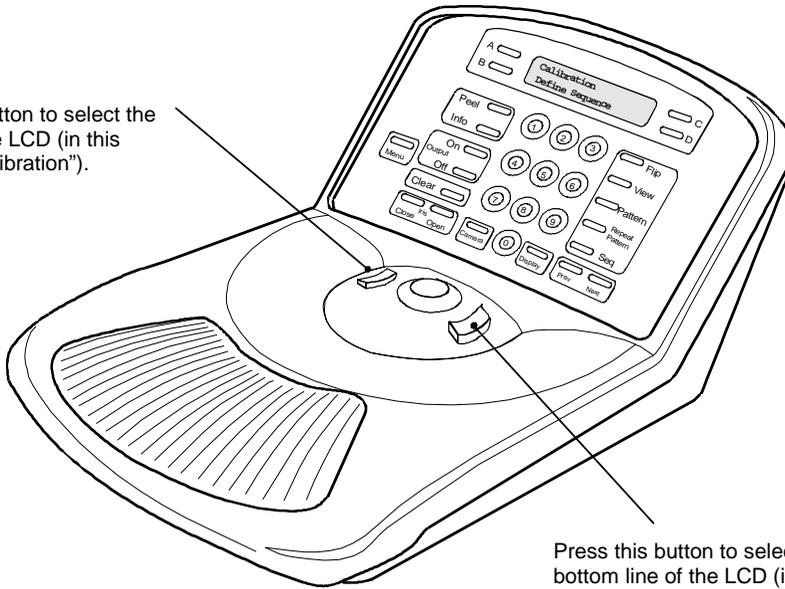
Press this button to select the
bottom line of the LCD (in this
example "Define Sequence").

Tip: You may also use the **A** or **B** buttons on the Touch Tracker to select menu items on the LCD. Use **A** to select the top item on the LCD; use **B** to select the bottom item on the LCD.

The **C** and **D** buttons on the Touch Tracker may be used to scroll through the LCD menu. Use **C** to scroll to the previous menu item; use **D** to scroll to the next menu item.

In the menu/programming mode, you can perform the following activities:

- Program the Quick Views for each programmable dome. (Refer to "Defining Quick Views," in Chapter 4.)

- Program the Patterns for each programmable dome. (Refer to "Defining Patterns," in Chapter 4.)

- Assign the Quick Views, Patterns, and fixed shots to be included in the Sequence. (Refer to "Defining the Sequence" in Chapter 4.)

- Define which inputs will trigger an alarm, and what camera action and/or output initiates when that alarm is triggered. (Refer to "Defining Dome Alarms," in Chapter 4.)

- Indicate which external device your system is connected to: a quad splitter, a 4-camera multiplexer, a 9-camera multiplexer, a 16-camera multiplexer, a PC, or no unit. (Refer to "Designating Which Type of Unit You Are Connected to," in Chapter 2.)

- Tune the Tracker Ball sensor for maximum range of motion. (Refer to "Calibrating the Tracker Ball," in Chapter 5.)

- Reset a SpeedDome if it is not responding as expected to TOUCH TRACKER commands. (Refer to "Resetting a Dome," in Chapter 5.)

- Select from 10 different languages in which to display the LCD text. (Refer to "Selecting a Language," in Chapter 5.)

- Assign the Main and Call TOUCH TRACKERs. (Refer to "Designating Main Versus Call TOUCH TRACKER," in Chapter 5.)

- Swap the functionality of the zoom and focus buttons. (Refer to "Swapping the Zoom and Focus Buttons," in Chapter 5.)

Sequencing Mode

You activate the sequencing mode by pressing the Seq button; this initiates the Sequence you defined in the menu/programming mode.

The Sequence consists of up to 16 of the previously defined Quick Views and Patterns (called *events*). These events run one after the other on the

monitor. The sequencing mode provides you with an unattended surveillance of your facility; it runs continuously until you stop it manually.

When the TOUCH TRACKER is in the sequencing mode, the LCD displays the camera number whose video appears on the monitor. It also displays the event number (1 through 16) of the Sequence is currently displaying. In addition, the LCD displays how many seconds the current event will remain on the screen until it is replaced by the next event.

For more information on the sequencing mode, refer to the section "Running the Sequence," in Chapter 3.

Alarm Mode

Regardless of the current mode of the system, the TOUCH TRACKER will automatically go into the alarm mode when an alarm is triggered. When the alarm mode is active, the TOUCH TRACKER beeps intermittently for 60 seconds if you have Automatic Alarm Acknowledging enabled (or you clear the alarm by pressing the **Clear** button).

You set up the alarms in the programming mode. When you set up an alarm you determine what will trigger the alarm, and what the alarm will do when it is triggered. The following illustration shows an example of the TOUCH TRACKER LCD in the alarm mode.
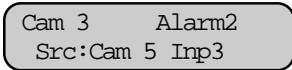
```
Cam 3      Alarm2
 Src:Cam 5 Inp3
```

In the previous example, there are currently two alarms active. The alarm whose information appears on the LCD was triggered by input 3 of camera 5. The video from camera 3 appears on the Main monitor.

For more information on the alarm mode, refer to the section "Clearing System Alarms," in Chapter 3.
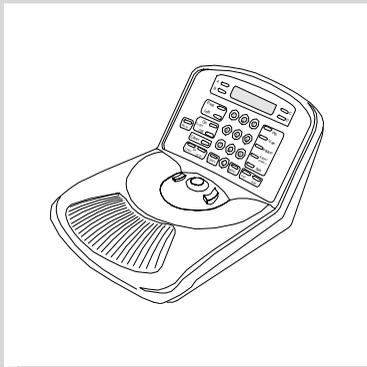
Monitor Display Formats

The AD TOUCH TRACKER 16 system enables you to manually call up individual cameras and display their video in the full-screen format. If your system is connected to a quad splitter or a multiplexer, there are several other display formats available to you.

In This Chapter

- Choosing the External Unit for the TOUCH TRACKER
- Displaying Video with Quad Splitters
- Displaying Video with Multiplexers

Choosing the External Unit for the TOUCH TRACKER

You must assign the correct type of external unit for your TOUCH TRACKER. It may be a quad splitter, a multiplexer, or a PC. If there is no external unit, this must be indicated as well.

I M P O R T A N T

Although the TOUCH TRACKER allows you to select any of the
configurations via this menu, it will only recognize the unit to which it is
actually connected. Make sure you select the configuration that applies to
your setup. If your system is connected to a 16-camera multiplexer, do not
select a 9-camera multiplexer.

To assign the external unit, do the following:

1. Press the **Menu** button on the Main TOUCH TRACKER.

   The menu appears on the LCD. It looks like this:

   ```
   Calibration
   Define Sequence
   ```

2. Use the Tracker Ball to scroll through the selections until "Config
   Devices" is displayed on the LCD.

   ```
   Alarm Actions
   Config Devices
   ```

3. Press the appropriate button— zoom or focus—to select Config Devices.

   Use the following chart to determine your correct configuration.
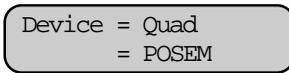
   ```
   Device = Quad
          = POSEM
   ```
   Choose this configuration if your
   TOUCH TRACKER is connected to a
   quad splitter.
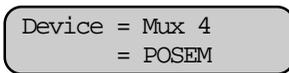
   ```
   Device = Mux 4
          = POSEM
   ```
   Choose this configuration if your
   TOUCH TRACKER is connected to a
   4-camera multiplexer.

```
Device = Mux 9
        = POSEM
```
Choose this configuration if your TOUCH TRACKER is connected to a 9-camera multiplexer.

```
Device = Mux 16
        = POSEM
```
Choose this configuration if your TOUCH TRACKER is connected to a 16-camera multiplexer.

```
Device = PC
```
Choose this configuration if your TOUCH TRACKER is connected to a PC. This selection is used by service personnel only.

```
Device = None
```
Choose this configuration if your TOUCH TRACKER is not connected to any external systems

Note   The Point of Sale Exception Monitoring (POS/EM) interface is a proprietary protocol not supported by the AD Touch Tracker 16.

4. Use the **Next** button to scroll through the list of available choices.

5. When the appropriate configuration appears on the LCD, press the **Menu** button.

Displaying Video with Quad Splitters

Quad splitters give you the ability to see video from up to eight cameras. The video can be viewed from each camera individually (refer to Chapter 3), or it can be displayed in *quad* mode.

When cameras are displayed in the quad mode, you will be able to see video from four cameras at once on the monitor

The camera number appears in the bottom of its respective quadrant on the monitor.
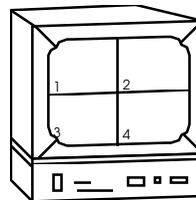
QUAD DISPLAY MODE

Although as many as 8 cameras may be connected to your system, only 4 cameras can be displayed at one time. If your system is connected to a dual page quad splitter, the cameras will be divided into two "pages." Cameras 1 through 4 appear on page one; cameras 5 through 8 appear on page two. To switch back and forth between page one and page two, press the **Display** button on the Main TOUCH TRACKER. Each time you press the **Display** button, you change the monitor display from page one, to page two, to full-screen display.

Regardless of which display format you choose, you will always have control over the camera number appearing on the LCD.

Tip: If your system includes only one monitor, press the **Display** button to put the monitor in the quad display format. Press the number associated with an individual camera to call that camera to the full-screen mode (or select the full-screen display mode via the **Display** button).

If your system includes two monitors, the *Main* monitor will be dedicated for quad display and the *Call* monitor will be dedicated for full-screen

display.

Displaying Video with Multiplexers

Multiplexers allow you to see video from up to 16 cameras at one time. You can either call up these cameras individually (refer to Chapter 3), or you can display the cameras in one of the multiplexed modes. *Duplex multiplexers* allow you to record up to 16 cameras at one time and display the cameras in a multiplexed mode simultaneously. *Simplex multiplexers* will allow you to record up to 16 cameras at one time (while viewing cameras full screen) or display the cameras in a multiplexed mode. In either case, the TOUCH TRACKER provides for control of the camera number appearing on the LCD.

When cameras are displayed in the multiplexed mode, they can be displayed in either a 2x2, 3x3, or 4x4 format, depending on which model of multiplexer is configured for your system. Multiplexers are available in 4-camera, 9-camera, and 16-camera models. The camera number always appears in its respective window on the monitor.

When cameras are displayed in the 2x2 format, you will be able to see video from 4 cameras on the monitor.

This format is available with 4-camera, 9-camera, and 16-camera multiplexers.
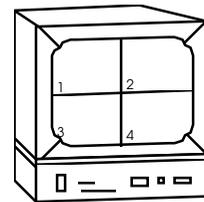
2x2 DISPLAY FORMAT

When cameras are displayed in the 3x3 format, you will be able to see video from 9 cameras on the monitor.

