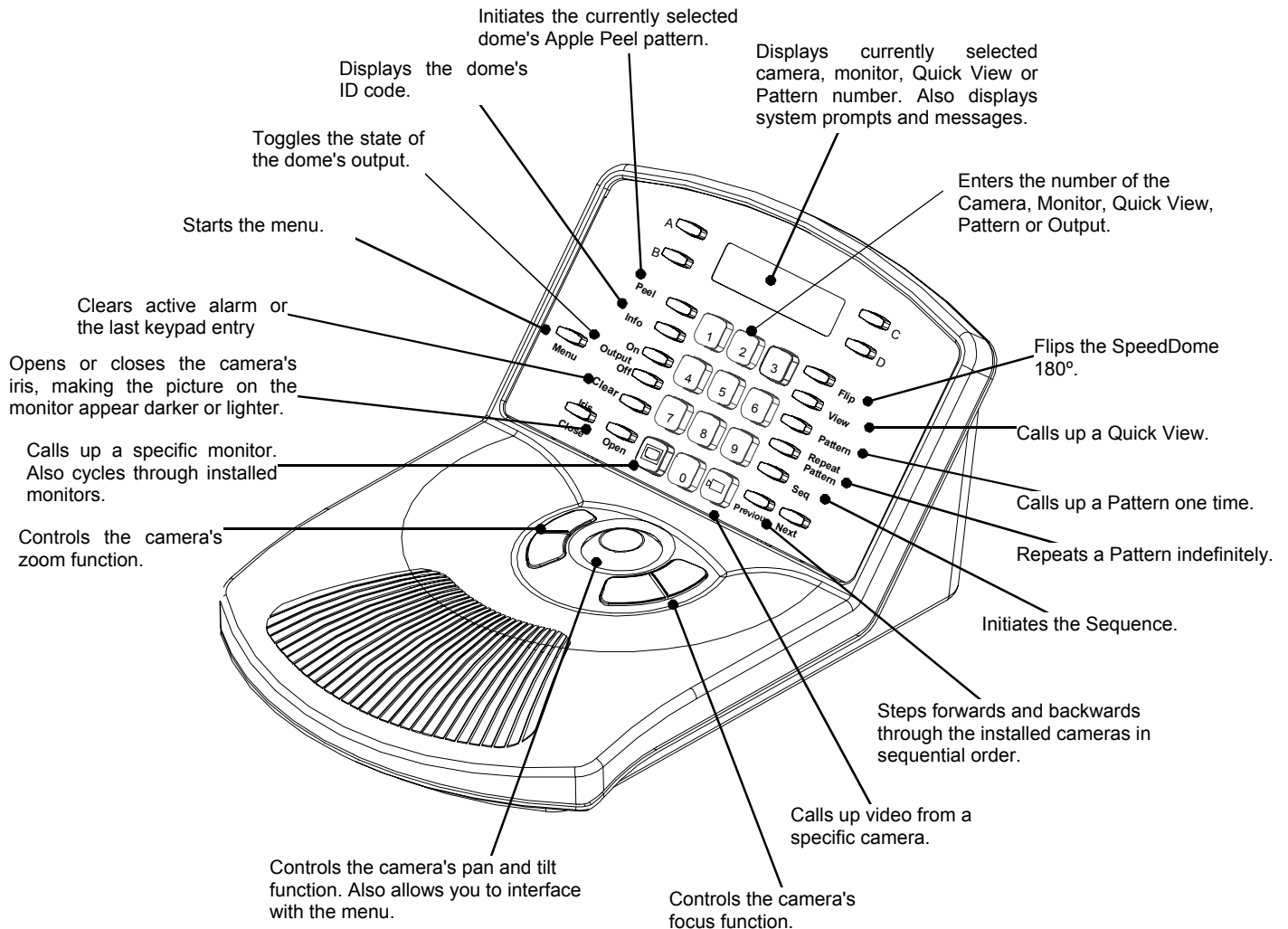


ADTT32E Enhanced TOUCH TRACKER® Overview



New and Improved Features

The enhanced TOUCH TRACKER allows you to customize the following features:

- LCD backlight brightness
- Volume control for key click
- Turn key click On or Off

In addition, the following features have changed to improve the usability and reliability of the Touch Tracker:

- Larger, hard plastic keys
 - Number keys
 - Function keys
 - Camera and Monitor keys (with icons)
- New Tracker Ball and mechanism
 - Eliminates need for calibration
- Microswitch zoom and focus keys
- Updated color scheme

LCD Menu

Define Sequence
Setup View
Record Pattern
Auto Alarm Ack
Alarm Actions
Tog Zoom / Focus
Show Sys Info
Reset Dome
Port Settings
Tog Primary / 2nd
Ping Dome / TTR
Set Time/Date
Event Setup
Event Timers
Camera Titles
Monitor Setup
Select Language
Adjust V-phase
Adj Backlighting
Adj Keyclick Vol
Keyclick ON/OFF

Using the Menu

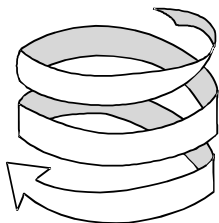
Press the **Menu** button on the keypad to invoke the menu. This scrollable menu appears on the LCD. Only two menu selections are visible at one time on the LCD.