This format is available with 9-camera and 16-camera multiplexers.
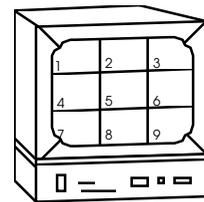
3x3 DISPLAY FORMAT

When cameras are displayed in the 4x4 format, you will be able to see video from 16 cameras on the monitor.

This format is available with 16-camera multiplexers.
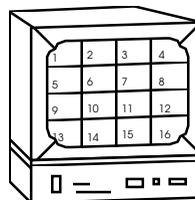
4x4 DISPLAY FORMAT

Press the **Display** button on the Main TOUCH TRACKER to choose from the available display formats. Each time you press **Display**, the monitor changes from 2x2, 3x3, 4x4, or full-screen format.

Regardless of which display format you choose, you will always have control over the camera indicated on the LCD.

Tip: If your system includes only one monitor, press the **Display** button to put the monitor in the quad display format. Press the number associated with an individual camera to call that camera to the full-screen mode (or select the full-screen display mode via the **Display** button).

If your system includes two monitors, the *Main* monitor will be dedicated for quad display and the *Call* monitor will be dedicated for full-screen display.

If your system includes one TOUCH TRACKER with two monitors, the TOUCH TRACKER may be used to control either Main or the Call monitor. To switch control to the Call monitor, press the *Sel* button twice on the multiplexer. To return control to the Main monitor, press the *Sel* button again.

C H A P T E R   3
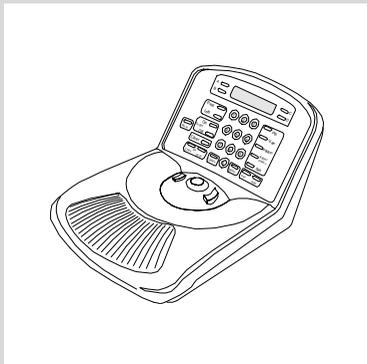
Controlling Cameras and Their Outputs

In This Chapter

- How the System Resolves Conflicts in Camera Control
- Selecting a Camera
- Stepping Through the Cameras
- Controlling a Camera's Pan and Tilt
- Controlling Zoom and Focus
- Controlling the Iris
- "Flipping" the SpeedDome
- Running the "Apple Peel" Pattern
- Displaying Quick Views
- Running Patterns
- Running the Sequence
- Controlling Dome Outputs
- Clearing System Alarms

How the System Resolves Conflicts in Camera Control

If your system configuration includes two TOUCH TRACKERs, the Main TOUCH TRACKER will always have priority over the Call TOUCH TRACKER when the system is in the camera control mode. Whichever camera the Main operator has selected will be *"locked"* and the Call operator will not be able to control it. The Call operator can select that camera and display its video on the Call monitor; however, he or she will not be able to control that camera at all.

If the Call operator attempts to control a camera that is currently selected by the Main operator, the message, "Camera In Use" appears on the Call TOUCH TRACKER. If the Main operator selects a camera that is currently in use by the Call operator, the message, "Camera Override" appears on the Call TOUCH TRACKER. The Main operator secures control of the camera.

The Main operator maintains control over a camera until one of the following things happens:

- The Main operator selects a new camera

- The Main operator enters the menu/programming mode

- The Main operator initiates the Sequence

- An alarm comes into the system

- The selected camera remains idle for 3 minutes

Once the Main operator relinquishes control of a camera for any of the reasons mentioned above, the message, "Camera Free" appears on the Call TOUCH TRACKER (if the Call operator has that camera selected).

Selecting a Camera

Each camera has a unique number associated with it. To select a camera, use the number buttons to enter the camera number, and then press **Camera**. The video from that camera appears in the full-screen mode on the monitor, and the associated camera number appears in the bottom left corner of that monitor.

If you select a camera via the Main TOUCH TRACKER, its video appears on the Main monitor. If you select a camera via the Call TOUCH TRACKER, its video appears on the Call monitor.

Stepping Through the Cameras

The **Previous** and **Next** buttons enable you to manually step through all of the cameras, one at a time. Press the **Previous** and **Next** buttons to step backward and forward, one camera at a time, through all of the cameras configured for your system.

Controlling a Camera's Pan and Tilt

Once you have selected a camera, you can manually control the movement of that camera. Pan is the side to side movement of the camera; tilt is the up and down movement of the camera.

You use the Tracker Ball to control the camera's pan and tilt. To pan the camera, move the Tracker Ball left and right; to tilt the camera, move the Tracker Ball toward you or away from you.

You can simultaneously pan and tilt the camera for diagonal movement. For example, move the Tracker Ball diagonally up and to the right; this moves the camera up and to the right.

The speed of the camera movement is directly proportional to how far you move the Tracker Ball from its center position. If you move the Tracker Ball slightly to the right, the camera will pan slowly to the right. As you move the Tracker Ball farther to the right, the camera's panning speed will increase until it reaches its maximum speed. This variable speed operation applies to programmable domes only. Non-programmable domes provide two speeds: normal and fast.

Controlling Zoom and Focus

Once you have selected a camera, you can control the zoom and focus settings of that camera.

When the TOUCH TRACKER is initially installed, the **Zoom** button is on the left side of the Tracker Ball and the **Focus** button is on the right side of the Tracker Ball. To make operation more flexible, you can switch the functionality of these buttons so that the **Zoom** button is on the right side and the **Focus** button is on the left side. The location of these buttons is a matter of personal preference. For instructions on switching the **Zoom** and **Focus** buttons, refer to Chapter 5, "TOUCH TRACKER Utilities."

Zooming In and Out

Zoom refers to the action of "moving" closer to or farther away from an object. To zoom the camera in, press the **Zoom** button forward. Press the **Zoom** button in the opposite direction to zoom out. If you quickly press and release the button, there will be only a slight visible change on the monitor. The longer you press the **Zoom** button, the more noticeable will be the response.

Focusing the Camera

Focus refers to the action of adjusting the clarity of the display on the monitor. To focus on the object or scene displayed on the monitor, press the **Focus** button. You can either focus near (if the object is closer than the current focus setting) or far (if the object is farther away than the current focus setting). You will see the picture on the monitor become either sharper and clearer or fuzzier and less clear. Like the **Zoom** button, the **Focus** button reacts based on how long you hold it down; the longer you hold the button down, the more noticeable will be the response.

Controlling the Iris

Normally, the brightness and darkness of the picture are controlled by the camera's auto gain function and the auto/manual iris function. However, there may be times when you would like to see the picture on the monitor be

even darker or lighter. There are buttons on the keypad that enable you to control the camera's iris, which is the device that regulates the brightness or darkness of the picture.

To make the picture brighter, press the **Iris Open** button. To make the picture darker, press the **Iris Close** button.

To return the iris to its default setting, press both iris buttons simultaneously.

"Flipping" the SpeedDome

You can flip a SpeedDome 180° in the opposite direction. The SpeedDome flip is especially useful when you are tracking a subject who walks directly under the SpeedDome and then continues walking on the other side of the SpeedDome.

To flip the currently selected SpeedDome, press the **Flip** button on the keypad. When you flip a SpeedDome, the LCD displays the following message:

```
Cam x
 Flip Dome
```

Running the "Apple Peel" Pattern

You can instruct a SpeedDome to run the Apple Peel pattern. This is a default pattern that all SpeedDomes can run without any user programming.

The *Apple Peel pattern* consists of three revolutions of camera panning, with tilt starting at the ceiling. Each revolution tilts down approximately 30°. The Apple Peel pattern provides you with a complete view of the area.
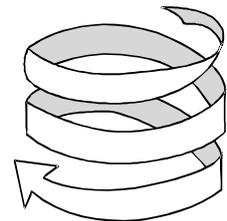
Apple Peel Pattern

The following procedure describes how to initiate the Apple Peel pattern.

1. Use the number buttons to enter the number of the SpeedDome for which you want to initiate the Apple Peel pattern (for example, camera 2). Then press the **Camera** button.

2. Press the **Peel** button.
   The LCD displays the following message:
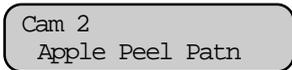
```
Cam 2
  Apple Peel Patn
```

The Apple Peel pattern will repeat itself indefinitely until you issue a camera command (pan, tilt, zoom, focus, or iris) to the dome running the pattern.

Displaying Quick Views

> **! I M P O R T A N T**
>
> The SpeedDome Ultra III and newer domes support up to 96 views. Older domes support up to 4 views. The TOUCH TRACKER beeps when you attempt to call up a view numbered higher than 4 on domes older than the SpeedDome Ultra III.

A *Quick View* enables you to instantaneously call up a specific view from a programmable dome, regardless of where that dome is currently pointing. A Quick View is useful when you want to look at a particular item or area immediately. You may not want to manually pan and tilt the camera to the specific area, and then zoom and focus.

You can define your own Quick Views to support your specific needs. Refer to Chapter 4, *"Defining Automatic System Functions,"* for procedures on defining Quick Views.

The **View** button on the keypad allows you to call up the Quick Views that you have defined for your cameras. Depending on the type of dome, either 4 or 96 Quick Views may be defined.

If a list has been compiled for your facility, you can refer to the List of Quick Views in Appendix A to determine which Quick Views are available for which domes.

The following procedure describes how to display a Quick View.

1. Use the number buttons to enter the number of the camera whose Quick View you want to display, for example, camera 12. Then press the **Camera** button.

2. Use the number buttons to enter the number of the Quick View you want to display, and then press the **View** button.

   If the Quick View exists for the selected camera, the camera will immediately point to the pre-defined Quick View, and then zoom and focus automatically. The following message appears on the LCD:

   ```
   Cam 12
    View
   ```

   If you tried to call up a Quick View for a non-programmable dome, or if you entered an invalid View number (any number greater than 96), the TOUCH TRACKER beeps.

Running Patterns

! **I M P O R T A N T**

The SpeedDome LT supports a feature called "Auto Pan" that allows you to program a smooth side-to-side camera movement for an area. When programmed, this feature is accessed using Pattern 1 for the dome. Please refer to the section in Chapter 4 titled "SpeedDome LT Auto Pan Programming," for additional information about this feature.

A Pattern is a sequential series of pan, tilt, zoom, and focus movements from a single camera. You "teach" the camera a combination of these movements. Then when you run the Pattern, the camera automatically repeats the movements you taught it.

You can define your own Patterns to support your specific needs. Refer to Chapter 4, "Defining Automatic System Functions," for procedures on defining Patterns.

When you run a Pattern, you can specify to run the Pattern once, or you can specify to run the Pattern repeatedly until you stop it manually. Both methods are described here.

If a list has been compiled for your facility, you can refer to the List of Patterns in Appendix A to determine which Patterns are available for which domes.

The following procedure describes how to run a Pattern. Most programmable domes support up to three Patterns defined for it. The SpeedDome LT supports programming the Auto Pan feature for Pattern 1; it does not support programming any additional patterns.

1. Use the number buttons to enter the number of the camera whose Pattern you want to run, for example, camera 8. Then press the **Camera** button.

2. Use the number buttons to enter the number of the Pattern you want to run. Then press the **Pattern** button (if you want the Pattern to run one time and then stop), or press the **Repeat Pattern** button (if you want the Pattern to repeat indefinitely until you stop it).

If that Pattern exists for that camera, the Pattern will automatically begin running. If that Pattern does not exist for that camera, the camera will run the default Apple Peel pattern.

Depending on whether this is a Pattern that will run once or a repeating Pattern, one of the following messages appears on the LCD:

Cam 8
 Run Pattern   *-or-* Cam 8
       Repeat Pattern
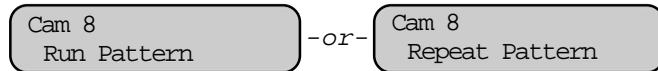
If you instructed the Pattern to run through one time, the following message appears on the LCD once the Pattern is complete:

Cam 8
  Pattern Done

If you instructed the Pattern to repeat itself, the Pattern will continue running until you manually issue a camera command (pan, tilt, zoom, focus, or iris) to the dome running the Pattern.

If you tried to run a Pattern for a non-programmable dome, or if you entered an invalid Pattern number (any number greater than 3), the TOUCH TRACKER beeps.

Running the Sequence

Tip: The Sequence is started from the Main TOUCH TRACKER only.

The *Sequence* is a collection of Quick Views and Patterns that have been defined for your system's cameras. In the Sequence you can also include fixed shots from any camera. The Sequence can include up to 16 of these Quick Views, Patterns, and fixed shots; these are referred to as the *"events"* of the Sequence. When the Sequence is running, these events are automatically displayed, one after the other, on the Main monitor. Each event remains on the monitor for a specific duration time (from 1 to 90 seconds); the duration time can be different for each event.

You can define the Sequence that most adequately supports your specific needs. Refer to Chapter 4, *"Defining Automatic System Functions,"* for procedures on defining the Sequence.

To run the Sequence, press the **Seq** button on the Main TOUCH TRACKER. The Sequence automatically begins running and the information shown here appears on the LCD.

This is the camera whose Quick View, Pattern or fixed shot appears on the monitor.

This is the event number assigned to this Quick View, Pattern, or fixed shot in the Sequence.

```
Cam 3          6
Sequencing    12
```

This indicates how many seconds are remaining until the monitor switches to the next event in the Sequence.
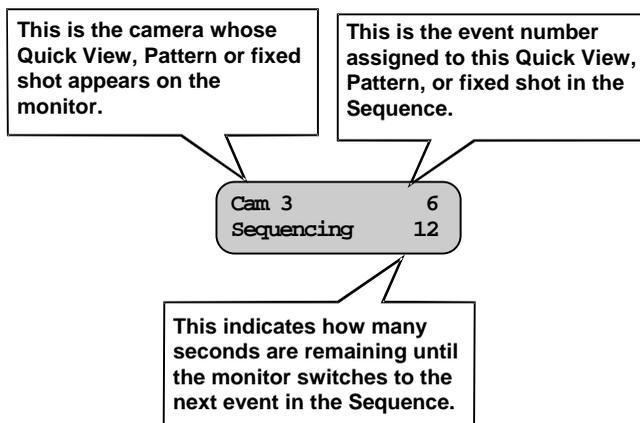
As the Sequence is running, the LCD indicates which camera's video is displayed, which event in the Sequence is currently active, and how many seconds remain in that event's duration time.

The Sequence will repeat itself indefinitely until you press either the **Seq** button or the **Clear** button on the Main TOUCH TRACKER.

Controlling Dome Outputs

The programmable domes at your facility can have outputs connected to them. Outputs are devices such as lights, audible alarms, or door locks, that can be controlled via the TOUCH TRACKER when they are connected to a dome. Each dome can have up to four outputs connected to it. You can control the state of any output that is connected to the currently selected dome.

Because up to 64 outputs can be configured at a single facility, it might be useful to post the List of Inputs and Outputs, which is included in Appendix A, next to the TOUCH TRACKER. This chart lists which output devices are connected to which domes at your facility. Posting such a list next to the TOUCH TRACKER enables operators to easily determine what outputs are available, and which buttons correspond to those outputs.

The following procedure describes how to turn a dome output on and off. The on and off states for each dome output are also included on the List of Inputs and Outputs. You must know the number of the dome (1 – 16) that the output is connected to, and the output number (1– 4) before you begin this procedure.

1. Refer to your List of Inputs and Outputs to determine which output you want to turn on or off.

2. Use the number buttons to enter the number of the camera whose output state you want to toggle, for example, camera 13. Then press **Camera**.

3. Use the number buttons to enter the number of the output you want to control. Then press the **Output On** button (if you want to turn the output on), or press the **Output Off** button (if you want to turn the

output off). The List of Inputs and Outputs provides the on and off states for each output.

Depending on whether you turned the output on or off in the previous step, the LCD displays one of the following messages:

```
Cam 13
   Output On
```
-or-
```
Cam 13
   Output Off
```
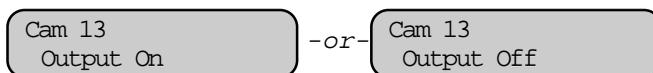
If you entered an invalid output number (any number greater than 4 or an output that does not exist) the TOUCH TRACKER beeps.

Clearing System Alarms

❋ **Tip**: Alarms can be cleared from the Main TOUCH TRACKER only.

Your system can be configured to handle up to 64 different alarms. When an alarm is triggered, it takes precedence over whatever you are doing on the Main monitor and Main TOUCH TRACKER at the time. For example, if you are in the programming mode when an alarm comes in, the alarm information replaces the programming information on the LCD. If you are running the Sequence when an alarm comes in, the alarm information will replace the Sequence information on the LCD. In addition, the video information for the alarm will replace the video information from the Sequence on the Main monitor.

The Call monitor and Call TOUCH TRACKER remain unaffected by incoming alarms.

Each alarm can be configured to automatically call up video and initiate an output. For example, when an alarm is triggered, it can automatically run a specific Pattern and set off an audible alarm. In addition, whenever an alarm is triggered, the TOUCH TRACKER will beep, signaling an active alarm. The TOUCH TRACKER will continue to beep intermittently until the alarm is cleared.

There can be up to four alarms active at one time. If more than four alarms are active at one time, and none of them have been cleared, the oldest alarm gets "pushed out" of the queue.

The following illustration is an example of what the LCD looks like when alarms are active.

This is the camera whose video appears on the monitor during the alarm.

This indicates how many alarms are currently active.

```
Cam 3       Alarm2
 Src  Cam 5 Inp3
```

This is the number associated with the specific input that triggered the alarm, and the number of the Camera to which that input is connected.
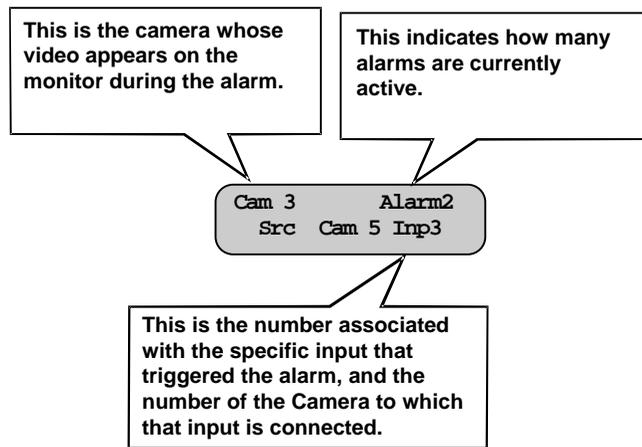
The AD TOUCH TRACKER 16 system is set, by default, to automatically clear alarms after 60 seconds. No action is required by the operator to clear alarms as long the automatic alarm acknowledgment is enabled. However, alarms can always be cleared by pressing the **Clear** button on the Main TOUCH TRACKER.

Press the **Clear** button on the Main TOUCH TRACKER TO manually clear the alarm whose information appears on the LCD and whose video appears on the Main monitor. When you clear an alarm, its associated output returns to its original state, and its information is cleared from the LCD. Continue to press the **Clear** button until all active alarms have been cleared.

The TOUCH TRACKER stops beeping once all active alarms have been cleared. If the TOUCH TRACKER was running the Sequence before the alarm came in, it will restart the Sequence from the beginning. If you were in the middle of programming when the alarm came in, you will have to resume programming from the beginning.

Defining Automatic System Functions

In This Chapter

- Defining a Quick View
- Defining a Pattern
- Understanding Sequence Programming
- Defining the Sequence
- Setting Up System Alarms
- SpeedDome LT Auto Pan Programming

Defining a Quick View

❗ I M P O R T A N T

The SpeedDome Ultra III and newer domes support up to 96 views. Older programmable domes support up to 4 views. The TOUCH TRACKER beeps when you attempt to program a view numbered higher than 4 on domes older than the SpeedDome Ultra III.

A Quick View automatically and instantaneously calls up a view from a programmable dome, regardless of where that dome is currently pointing. You can define your own Quick Views to support your specific needs. Depending on the type of dome, either 4 or 96 views may be defined.

✳ **Tip**: You must use the Main TOUCH TRACKER to define Quick Views.

If you make a mistake during programming or you no longer want to program the Quick View, press the **Menu** or the **Clear** button at any time to cancel programming. The TOUCH TRACKER returns to the camera control mode.

The following procedure describes how to define a Quick View.

1. Using the number buttons, enter the number of the programmable camera for which you are defining this Quick View (for example, camera 7). Then press the **Camera** button.

2. Pan and tilt the camera so that it is pointing at the view you want to define. Then zoom and focus the camera accordingly.

3. When you have the perfect picture displayed on the monitor, press the **Menu** button.

The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

```
Calibration
Define Sequence
```

4. Use the Tracker Ball to scroll through the menu selections until Setup View is displayed on the LCD.

```
         Setup View
         Record Pattern
```

5. Press the appropriate button, zoom or focus, to select Setup View.

   The following prompt appears on the LCD:

```
Cam 7
 Enter View#?
```

Note   If you press a number that has already been assigned to a Quick View for this camera, the new Quick View will overwrite the existing Quick View. There is no warning to indicate that the existing Quick View will be replaced. *Use caution.*

---

6. Press the number on the keypad (1 - 96) that you want to assign to this Quick View, then press **Zoom** or **Focus**.

   The following message appears briefly on the LCD:

```
Cam 7
 View Saved
```

If you press an invalid number (any number greater than 96), the TOUCH TRACKER beeps, and the system will not save the Quick View. If this happens, simply press a valid number and the Quick View will be saved.

The TOUCH TRACKER automatically returns to the camera control mode.

In the List of Quick Views (found in Appendix A of this manual), make a record of the Quick View you just defined, including a brief description of what the Quick View is "looking at."

✳ **Tip**: A short cut method for defining Quick Views is available. Press **Menu**, **View**, the Quick View number, and **Zoom** or **Focus** to create a Quick View of the current scene.