Move the Tracker Ball up and down to scroll through the menu selections. To select the item on the top line of the LCD, press the **Zoom** button (or press button A). To select the item on the bottom line of the LCD, press the **Focus** button (or press button B).

Apple Peel


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

APPLE PEEL PATTERN



Note: If the Sensornet-to-RS-422 code converter is being used, pressing **Peel** will run Pattern 3 (if Pattern 3 has been programmed).


✓ Select a Camera

Enter the number of the camera whose video you want to display, then press  (**Camera** button).

✓ Sequence through the Cameras

To display video from the 32 cameras—one at a time—in sequential order, press the **Previous** and **Next** buttons. Each time you press **Previous**, video from the previous camera is displayed. Each time you press **Next**, video from the next camera is displayed.

✓ Select a Monitor

Enter the number (1-5) of the monitor where you want to display camera video, then press  (**Monitor** button).

✓ "Flip" the SpeedDome

To flip the currently selected SpeedDome 180° in the opposite direction, press **Flip**.

✓ Run "Apple Peel"

To instruct the currently selected SpeedDome to run the Apple Peel pattern, press **Peel**.

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

Note: If the Sensornet-to-RS-422 code converter is being used, pressing **Peel** will run Pattern 3 (if Pattern 3 has been programmed).

✓ Clear an Alarm

To clear the alarm whose information currently appears on the LCD press **Clear**.

✔ Control Dome Outputs

1. Refer to the Dome Configuration Worksheet to see which output devices are connected to which domes, and what the on / off states are for those devices.
2. Enter the number of the camera whose output device you want to turn on or off, then press **Camera**.
3. Press the number of the output device (1 - 4) that you want to turn activate or deactivate.
4. Pressing **Output On** activates the output device; pressing **Output Off** deactivates the output device.

✔ Control Switcher Output

To control the output device connected to the video matrix switcher, press **Output On** or **Output Off**.

✔ Display Quick Views

Note: SpeedDome Ultra III/DeltaDome and newer domes supports 96 views. Other domes support only four views.

1. Enter the number of the camera whose Quick View you want to display, then press **Camera**.
2. Press the number of the Quick View you want to display (1 - 96), then press **View**.

✔ Run Patterns

1. Press the number of the camera whose Pattern you want to display, then press **Camera**.
2. Press the number of the Pattern you want to display (1 - 3), then press **Pattern** to run the Pattern once. Press **Repeat Pattern** if you want the Pattern to repeat itself indefinitely.

If you select a repeating Pattern, the Pattern repeats itself until you issue a camera command (pan, tilt zoom or focus) to the dome running the Pattern.

✔ Run Sequences

Note: Each TOUCH TRACKER can have its own sequence.

To initiate the pre-defined Sequence, press **Seq**. The Sequence repeats itself indefinitely until you press **Seq** or **Clear**.

✔ Define Quick Views

Note: SpeedDome Ultra III/DeltaDome and newer domes support 96 views. Other domes support only four views.

1. On the monitor, display the picture for which you want to create a Quick View.
2. Press **Menu**, then select **Setup View**.
3. Press the number buttons (1 - 96) that you want to assign to this Quick View, then press **Zoom** or **Focus** to save.

✔ Define Patterns

1. On the monitor, display the picture that you want to be the starting point of the Pattern.
2. Press **Menu**, then select **Record Pattern**.
3. Press the number (1 - 3) that you want to assign to this pattern.
4. Move the camera around, then zoom and focus as necessary to create a logical camera pattern. If you make a mistake during programming and no longer want to program the pattern, press **Clear**.
5. When you finish creating the pattern, press **Next**.

✔ SpeedDome LT Auto Pan Programming

1. On the monitor, display the picture that you want to be the starting point of the Auto Pan.
2. Press **Menu**, then select **Record Pattern**.
3. Press the number 1 on the keypad.
4. Move the camera to the end point, then press **Next**.

✔ Define Sequences

Note: Each TOUCH TRACKER can have its own sequence.