Defining a Pattern

You can define your own Patterns to support your specific needs.

You can program up to three Patterns per programmable dome. The length and complexity of a Pattern are restricted by two variables:

- Number of camera commands
- Time

Each time you move the camera in any direction, zoom in or out, focus near or far, or adjust the iris, you have issued camera commands to the camera. The three Patterns for a dome can collectively consist of up to 98 camera commands. As you program a Pattern, the number of camera commands remaining for that camera appears on the TOUCH TRACKER LCD.

There is also a time constraint on Patterns. A single Pattern cannot have a duration longer than approximately 6 minutes and 50 seconds. Even if a Pattern has only two camera commands in it, the Pattern will stop recording once its duration time has elapsed.

Patterns are programmed in *real-time*. This means that the camera is remembering every programming command you make at the actual speed you issue the commands. For example, if you let the camera sit still for 20 seconds during programming, that is exactly what the camera will do each time that Pattern is called up in the future. The 20 seconds of "non-motion time" is part of the Pattern.

✳ **Tip**: You must use the Main TOUCH TRACKER to define Patterns.

The SpeedDome LT does not support Pattern programming. Refer to the section in this chapter titled "SpeedDome LT Auto Pan Programming" for information about setting the Auto Pan feature.

The following procedure describes how to define a Pattern.

1. Using the number buttons, enter the number of the programmable camera for which you are defining the Pattern (for example, camera 3). Then press the **Camera** button.

2. Pan and tilt the camera to the starting point of the Pattern, and then zoom and focus the camera accordingly.

3. When you have the perfect "starting point" picture displayed on the monitor, press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   > **Calibration**
   > **Define Sequence**

4. Use the Tracker Ball to scroll through the menu selections until `Record Pattern` is displayed.

```
   ➡  ⎛ Record Pattern  ⎞
      ⎝ Alarm Actions    ⎠
```

5. Press the appropriate button—zoom or focus—to select `Record Pattern`.

   The following prompt appears on the LCD:

```
   ⎛ Cam 3          ⎞
   ⎝  Enter Patrn#? ⎠
```

Note   If you press a number that has already been assigned to a Pattern for this camera, the new Pattern will overwrite the existing Pattern. There is no warning to indicate that the existing Pattern will be replaced. *Use caution.*

---

6. Press the number on the keypad (1 - 3) that you want to assign to this Pattern, for example 1.

   The following message appears on the LCD:

```
   ⎛ Record Pattern 1 ⎞
   ⎝ Finish w <Next>  ⎠
```

7. The Pattern is now being recorded in real-time. If you let the camera sit still at this point, that non-motion time will be recorded in the Pattern.

   If you pressed an invalid number (any number greater than 3), the TOUCH TRACKER will beep and the system will not allow you to program the Pattern. If this happens, simply press a valid number and continue with this procedure.

8. Move the camera around and create a logical, usable Pattern. Remember, the three Patterns for this camera can collectively incorporate up to 98 camera commands, and each Pattern can be up to 6 minutes and 50

seconds long. The number of commands remaining for this camera appears on the LCD as you program the Pattern.

9. When you complete programming the Pattern, press the **Next** button.

The following message appears on the LCD:

```
Cam 3
Pattern Saved
```

The TOUCH TRACKER automatically returns to the camera control mode.

In the List of Patterns (in Appendix A of this manual), make a record of the Pattern you just defined, including a brief description of the Pattern.

✳ **Tip**: A shortcut method is available for defining Patterns. Press **Menu**, **Pattern**, and the Pattern number. Move the camera in the desired pattern, then press **Next** when finished.

Understanding Sequence Programming

You can define a Sequence that incorporates up to 16 events. An *event* is a Quick View or Pattern that you have already defined; an event can also be a fixed shot. The events that you include in the Sequence can be defined for any camera. For each event, you designate a duration time, which indicates how long that event will remain on the monitor before the Sequence switches to the next event.

Before you begin defining the Sequence, you should have a clear understanding what you want to include in the Sequence. Refer to the lists that you compiled (in Appendix A) of the available Quick Views and Patterns. Make sure you can answer the following questions:

• Which Quick Views, Patterns, and fixed shots will you include in the Sequence?

- What are the numbers that were assigned to those Quick Views and Patterns when they were defined?

- What are the camera numbers that the Quick Views and Patterns were defined on? What are the camera numbers whose fixed shots you want to include?

It is recommended that you to fill out the Setup Sequence Worksheet in Appendix A before you begin setting up the Sequence. On the Setup Sequence Worksheet you can list all of the events—along with their numbers, the cameras on which they were defined, and their duration times—to be included in the Sequence. You can then refer to this worksheet when you are actually setting up the Sequence.

Sequence Programming Display

Before you begin programming the Sequence, you should have a basic understanding of the fields shown during Sequence programming.

The following illustration provides an overview of the fields:

Events in a Sequence are divided into four columns:

column 1   "Evt" is the number of the event (1 through 16) within the Sequence; this number determines which event comes first, second, third, etc.

column 2   "Cam" is the camera number on which the event was defined.

column 3   "Act" is the type of event (Quick View, Pattern, or fixed shot), and number assigned to that event when it was originally defined (1 through 96 for Views; 1 through 3 for Patterns; blank for fixed shots).

column 4   "Dur" is the amount of time, in seconds, that the event
will remain on the monitor before the Sequence
switches to the next event. This is the event's duration
time. The maximum duration time is 90 seconds.

When the fields in an event have dashes in them instead of values, the event
is not defined. Leaving an event undefined instructs the Sequence to skip that
event.

When the TOUCH TRACKER is in the menu/programming mode, the Tracker
Ball enables you to move the cursor around on the LCD. The blinking square
on the LCD indicates the cursor's location. Move the Tracker Ball up and
down to move the cursor from event to event. Move the Tracker Ball left and
right to move the cursor among the fields within an event.

When the define Sequence LCD is first displayed, the cursor is in the Cam
field. This is where you indicate on which camera the first event to be
included in the Sequence was defined.

If the Sequence has not been defined, or if the first event in the Sequence
was not defined, the LCD looks like this:

```
Evt  Cam  Act  Dur
01        --  View- --
```

If someone has already set up the Sequence, and the first event has been
defined, the information for the first event in the Sequence appears on the
LCD. For example:

```
Evt  Cam  Act  Dur
01        7  View2 10
```

In the sample Sequence LCD (above), the first event is Quick View 2,
defined on camera 7, and its duration time is 10 seconds.

Defining the Sequence

❋   **Tip**: You must use the Main TOUCH TRACKER to define the Sequence.

The following procedure describes how to define the Sequence.

1. Press the **Menu** button on the keypad.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   > ➡ Calibration
   >   Define Sequence
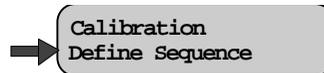
2. Press the appropriate button—zoom or focus—to select Define Sequence.

   If the Sequence has not been defined, or if the first event in the Sequence was not defined, the LCD looks like this:

   > Evt Cam Act Dur
   > 01   -- View- --

   If someone has already set up the Sequence, and the first event has been defined, the information for the first event in the Sequence appears on the LCD. For example:

   > Evt Cam Act   Dur
   > 01   7 View25 10
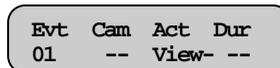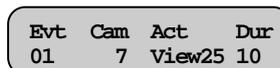
3. Use the Tracker Ball to scroll to the event you want to define.

4. In the Cam field, indicate the camera on which this event was defined, or the camera whose fixed shot you want to include. Use the number buttons to enter the camera number.

5. In the `Act` field, indicate the type of Action (Quick View, Pattern, or fixed shot) you are specifying for this event. Press **View** to indicate a Quick View or a fixed shot; press **Pattern** to indicate a Pattern.

6. Use the number buttons on the keypad to designate the specific number of this Quick View or Pattern. This number was assigned to the Quick View or Pattern when it was initially defined. If you want the Action to be a fixed shot, press the **Clear** button.

7. In the `Dur` field, use the number buttons to enter the duration time, in seconds, for this event. The maximum duration time is 90 seconds. The duration time must be entered as two digits. For example, enter "05" for 5 seconds.

8. Use the Tracker Ball to scroll to the next event, and repeat Steps 4 through 7 for each event you want to include in this Sequence. You can define up to 16 events. You can leave any event undefined by pressing the **Clear** button when the cursor is in the `Cam` field for that event.

9. When you complete defining the Sequence, press the **Menu** button. This returns the TOUCH TRACKER to the camera control mode.

✳ **Tip**: A shortcut method for defining the Sequence is available. Press **Menu**, then **Seq** to start sequence programming. Use the Tracker Ball to scroll to the appropriate event number. Follow steps 4–9 above to assign the camera, action, and duration to each event in the sequence.

Setting Up System Alarms

You can define up to 64 different alarms that can be triggered by the inputs connected to domes at your facility. An alarm is triggered when one of these inputs changes from its normal state to its abnormal state. For example, if the input is a smoke detector, its normal state would be "not detecting smoke." However, when the smoke detector detects smoke, it changes to its abnormal

state, and this triggers an alarm. (Refer to your List of Inputs and Outputs in Appendix A to determine the normal and abnormal state for each input.)

When an alarm is triggered, it can automatically call up one video action (either a Quick View, a Pattern, or a fixed shot) and initiate one output. This video action must have been defined for the same dome that the output is connected to, and vice versa. Refer to your List of Inputs and Outputs in Appendix A to determine which outputs are connected to which domes. Refer to your List of Quick Views and List of Patterns in Appendix A to determine which Quick Views and Patterns were defined for which domes.

It might be helpful for you to fill out the Setup Alarms Worksheet in Appendix A before you begin setting up an alarm. On the Setup Alarms Worksheet you can calculate which inputs on which domes will trigger which video action and output, if any. You can then refer to this worksheet when you are actually setting up an alarm.

✳ **Tip**: You must use the Main TOUCH TRACKER to set up Alarms.

The following procedure describes how to set up a system alarm.

1. Using the number buttons, enter the number of the camera for which you are setting up the alarm. Then press the **Camera** button.

2. Press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   > Calibration
   > Define Sequence

3. Use the Tracker Ball to scroll through the menu selections until Alarm Actions is displayed on the LCD.

   > Record Pattern
   > Alarm Actions

4. Press the appropriate button—zoom or focus—to select Alarm Actions.

The information for that camera's first alarm input appears on the LCD. When you set up an alarm, you will indicate which Quick View, Pattern, or fixed shot will be called up when the alarm is triggered. You will also indicate which output initiates when this alarm is triggered. The video action and the output must be associated with the same dome.

A sample setup alarm LCD is shown here.

```
Cam12/1  => Cam7
     View96  Out3
```

If an alarm input has not been set up yet, the fields will have dashes in them. A setup alarm LCD contains the following information:
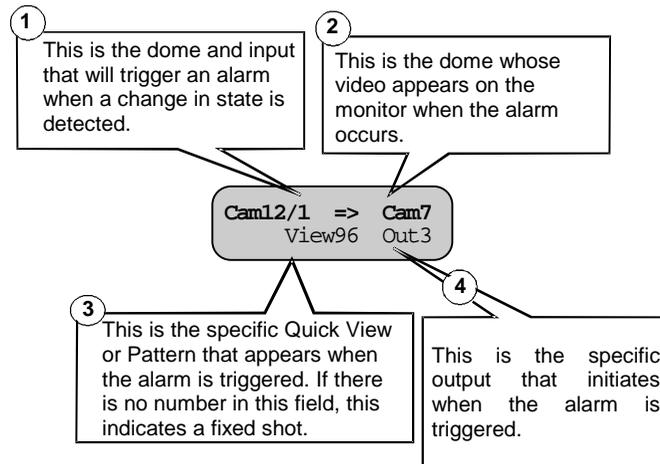
In this sample alarm, input 1 on camera 12 is the specific input that will trigger the alarm. The alarm input, for example, could be a motion detector that triggers an alarm when it senses motion. When this alarm is triggered, Quick View 96 on camera 7 appears on the monitor. In addition, output 3 on the same camera initiates automatically. The output might be, for example, a light that turns on when the alarm is triggered.

Even though you can only see the information for one alarm input at a time, each camera can have four alarm inputs.

When the TOUCH TRACKER is in the menu/programming mode, the Tracker Ball enables you to move the cursor around on the LCD. The blinking square on the LCD indicates the cursor's location. Move the Tracker Ball left and right to move the cursor among the fields on the LCD.

5. When the setup alarm LCD is first displayed, the cursor is in the Cam field for input 1 of the camera you indicated.

   Is this the alarm input that you want to configure? If so, continue with Step 6 now.

   If this is not the alarm input you want to configure, use the Tracker Ball to scroll through the available inputs until the appropriate input appears in the input field.

6. In the Cam field, indicate the camera whose Quick View, Pattern, or fixed shot appears when this alarm is triggered. This is the same camera whose output initiates when the alarm is triggered. Use the number buttons on the keypad to enter the camera number.

7. Move the Tracker Ball to the right move the cursor to the next field.

8. Choose one of the following:

   - Do you want a Quick View to be displayed when this alarm is triggered? If so, use the number buttons to indicate the specific Quick View (1 - 96).

   - Do you want a Pattern to be displayed when this alarm is triggered? If so, press the **Pattern** button, and then use the number buttons to indicate the specific Pattern (1 - 3).

   - Do you want a fixed shot to be displayed when this alarm is triggered? If so, press the **View** button, but do not enter any number in this field. When this alarm is triggered, you will see

video of wherever the camera (that you indicated in Step 6) is currently pointing.

9. Move the Tracker Ball to the right. In the `Out` field, indicate the specific output that initiates when this alarm is triggered. Use the number buttons to enter the number. Remember, this output must be connected to the camera you assigned in Step 6.

    If you do not want an output to be initiated, leave this field blank.

10. Choose one of the following:

    - *Do you want to set up another alarm input for this camera?* If so, use the Tracker Ball to scroll through the available inputs until the appropriate input appears in the input field. Then repeat Steps 6 through 9.

    - *Do you want to set up an alarm for another camera?* If so, press the **Next** button on the keypad until the appropriate camera number appears in the `Alarm Cam` field. Then, repeat Steps 5 through 9.

    - *Are you finished setting up alarms for now?* If so, press the **Menu** button. This returns the TOUCH TRACKER to the camera control mode.

SpeedDome LT Auto Pan Programming

The Auto Pan is a special feature supported by SpeedDome LT only. It allows you program a smooth side-to-side camera pan of an area. The SpeedDome LT does not allow you to program the same types of Patterns that other domes support. Instead, use Pattern programming to set the Auto Pan function.

Auto Pan Programming Limitations

Keep the following limitations in mind when programming the SpeedDome LT Auto Pan feature:

- Although it appears to have three Patterns available to program, you can only program the Auto Pan feature for Pattern 1.

- Any extraneous movements made during the Auto Pan programming will be ignored when the programming is complete. Once the end point of the Auto Pan is set, the result will be a smooth pan between the start point and the end point of the Auto Pan.

- Do not attempt to create an Auto Pan that is greater than one revolution (360º) of the SpeedDome LT. The dome will accept this pattern during programming; however, it will not work when you attempt to run the pattern. The starting point and the ending point must be less than one revolution of the SpeedDome for the Auto Pan to work properly.

- If you attempt to program Pattern 2 or 3 as different Auto Pans for the dome, the system will take you through the motions of the programming. However, the new Auto Pan will not be saved. Do not attempt to program more than one Auto Pan per SpeedDome LT.

- If you need to re-program the Auto Pan for the dome, you must select the Pattern 1. Selecting another available Pattern number will not change the previously programmed Auto Pan.

To program the Auto Pan for SpeedDome LT, do the following:

❋ **Tip**: You must use the Main TOUCH TRACKER to define the Auto Pan for SpeedDome LT.

1. Using the number buttons, enter the number of the SpeedDome LT for which you are defining the Auto Pan (for example, camera 3). Then press the **Camera** button.

2. Pan and tilt the camera to the starting point of the Pattern, and then zoom and focus the camera accordingly.

3. When you have the perfect "starting point" picture displayed on the monitor, press the **Menu** button.

The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:
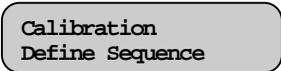
> **Calibration**
> **Define Sequence**

4. Use the Tracker Ball to scroll through the menu selections until Record Pattern is displayed.

> **Record Pattern**
> **Alarm Actions**

5. Press the appropriate button—zoom or focus—to select Record Pattern.

The following prompt appears on the LCD:

> **Cam 3**
> **Enter Patrn#?**

⚠ **I M P O R T A N T**

The Auto Pan must be programmed for Pattern 1 only.

---

6. Press the number 1 on the keypad.

The following message appears on the LCD:

> **Record Pattern 1**
> **Finish w <Next>**

7. The Auto Pan is now being recorded. Any extraneous up or down movement will be ignored when programming the Auto Pan.

If you pressed an invalid number (any number greater than 3), the TOUCH TRACKER will beep and the system will not allow you to program the Pattern. If this happens, simply press a valid number and continue with this procedure.

8. Move the camera until you see end point for the Auto Pan you are programming. Keep in mind this end point must be less than one full revolution of the dome.

9. When you see the end point, press the **Next** button.
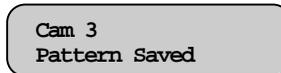
   The following message appears on the LCD:

   ```
   Cam 3
   Pattern Saved
   ```

The TOUCH TRACKER automatically returns to the camera control mode.

In the List of Patterns (in Appendix A of this manual), make a record of the Auto Pan that you just defined, including a brief description of the Auto Pan.

To test the Auto Pan that was programmed, press 1, then **Pattern.** The Auto Pan will run continuously until a camera command, such as tilt or focus, is issued.

TOUCH TRACKER Utilities

In This Chapter

- Calibrating the Tracker Ball
- Resetting the Dome
- Selecting a Language
- Designating Main Versus Call TOUCH TRACKER
- Toggling the Zoom and Focus Buttons
- Toggling Automatic/Manual Alarm Acknowledgment
- Displaying a Dome's ID Code
- Adjusting Camera V-Phase
- Special Utilities

Calibrating the Tracker Ball

Calibration "tunes" the Tracker Ball sensors for maximum range of motion and balance. If you need to calibrate the Tracker Ball, the following procedure describes how to do this.

At any time during this procedure you can press **Clear** to exit the calibration process; however, no calibration values are saved unless the entire calibration sequence is completed. If you exit prematurely, the TOUCH TRACKER will retain the previously set calibration values.

1. Press the **Menu** button on the keypad to display the menu.

2. Scroll through the menu and press the appropriate button—zoom or focus— to select Calibration.

   The LCD displays the following prompt:
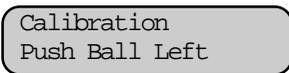
   > Calibration
   > Push Ball Left

3. Immediately push the Tracker Ball all the way to the left until the LCD displays this prompt:
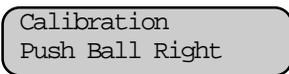
   > Calibration
   > Push Ball Right

4. Immediately push the Tracker Ball all the way to the right until the LCD displays this prompt:
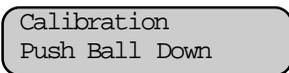
   > Calibration
   > Push Ball Down

5. Immediately push the Tracker Ball all the towards you until the LCD displays this prompt:
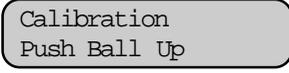
   > Calibration
   > Push Ball Up

6. Immediately push the Tracker Ball all the way away from you until the LCD displays this prompt:

> Calibration
> Release Ball

7. Remove your finger from the Tracker Ball. The LCD displays this prompt:
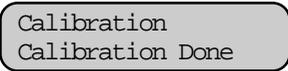
> Calibration
> Calibration Done

8. Press the **Menu** button to exit the menu/programming mode.

The TOUCH TRACKER is now re-calibrated and it automatically returns to the camera control mode.

Resetting the Dome

If you find that one of the SpeedDome Series of cameras is not responding as expected to TOUCH TRACKER commands, you should reset the dome. The following procedure describes how to reset the dome.

1. Using the number buttons, enter the number of the camera you want to reset (for example, camera 5) and then press the **Camera** button.

2. Press the **Menu** button to display the menu.

3. Use the Tracker Ball to scroll through the menu items and press the appropriate button—zoom or focus—to select Reset Dome.

    The LCD displays the following message:

> Cam 5
> Reset In Process

The SpeedDome is inoperable while it is resetting. Once the SpeedDome is reset, the TOUCH TRACKER returns to the camera control mode.

Selecting a Language

Choose which language you would like the TOUCH TRACKER LCD text appear in:

• English	• Dutch	• Swedish
• French	• Italian	• Hungarian
• Spanish	• Japanese	
• German	• Portuguese	

1. Press the **Menu** button on the keypad to display the menu.

2. Use the Tracker Ball to scroll through the menu items and press the appropriate button— zoom or focus—to choose Select Language.

   The LCD displays the list from which you can choose a language.

   ```
   English
   Francais
   ```

   The list only displays two choices at any one time.

3. Use the Tracker Ball to scroll through the language selections, and press the appropriate button—zoom or focus—to select the correct language.

The TOUCH TRACKER resets and comes back up in the selected language. The TOUCH TRACKER is again in the camera control mode.

Designating Main Versus Call TOUCH TRACKER

If your facility has two TOUCH TRACKERs installed, one was installed as the Main TOUCH TRACKER and the other as the Call TOUCH TRACKER. You cannot designate both TOUCH TRACKERs as Main or Call; this will cause a communication error.

The chart on the following page outlines which features are available to the Main TOUCH TRACKER, and the limited feature set of the Call TOUCH TRACKER.