1. Press **Menu**, then select **Define Sequence**.
2. Scroll through the list of events using the Tracker Ball until the event you want to define or re-define appears on the LCD.
3. In the Cam field, use the number buttons to type the camera number for the event (use 2 digits).
4. In the Act field, indicate the kind of Action you are specifying for this event. Press **View** for a Quick View; press **Pattern** for a Pattern. For a fixed shot, press **Clear** to leave this field blank.
5. If this is a Quick View or Pattern, use the number buttons to select the number of Quick View or Pattern.
6. In the Dur field, indicate the duration time for this event (use the number buttons).
7. Repeat steps 2 through 6 for each event in the sequence. Press **Menu** when complete.

✓ Adjust LCD Backlighting

1. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
2. Press **Zoom** or **Focus** to select **Adj Backlighting**.
3. Press **Next** to make the backlighting brighter; press **Previous** to make the backlighting dimmer.

✓ Adjust Key Click Volume

1. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
2. Press **Zoom** or **Focus** to select **Adj KeyClick Vol**.
3. Press **Previous** to make the volume softer; press **Next** to make the volume louder.

✓ Turn Key Click On / Off

1. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
2. Press **Zoom** or **Focus** to select **Key Click On/Off**.
3. Press **Next** to turn the key click on or off. The current setting appears on the LCD.
 - If the key click is on, **Keyclick ON** appears on the LCD.
 - If the key click is off, **Keyclick OFF** appears on the LCD.

✓ Set Language

1. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
2. Press **Zoom** or **Focus** to select **Select Language**.
3. Use the Tracker Ball to scroll through the available languages, and press **Zoom** or **Focus** to select the correct language.

The following languages are supported:

- English
- French
- German
- Italian
- Portuguese
- Spanish

Using On-Screen Forms

The following procedures use special forms that appear on Monitor 1. These forms permit you to set the system date/time, configure monitors, assign camera names, and schedule events.

When using the on-screen forms, the following TOUCH TRACKER components are used:

- The Tracker Ball or **Next** button moves the cursor around the screen.
- The **Zoom** or **Focus** buttons cycle through available choices. These buttons also enter data into the selected fields.
- Use the number buttons to enter numeric entries, such as system time and date.
- The **Menu** button returns TOUCH TRACKER control to the LCD.

✓ Setting System Date/Time

1. Press the **Menu** button.
2. Select **Set Time/Date**.
The **Set Time and Date** form appears on Monitor 1.
3. The cursor appears in the **Date Format** field. Press the **zoom** or **focus** button to cycle through the available choices: **MM-DD-YY**, **DD-MM-YY**, or **YY-MM-DD**.
4. Use the Tracker Ball or **Next** button to move the cursor to the **Date** field. Use the number buttons to enter the month, date, and year in 2-digit format. Press **zoom** or **focus** to accept the entry after each 2-digit segment of the date is entered.
5. Use the Tracker Ball or **Next** button to move the cursor to the **Time** field. Use the number buttons to enter the correct time in 24-hour format.
6. Use the Tracker Ball or **Next** button to move the cursor to the **Day of Week** field. Press the **zoom** or **focus** button to cycle through the available choices.
7. When finished entering the date and time information, press **Menu** twice to resume camera control mode.

✓ Assigning Camera Names

1. Press the **Menu** button.
2. Select **Camera Titles**.
The **Camera Naming** form appears on Monitor 1.
3. Using the Tracker Ball, move the cursor to the **Camera Number** field. Press **zoom** or **focus** until the correct camera number appears on the screen.
4. Using the Tracker Ball or **Next** button, move the cursor to the **Title** field.
5. Move the Tracker Ball to highlight the character in the **Character Selection** field that will be used in the name for the camera. Press **zoom** or **focus** to select the character.
If you make a typing mistake, use the **Next** button to move around the **Title** field.

- The selected character now appears in the selected position of the **Title** field.
- Repeat steps 5 and 6 until you have named the camera.
- Repeat steps 3 through 6 for each camera you want to name.
- When finished naming cameras, press **Menu** twice to return to camera control mode.

Setting Up Monitors

For each of the 5 monitors, you can choose to display the date, time and name of the selected camera.

- Press the **Menu** button.
- Select **Monitor Setup**.
The **Monitor Setup** form appears on Monitor 1.
- Use the Tracker Ball or press the **Next** button to position the cursor in the **Monitor** field. Press the **zoom** or **focus** button until the correct monitor number appears.
- Move the cursor to the **Time Date** field. Press **zoom** or **focus** to cycle through the available choices. If you want the time and date to appear on the screen, select **On**. If you do not want the time and date to appear on the screen, select **Off**.
- Move the cursor to the **Title Display** field. Press **zoom** or **focus** to cycle through the available choices. If you want the camera names to appear on the monitor, select **On**; if you do not want camera names to appear on the monitor, select **Off**.
- Move the cursor to the **Brightness** field. Press **zoom** or **focus** to cycle through the available choices. The range for the text brightness setting is 1 (darkest) to 8 (brightest).
- Repeat steps 3 through 6 for each monitor you want to configure.
- When finished setting up monitors, press **Menu** twice to return to camera control mode.

Configuring Timed Events

There are two parts to configuring timed events: setting up events and scheduling events.

Setting Up Events

- Press the **Menu** button.
- Select **Event Setup**.
The information appears on the LCD.
- Move the Tracker Ball up and down to scroll between the available events. When the correct event number appears, continue with step 4.
- Use the number buttons to enter the monitor number (1-5) where the Timed Event will be shown.
- Use the number buttons to enter the camera number (1-32) whose video will appear on the selected monitor.
- The default event is a Quick View. If you do not want a Quick View, press the **Pattern** or **Seq** button to change this field.

- If you are setting up a Quick View or Pattern to be the Timed Event, use the number buttons to enter the correct Quick View (01-96) or Pattern (1-3) for the selected camera.
- If you want to program other timed events, repeat steps 3 through 7.
- When finished programming events, press **Menu** twice to resume camera control mode.

Scheduling Events

- Press the **Menu** button.
- Select **Event Timers**.
The information appears on Monitor 1.
- If this is a new time slot, use the Tracker Ball or **Next** button to move the cursor to the **Time** field, and continue with step 4. If this is not a new time slot, move the cursor to **Edit Timers**, and continue with step 5.
- Use the number buttons to enter the 2 digits for the hour (in 24-hour format) for the event you are scheduling, then press **zoom** or **focus**. Use the number buttons to enter the 2 digits for the minutes, then press **zoom** or **focus**.
- The cursor automatically moves to **Edit Timers**. Press **zoom** or **focus** to select. The **Set Event Timer** form appears on the screen.
- Move the cursor to appropriate day field when you want the event to run. Enter the number (1-32) for the pre-defined event, then press **zoom** or **focus**. The events are those defined during the *Setting Up Events* procedure.
- When you have finished scheduling pre-defined events for this time slot, move the cursor to **Previous Menu** then press **zoom** or **focus**.
- Move the cursor to **Enable Timer**, then press **zoom** or **focus**. The events picked in step 6 will now run at the scheduled time.
- If you want to configure pre-defined events for another time slot, move the cursor to **Next Timer**, then press **zoom** or **focus**. Repeat steps 3 through 8 for each time slot you want to configure.
- When you finish scheduling events, press **Menu** twice to resume camera control mode.

Clearing Scheduled Events

If you need to stop events from running on a regular basis, do the following:

- Press the **Menu** button.
- Select **Event Timers**.
The information appears on Monitor 1.
Is this the time slot that you want to clear? If so, continue with step 4. *Do you want to clear a different time slot?* If so, continue with step 3.
- Move the cursor to **Next Timer**, then press **zoom** or **focus** until the time slot you want to clear appears on line 2.
- Move the cursor to **Clear Timer**, then press **zoom** or **focus**.
- If there are other time slots you want to clear, repeat steps 3 and 4.

6. When finished clearing events, press **Menu** twice to return to camera control mode.

Disabling Timed Events

If you need to temporarily stop scheduled events from running, do the following:

1. Press the **Menu** button.
2. Select Event Timers.
The information appears on Monitor 1.
Is this the time slot that you want to disable? If so, continue with step 4. Do you want to disable a different time slot? If so, continue with step 3.
3. Move the cursor to Next Timer, then press **zoom** or **focus** until the time slot you want to disable appears on line 2.
4. Move the cursor to Disable Timer, then press **zoom** or **focus**.
5. If there are other time slots you want to disable, repeat steps 3 and 4.
6. When finished disabling events, press **Menu** twice to return to camera control mode.

Changing Scheduled Time Slots

If you need to change the time for scheduled events, do the following:

1. Press the **Menu** button.
2. Select Event Timers.
The information appears on Monitor 1.
Is this the time slot that you want to change? If so, continue with step 4. Do you want to change a different time slot? If so, continue with step 3.
3. Move the cursor to Next Timer, then press **zoom** or **focus** until the time slot you want to change appears on line 2.
4. Move the cursor to Change Timer To HH:MM, then press **zoom** or **focus**.
5. Use the number buttons to enter the 2-digit hour in 24-hour format, then press **zoom** or **focus** to enter. Use the number buttons to enter the minutes, then press **zoom** or **focus** to enter.
6. If there are other time slots you want to change, repeat steps 3 through 5.
7. When finished changing event times, press **Menu** twice to return to camera control mode.

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