TOUCH TRACKER Functions	**Main** TOUCH TRACKER	**Call** TOUCH TRACKER
Designate which external unit the system is connected to (quad splitter, multiplexer, PC, no unit)	✓	
Select display mode (2x2, 3x3, 4x4, or full-screen format	✓	
Select a camera	✓	✓
Manually control a camera (pan, tilt, zoom, focus, iris)	✓	✓
Flip a SpeedDome	✓	✓
Initiate automatic system functions (Quick Views, Patterns, outputs)	✓	✓
Run the Sequence	✓	
Clear alarms	✓	
Define automatic system functions (Quick Views, Patterns, Sequence, alarms)	✓	
Calibrate the Tracker Ball	✓	✓
Reset a SpeedDome	✓	✓
Select language for TOUCH TRACKER text	✓	✓
Designate Main vs. Call TOUCH TRACKER	✓	✓
Toggle zoom and focus buttons	✓	✓

As your needs change, you may want to switch the Main and Call TOUCH TRACKERs.

The following procedure describes how to toggle the current Main and Call TOUCH TRACKERs. Before you begin this procedure, you must know which TOUCH TRACKER you want to designate the Main, and which one you want as the Call. You can distinguish between the two TOUCH TRACKERs by looking at their menus. The Main TOUCH TRACKER contains all of the menu items, while the Call TOUCH TRACKER has a limited menu selection.

If you want to toggle the functionality of the TOUCH TRACKERs, first you must do so on the current the Main TOUCH TRACKER.

1. On the Main TOUCH TRACKER, press the **Menu** button to display the menu.

2. Scroll through the menu items and press the appropriate button—zoom or focus—to select Tog Primary/2nd.

    The LCD displays the following prompt:
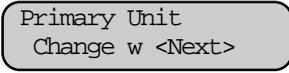
    > Primary Unit
    > Change w <Next>

3. Press the **Next** button to designate this the Call TOUCH TRACKER.

4. Press the **Menu** button to exit the menu/programming mode on this TOUCH TRACKER.

5. On the other TOUCH TRACKER, press the **Menu** button to display the menu.

6. Scroll through the menu items and then press the appropriate button— zoom or focus—to select Tog Primary/2nd.

The LCD displays the following prompt:

```
Secondary Unit
 Change w <Next>
```

7. Press the **Next** button to designate this the Main TOUCH TRACKER.

8. Press the **Menu** button to exit the menu/programming mode on this TOUCH TRACKER.

   The TOUCH TRACKER resets and comes back up in the camera control mode.

Toggling the Zoom and Focus Buttons

The function of the zoom and focus buttons can be configured according to the preference of each individual user. If you do not have a preference as to key arrangement and you do not configure the keys, the **Zoom** button will be on the left side and the **Focus** button will be on the right side of the Tracker Ball. This configuration is illustrated here:
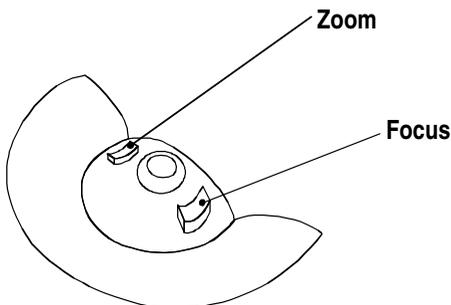
If you are right-handed you may prefer to use your index finger to control the focus button; therefore, you would want to "swap" the focus button to the left side of the Tracker Ball. If you are left handed you may want to use your index finger to control the focus button. Therefore, you would want to "swap" the focus button to the right side of the Tracker Ball, as shown above.

The following procedure describes how to toggle the zoom and focus buttons.

1. Press the **Menu** button on the TOUCH TRACKER whose buttons you want to toggle.

2. Scroll through the menu items and then press the appropriate button— zoom or focus—to select Tog Zoom/Focus.

   The LCD displays the current arrangement of the zoom and focus buttons, for example:
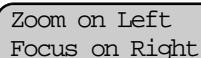
   > Zoom on Left
   > Focus on Right

3. Press the **Next** button to switch the buttons' functionality.

   The LCD then displays the new arrangement of the zoom and focus buttons, for example:
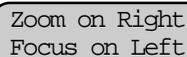
   > Zoom on Right
   > Focus on Left

4. Press the **Menu** button to exit the menu/programming mode.

The TOUCH TRACKER is again in the camera control mode.

Toggling Automatic/Manual Alarm Acknowledgment

The default setting for the TOUCH TRACKER is to automatically clear alarms after 60 seconds. You can, however, change this to have alarms manually acknowledged by the system operators.

To toggle the Automatic/Manual Alarm Acknowledgment function, do the following:

1. Press the **D** button.

   If Automatic Alarm Acknowledgment is enabled, you will see the following:

   > Auto Ack Alarm

   If Manual Alarm Acknowledgment is enabled, you will see the following:

   > Manual Ack Alarm

2. Press **D** again to change alarm acknowledgment to the preferred type.

3. Press the **Clear** button to return the LCD to camera control mode.

Displaying a Dome's ID Code

The following procedure describes how to display the ID code for the currently selected dome. The ID code may be useful when diagnosing a problem.

1. Using the number buttons, enter the number of the dome whose ID code you want to display (for example, camera 3) and then press the **Camera** button.

2. Press the **Info** button on the keypad.

    The LCD displays the following prompt:
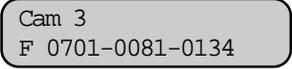
    ```
    Cam 3
    F 0701-0081-0134
    ```

    Notice the "F" prefix in front of the ID code; this indicates that it applies to the dome's Flash PROM.

3. Press the **Info** button again to display the dome's EEPROM ID code.
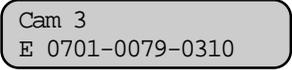
    ```
    Cam 3
    E 0701-0079-0310
    ```

    Notice the "E" prefix in front of the ID code; this indicates that it applies to the dome's EEPROM.

4. Each time you press the **Info** button, you alternate between the Flash PROM and the EEPROM ID codes.

5. Press the **Clear** button to refresh the LCD.

The TOUCH TRACKER is again in the camera control mode.

Adjusting Camera V-Phase

Use of this utility should be limited to authorized service personnel. To adjust the V-phase of a selected camera, do the following:

1. Press **Menu**.

2. Using the Tracker Ball, scroll down to Adjust V-Phase.

3. Press the **Zoom** or **Focus** button to select the Adjust V-Phase menu option.

4. Press **Next** or **Previous** to observe the V-Phase through the oscilloscope or Fluke scope.

5. Press **Menu** to exit.

! **I M P O R T A N T**

Off-line domes or fixed cameras will generate a warning beep and disallow use of the V-Phase utility. For additional information on adjusting the V-Phase, see the service section of the AD Touch Tracker 16 manual.

Special Utilities

Although Show Sys Info and Ping Dome/TTR are considered utility items on the menu, these utilities are reserved for use by authorized service personnel. However, you may also perform these tasks in conjunction with an authorized service provider over the phone. There are no procedures in this documentation describing their use.

Programming Worksheets

This Appendix contains worksheets that will make the task of programming your system a great deal easier. There are five different kinds of worksheets included in this appendix.

- The *List of Quick Views* worksheet allows you to keep a record of the Quick Views you have defined for your facility. This information includes the Quick View number, the camera number and type, and a brief description of each Quick View.

- The *List of Patterns* worksheet allows you to keep a record of the Patterns you have defined for your facility. This information includes the Pattern number, the camera number and type, and a brief description of each Pattern.

- The *List of Inputs and Outputs* worksheet allows you to keep a record of those inputs and outputs that have been configured at your facility, along with their associated information.

- The *Setup Sequence* worksheet allows you to determine which Quick Views, Patterns, and Fixed shots will be included in the Sequence before you actually begin setting up the Sequence.

- The *Setup Alarms* worksheet allows you to calculate all of the information associated with setting up alarms before you actually begin defining the alarms.

Note It is strongly recommended that you make photocopies of the different kinds of worksheets in this Appendix before you actually begin filling them out. It is likely that the Sequence and the alarms (and the Quick Views and Patterns that they are comprised of) will change over time. We have provided only a minimal number of these worksheets. Make sure you always have extra copies available.

List of Quick Views

We recommend that, as you define Quick Views to meet the needs of your facility, you then record those Quick Views in this Appendix. That way, you will have an easy way to access the following information:

- The approximate location of the domes at your facility

- Which domes have Quick Views defined for them

- How many Quick Views have been defined for each dome

- A brief description of each Quick View

In addition, by recording the Quick Views that you have defined, it will be easier for you to determine which Quick Views you want to include when setting up the Sequence and the alarms.

Here is an example of how you might fill out your list of Quick Views:

Dome #:___7___	**Dome Type:_Ultra___**	**Location: _____lobby_____**
View Number: _1__	**Description: _____Lobby_____**	
View Number: __2__	**Description: _____Receptionist Desk_____**	
View Number: __3__	**Description: _____Front Hallway_____**	
View Number: __4__	**Description: _____Waiting Room_____**	

Note   There are two types of worksheets provided for Quick Views. SpeedDome Ultra III supports up to 96 views. The worksheet provided on page A-4 provides 22 spaces for documenting views for SpeedDome Ultra III. Make multiple copies of this page for each SpeedDome Ultra III installed at your facility. Other domes support up to 4 views. The worksheet provided on page A-5 provides space for documenting 4 views for 4 domes. Make multiple copies of this worksheet for documenting other domes installed at your facility.

List of Quick Views - (Make Copies of this page for SpeedDome Ultra III domes)

Dome #:_____   Dome Type: _____   Location: _____

View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**
View Number: _____	**Description: _____**

List of Quick Views - (Make copies of this page for SpeedDome & SpeedDome Ultra)

Dome #:_____	Dome Type: _____	Location: _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

Dome #:_____	Dome Type: _____	Location: _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

Dome #:_____	Dome Type: _____	Location: _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

Dome #:_____	Dome Type: _____	Location: _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

View Number: _____   **Description:** _____

List of Patterns

We recommend that, as you define Patterns to meet the needs of your facility, you then record those Patterns in this Appendix. That way, you will have an easy way to access the following information:

- the approximate location of the domes at your facility

- which domes have Patterns defined for them

- how many Patterns have been defined for each dome

- a brief description of each Pattern

In addition, if you record the Patterns that you have defined, it will be easier for you to determine which Patterns you want to include when you set up the Sequence and the alarms.

Here is an example of how you might fill out your list of Patterns:

Dome Number: __12__	**Dome Type:** SpeedDome	**Location:** _Loading Dock_
Pattern Number: _1_	**Description:** __Parking Lot__	
Pattern Number: _2_	**Description:** __Emergency Exit__	
Pattern Number: _3_	**Description:** __Loading Dock 1__	

Note   SpeedDome, SpeedDome Ultra, SpeedDome Ultra II, and SpeedDome Ultra III support up to 3 patterns. SpeedDome LT does not support pattern programming; however, Pattern 1 is used for programming the auto pan feature of SpeedDome LT.

Be sure to make a sufficient number of copies of the Pattern worksheet to document all patterns programmed.

List of Patterns - (Make copies of the worksheet to support all domes installed)

Dome #:___   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:___   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:___   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:___   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:___   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

List of Patterns - (Make copies of the worksheet to support all domes installed)

Dome #:____   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:____   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:____   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:____   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Dome #:____   Dome Type: _____   Location: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

Pattern #: ___   Description: _____

List of Inputs and Outputs

This section lists those inputs and outputs (auxiliaries) that have been configured at your facility. It contains the following information:

- which domes have inputs and outputs configured
- a brief description of the inputs and outputs that have been configured
- the "normal" and "abnormal" state for each input
- the "on" and "off" state for each output

A list of the configured inputs and outputs will make it easier for you to toggle the state of the outputs, as described in Chapter 3, "Controlling Cameras and Their Outputs." It will also make it easier for you to set up your system alarms and interpret those alarms when they appear on the LCD.

Here is an example of how to fill out the inputs/outputs list:

Dome Number:__8__	Dome Type: __Ultra__	Location: _North Entrance_
Description	**Normal**	**Abnormal**
Input 1:__Smoke detector lobby__	No Smoke	Smoke
Input 2:__Motion detector__	No Motion	Motion
Input 3:__Twilight Sensor__	Daylight	Dusk
Input 4:_____	_____	_____
Description	**On State**	**Off State**
Output 1:__Light Service Center__	On	Off
Output 2:__North Gate__	Closed	Open
Output 3:__Main Office door__	Locked	Unlocked
Output 4:_____	_____	_____

List of Inputs and Outputs - (Make copies of the worksheet to support all domes)

Dome Number:_____ Dome Type: _____ Location: _____		
Description	**Normal**	**Abnormal**
Input 1:_____	_____	_____
Input 2:_____	_____	_____
Input 3:_____	_____	_____
Input 4:_____	_____	_____
Description	**On State**	**Off State**
Output 1:_____	_____	_____
Output 2:_____	_____	_____
Output 3:_____	_____	_____
Output 4:_____	_____	_____
Dome Number:_____ Dome Type: _____ Location: _____		
Description	**Normal**	**Abnormal**
Input 1:_____	_____	_____
Input 2:_____	_____	_____
Input 3:_____	_____	_____
Input 4:_____	_____	_____
Description	**On State**	**Off State**
Output 1:_____	_____	_____
Output 2:_____	_____	_____
Output 3:_____	_____	_____
Output 4:_____	_____	_____

List of Inputs and Outputs - (Make copies of the worksheet to support all domes)

Dome Number:_____	Dome Type: _____	Location: _____

Description	**Normal**	**Abnormal**
Input 1:_____	_____	_____
Input 2:_____	_____	_____
Input 3:_____	_____	_____
Input 4:_____	_____	_____

Description	**On State**	**Off State**
Output 1:_____	_____	_____
Output 2:_____	_____	_____
Output 3:_____	_____	_____
Output 4:_____	_____	_____

Dome Number:_____	Dome Type: _____	Location: _____

Description	**Normal**	**Abnormal**
Input 1:_____	_____	_____
Input 2:_____	_____	_____
Input 3:_____	_____	_____
Input 4:_____	_____	_____

Description	**On State**	**Off State**
Output 1:_____	_____	_____
Output 2:_____	_____	_____
Output 3:_____	_____	_____
Output 4:_____	_____	_____

Setup Sequence Worksheet

Fill out the Setup Sequence Worksheet before you begin actually setting up the Sequence. This worksheet enables you to determine the following:

- which events will be included in the Sequence

- The camera on which each event was defined

- the kind of event (Quick View, Pattern, or fixed shot)

- the specific number assigned to the event (this number was determined when the event was initially defined

- the duration time for each event

Once you fill out this worksheet, use it to help you set up the Sequence.

The following is a sample Setup Sequence Worksheet. If you set up this sample event within the Sequence, the LCD will look like the one illustrated below the worksheet.

☒ Event #1	
4	Number of camera whose video will be displayed in this event?
View	Action Type (Quick View, Pattern, or Fixed Shot).
2	Action Number (Leave blank if Action Type is fixed shot).
10	Duration time (in seconds) for this event

```
Evt Cam Act  Dur
01   4  View96 10
```

Setup Sequence Worksheet- (Make copies of the worksheet to support all events)

☐ **Event #_____**
_____ Number of camera whose video will be displayed in this event?
_____ Action Type (Quick View, Pattern, or Fixed Shot).
_____ Action Number (Leave blank if Action Type is fixed shot).
_____ Duration time (in seconds) for this event

☐ **Event #_____**
_____ Number of camera whose video will be displayed in this event?
_____ Action Type (Quick View, Pattern, or Fixed Shot).
_____ Action Number (Leave blank if Action Type is fixed shot).
_____ Duration time (in seconds) for this event.

☐ **Event #_____**
_____ Number of camera whose video will be displayed in this event?
_____ Action Type (Quick View, Pattern, or Fixed Shot).
_____ Action Number (Leave blank if Action Type is fixed shot).
_____ Duration time (in seconds) for this event.

☐ **Event #_____**
_____ Number of camera whose video will be displayed in this event?
_____ Action Type (Quick View, Pattern, or Fixed Shot).
_____ Action Number (Leave blank if Action Type is fixed shot).
_____ Duration time (in seconds) for this event.

Setup Sequence Worksheet- (Make copies of the worksheet to support all events)

☐ **Event #_____**
_____   Number of camera whose video will be displayed in this event?
_____   Action Type (Quick View, Pattern, or Fixed Shot).
_____   Action Number (Leave blank if Action Type is fixed shot).
_____   **Duration time (in seconds) for this event.**
☐ **Event #_____**
_____   Number of camera whose video will be displayed in this event?
_____   Action Type (Quick View, Pattern, or Fixed Shot).
_____   Action Number (Leave blank if Action Type is fixed shot).
_____   Duration time (in seconds) for this event.
☐ **Event #_____**
_____   Number of camera whose video will be displayed in this event?
_____   Action Type (Quick View, Pattern, or Fixed Shot).
_____   Action Number (Leave blank if Action Type is fixed shot).
_____   Duration time (in seconds) for this event.
☐ **Event #_____**
_____   Number of camera whose video will be displayed in this event?
_____   Action Type (Quick View, Pattern, or Fixed Shot).
_____   Action Number (Leave blank if Action Type is fixed shot).
_____   Duration time (in seconds) for this event.

Setup Alarms Worksheet

Fill out the Setup Alarms Worksheet before you begin actually setting up an alarm. This worksheet enables you to determine the following:

- which inputs on which domes will trigger an alarm when their state changes from normal to abnormal (remember, the normal and abnormal states for each input are listed on the List of Inputs & Outputs)

- the camera whose video will be displayed and whose output will be initiated when the alarm is triggered

- the kind of video action that will take place when the alarm is triggered (either a Quick View, a Pattern, or a fixed shot)

- the specific number assigned to the Quick View or Pattern that will be displayed when the alarm is triggered

- the specific number assigned to the output, if any, that will be initiated when the alarm is triggered

On the following page is a sample Setup Alarms Worksheet. If you set up this sample alarm, the LCD will look like the one illustrated below the worksheet.

Once you fill out this worksheet, use it to help you set up the system alarms. These worksheets can also help you to interpret what appears on the LCD when the system is in the alarm mode.

Dome Number: 12	Dome Type: Ultra	Location: Accessories

☒ Input #1: ___Smoke Detector_____

7   Which camera's video will be displayed, and output initiated, when input #1 changes to its abnormal state?

Quick View   Which of the following do you want to be displayed when input #1 changes to its abnormal state: a Quick View, a Pattern, or a fixed shot?

96   What is the specific number assigned to the Quick View or Pattern that will be displayed when input #1 changes to its abnormal state? (Leave blank if it is a fixed shot.)

3   If you want an output to be initiated when input #1 changes to its abnormal state, what is the specific number assigned to that output? (Leave blank if there will not be an output.)

```
Cam12/1      Cam7
         View96  Out3
```

There is a separate worksheet for each of the possible 16 cameras. Each camera's worksheet is further divided into four subsections—one for each of the possible four inputs.

On the worksheets, notice that the subsection for Input #1 is worded differently than Inputs 2, 3, and 4 for that same camera. Inputs 2, 3, and 4 have been abbreviated to conserve space, but the same information is required for those inputs as is for Input #1.

Note   Be sure to make a sufficient number of copies of the Setup Alarms worksheet to document all alarms configured.

Setup Alarms Worksheet- <small>(Make copies of the worksheet to support all alarms)</small>

Dome **Dome**	
Number: ___ **Type:** _____ **Location:** _____	

☐ Input #1: _____

_____ Which camera's video will be displayed, and output initiated, when input #1 changes to its abnormal state?

_____ Which of the following do you want to be displayed when input #1 changes to its abnormal state: a Quick View, a Pattern, or a fixed shot?

_____ What is the specific number assigned to the Quick View or Pattern that will be displayed when input #1 changes to its abnormal state? (Leave blank if it is a fixed shot.)

_____ If you want an output to be initiated when input #1 changes to its abnormal state, what is the specific number assigned to that output? (Leave blank if there will not be an output.)

☐ Input #2: _____

_____ Which camera's video is displayed and output initiated?

_____ Action Type: Quick View, Pattern, or fixed shot?

_____ Number of Quick View or Pattern? (Blank for fixed shot)

_____ Number of Output? (Leave blank if no output.)

☐ Input #3: _____

_____ Which camera's video is displayed and output initiated?

_____ Action Type: Quick View, Pattern, or fixed shot?

_____ Number of Quick View or Pattern? (Blank for fixed shot)

_____ Number of Output? (Leave blank if no output.)

☐ Input #4: _____

_____ Which camera's video is displayed and output initiated?

_____ Action Type: Quick View, Pattern, or fixed shot?

_____ Number of Quick View or Pattern? (Blank for fixed shot)

_____ Number of Output? (Leave blank if no output.)

Setup Alarms Worksheet- (Make copies of the worksheet to support all alarms)

Dome Number: ___	Dome Type: _____ Location: _____
☐ Input #1: _____	
_____	Which camera's video will be displayed, and output initiated, when input #1 changes to its abnormal state?
_____	Which of the following do you want to be displayed when input #1 changes to its abnormal state: a Quick View, a Pattern, or a fixed shot?
_____	What is the specific number assigned to the Quick View or Pattern that will be displayed when input #1 changes to its abnormal state? (Leave blank if it is a fixed shot.)
_____	If you want an output to be initiated when input #1 changes to its abnormal state, what is the specific number assigned to that output? (Leave blank if there will not be an output.)
☐ Input #2: _____	
_____	Which camera's video is displayed and output initiated?
_____	Action Type: Quick View, Pattern, or fixed shot?
_____	Number of Quick View or Pattern? (Blank for fixed shot)
_____	Number of Output? (Leave blank if no output.)
☐ Input #3: _____	
_____	Which camera's video is displayed and output initiated?
_____	Action Type: Quick View, Pattern, or fixed shot?
_____	Number of Quick View or Pattern? (Blank for fixed shot)
_____	Number of Output? (Leave blank if no output.)
☐ Input #4: _____	
_____	Which camera's video is displayed and output initiated?
_____	Action Type: Quick View, Pattern, or fixed shot?
_____	Number of Quick View or Pattern? (Blank for fixed shot)
_____	Number of Output? (Leave blank if no output.)

APPENDIX B
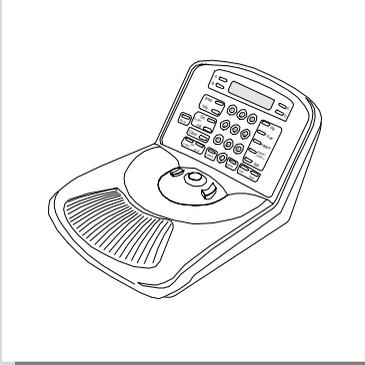
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Glossary

abnormal state

The state of a dome input that will trigger an alarm if it has been configured to do so. For example, when a motion detector senses motion, that is the abnormal state for the input, and it will trigger an alarm.

alarm

The system's response when a dome input changes from its normal state to its abnormal state (if the system has been configured to respond to such a condition). When an alarm is triggered, the TOUCH TRACKER beeps until you clear the alarm via the Clear button.

alarm mode

The condition of the TOUCH TRACKER when an alarm is active. In the alarm mode, the TOUCH TRACKER beeps and the associated alarm information is displayed on the LCD

Apple Peel pattern

A default pattern that a SpeedDome runs whereby the dome makes three complete revolutions starting at the ceiling line and tilting down 30° each revolution.

automatic system function

A system operation that, once you program it, can be initiated automatically via the TOUCH TRACKER. Quick Views, Patterns, alarms, and the Sequence are automatic system functions

calibrate

To check or adjust the graduations of the Tracker Ball. Do this if the Tracker Ball is not responding as expected when you move it.

Call Monitor

The monitor that displays the video that is being controlled by the Call TOUCH TRACKER. This monitor displays video in the full-screen format only.

Call TOUCH TRACKER

The TOUCH TRACKER whose feature set is somewhat limited. It cannot perform any system programming, initiate the Sequence, select monitor display formats, or clear alarms.

Call User

The person who is currently using the Call TOUCH TRACKER.

camera command

A directive issued to the camera via the TOUCH TRACKER—either a pan, tilt, zoom, focus, or iris command.

camera control mode

The condition of the TOUCH TRACKER when an operator is manually selecting or controlling cameras, selecting a monitor display format, displaying Quick Views and Patterns, or toggling the state of a dome output.

cursor

The blinking square on the LCD when the TOUCH TRACKER is in the menu/programming mode. It indicates the currently active field on the LCD.

dome

A camera housed inside a plastic dome. The AD Touch Tracker 16 system can be used to control programmable SpeedDome LT, SpeedDome, Outdoor SpeedDome, and SpeedDome Ultra. *See also Outdoor SpeedDome, SpeedDome, SpeedDome LT, and SpeedDome Ultra.*

duration time

The amount of time, in seconds, that an event within the Sequence will remain on the monitor before the next event starts.

event

A Quick View, Pattern, or fixed shot included in the Sequence.

fixed shot

A camera switch. The view of whatever a camera happens to be "looking at" when it is called up on the monitor.

flip

To instantaneously flip the SpeedDome 180° in the opposite direction of where it is currently pointing.

focus

The process of adjusting the clarity of a scene or an object, as seen through a camera

full-screen

A camera display format whereby video from a single camera is displayed on the monitor and it takes up the entire monitor display.

ID code

A way of identifying the type of dome that is currently selected. This code is helpful if you need to explain to an AD/ Sensormatic CCTV Systems Division Customer Technical Support what kind of domes are installed at your facility.

input

A device such as a smoke detector or twilight sensor that, when configured to do so, can trigger an alarm when it undergoes a change in state.

iris

The camera component that determines how much light enters the camera. By adjusting the iris, you can adjust the brightness and darkness of the video on the monitor.

keypad

The portion of the TOUCH TRACKER containing the buttons that enable you to call up an individual camera and control the selected camera. The keypad provides iris control, flipping a SpeedDome, running the Apple Peel pattern, displaying Quick Views, running Patterns, toggling the state of a dome output, designating a monitor display format, and initiating the Sequence.

LCD

Liquid Crystal Display. The portion of the TOUCH TRACKER that enables you to view which camera is currently selected, and indicates when a Quick View or Pattern is running. It also displays system messages and prompts, and the menu.

Main Monitor

The monitor that displays the video that is being controlled by the Main TOUCH TRACKER.

Main TOUCH TRACKER

The TOUCH TRACKER that employs all of he functionality described in this manual. It can perform system programming, initiate automatic functions, clear alarms, and execute all of the utilities.

Main User

The person who is currently using the Main TOUCH TRACKER.

Menu/programming mode

The TOUCH TRACKER state that allows you to display and select from the menu, program the automatic system functions, indicate which external device your system is connected to, and perform utilities.

mode of operation

The current condition of the TOUCH TRACKER. There are four modes of operation: camera control mode, menu/programming mode, sequencing mode, and alarm mode. The TOUCH TRACKER functions differently depending on its current mode of operation. *See also "operational mode."*

monitor

The screen where camera video is displayed. Some configurations include one monitor; others include two monitors: a Main monitor and a Call monitor.

multiplexer

The unit that some AD TOUCH TRACKER 16 systems are connected to. It enables you to see video from up to 16 cameras simultaneously and select the monitor's display format—full-screen, 2x2, 3x3, or 4x4 display.

Mux

The LCD's abbreviation for "multiplexer."

non-programmable camera

A camera or dome, e.g., the SpeedDome NP, that does not have any programmable features

normal state

The state of a dome input that is considered its ordinary or typical state. For example, a smoke detector's normal state is "not detecting smoke." When an input changes from its normal state to its abnormal state, it triggers an alarm (if it has been configured to do so).

operational mode

The current condition of the TOUCH TRACKER. There are four operational modes: camera control mode, menu/programming mode, sequencing mode, and alarm mode. The TOUCH TRACKER functions differently depending on its current operational mode. *See also "mode of operation."*

Outdoor SpeedDome

A programmable camera that enables security personnel to track a target or survey an area. It is enclosed in special housing that protects the camera from weather conditions. It supports programmable features (presets and patterns), 360° continuous rotation, alarm inputs and outputs, and has a 10x fast zoom lens. It is available in either color or black and white versions. *See also SpeedDome, SpeedDome LT, and SpeedDome Ultra.*

output

An auxiliary. Devices such as lights, audible alarms, door locks, that can be controlled via the TOUCH TRACKER when they are connected to a dome. Outputs can also be initiated automatically in response to an alarm.

pan

Side to side camera movement.

pattern

A sequential series of pan, tilt, zoom, and focus movements from a single programmable dome. You "teach" the dome a combination of these movements that can be replayed automatically.

Peel

The TOUCH TRACKER button that enables you to initiate the SpeedDome Apple Peel pattern.

programmable camera

A dome, such as the SpeedDome, that can be programmed to perform automatic functions.

quad

The LCD's abbreviation for "quad splitter."

quadrant

One of the areas on a monitor that camera video can be displayed in when that monitor is in the multiplexed mode.

quad splitter

The unit that some AD TOUCH TRACKER 16 systems are connected to. It enables you to see video from up to 4 cameras simultaneously.

Quick View

A shot. The selected camera automatically and instantaneously calls up a view from a programmable dome, regardless of where that dome is currently pointing.

reset

The process whereby a SpeedDome re-initializes, re-calibrates, homes up, and then comes back on-line. The reset process takes approximately 30 seconds and the SpeedDome is inoperable during that time.

select

To choose which camera's video you want to display full-screen on the monitor.

Sequence

A collection of up to 16 Quick Views, Patterns, and fixed shots, that play one after the other on the Main monitor. It provides a broad surveillance of a facility. This feature is similar to a monitor tour.

sequence mode

The condition of the Main TOUCH TRACKER when the Sequence is running.

SpeedDome

A programmable camera that enables security personnel to track a target or survey an area. This camera supports programmable features (presets and patterns), 360° continuous rotation, alarm inputs and outputs, and has 10x fast zoom lens. It is available in either color or black and white models. *See also Outdoor SpeedDome, SpeedDome LT, and SpeedDome Ultra.*

SpeedDome LT

A programmable camera that enables security personnel to track a target or survey an area. This camera supports programmable features (presets and Auto Pan), 360° continuous rotation, and has a 12x optical zoom lens. This type of camera does not support pattern programming or alarm inputs and outputs. It is available in either color or black and white versions. *See also Outdoor SpeedDome, SpeedDome, and SpeedDome Ultra*

SpeedDome Ultra

A programmable camera that enables security personnel to track a target or survey an area. It is compact in size compared other SpeedDomes. This camera supports programmable features (presets and patterns), 360° continuous rotation, alarm inputs and outputs, and has a 12x optical zoom lens with 4x electronic magnification (48x zoom). It is available in either color or black and white versions. *See also Outdoor SpeedDome, SpeedDome, and SpeedDome LT.*

SpeedDome Ultra II

A SpeedDome Ultra with enhanced features including support for special programming features and text overlay. *See also SpeedDome Ultra and SpeedDome Ultra III.*

SpeedDome Ultra III

A SpeedDome Ultra with enhanced features including support for special programming features, text overlay, and 96 views. *See also SpeedDome Ultra and SpeedDome Ultra II.*

tilt

Up and down camera movement.

toggle

1. To alternate the current state of a dome output. If the output is currently off, toggling it will turn it on, and vice-versa.

2. To swap the functionality of the zoom and focus buttons on the TOUCH TRACKER to accommodate left or right-handed operation.

TOUCH TRACKER
The video control station that provides you with easy access to various video control features.

Tracker Ball
The portion of the TOUCH TRACKER that enables you to pan and tilt the camera and scroll through the selections on the menu.

utility
A menu selection that either assists you in self-help system diagnostics, or provides you with a convenience feature for system operation. The utilities are accessed via the menu.

zoom
The apparent action of "moving" closer to or further away from an object, as seen through the camera lens.

2x2
The monitor display format available on the Main monitor if you are connected to a quad splitter or a multiplexer. Video from 4 cameras appears on the monitor at the same time—two across and two down.

3x3
The monitor display format available on the Main monitor if you are connected to a 9- or 16-camera multiplexer. Video from cameras 1 through 9 are displayed on the monitor at the same time—three across and three down.

4x4
The monitor display format available on the Main monitor if you are connected to a 16-camera multiplexer. Video from cameras 1 through 16 are displayed on the monitor at the same time, 4 across and 4 down

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