
ABOUT THIS DOCUMENT

This document was developed to help you understand the limitations associated with programming the Auto Pan feature for SpeedDome LT. Unlike other SpeedDome products, the SpeedDome LT does not support pattern programming. Instead, the pattern programming function is used to program the Auto Pan. Auto Pan is a smooth side-to-side movement of the camera that is performed when the appropriate pattern number is selected.

Each SpeedDome LT supports only one Auto Pan. However, this Auto Pan can be re-programmed over and over again.

Programming Limitations

Before you attempt programming the Auto Pan, keep the following limitations in mind:

- Although it appears to have three Patterns available to program, you can only program the Auto Pan feature for Pattern 1 for VM 16 Plus, VM32 and VM 1. For VM 96, you can only program the auto pan for the lowest pattern number listed.
- Any extraneous movements made during the Auto Pan programming are 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 (360°) 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 other patterns 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 original pattern number that was programmed. Selecting another available Pattern number will not change the previously programmed Auto Pan.

VM 16 Plus Auto Pan Programming

If your system is VM 16 Plus, use the following steps to program the Auto Pan:

Note: You must use the Main TOUCH TRACKER® to perform Auto Pan programming.

1. Use the number buttons to select the appropriate dome, then press **Camera**.
2. Move the camera until you see the starting point of the Auto Pan you are programming.
3. Press **Menu**, then select Record Pattern.
4. Press number 1 on the keypad.
5. Move the camera to the end point of the Auto Pan you are programming, then press **Next**.

To run the Auto Pan you just programmed, press 1 then **Pattern**. The dome will pan from side-to-side until a camera command, such as tilt or zoom, is issued. To re-program the Auto Pan, repeat steps 1 through 5.

VM 32 Auto Pan Programming

If your system is VM 32, use the following steps to program the Auto Pan:

Note: You must use the primary TOUCH TRACKER® to perform Auto Pan programming.

1. Use the number buttons to select the appropriate dome, then press **Camera**.
2. Move the camera until you see the starting point of the Auto Pan you are programming.
3. Press **Menu**, then select Record Pattern.
4. Press number 1 on the keypad.
5. Move the camera to the end point of the Auto Pan you are programming, then press **Next**.

To run the Auto Pan you just programmed, press 1 then **Pattern**. The dome pans from side-to-side until a camera command, such as tilt or zoom, is issued. To re-program the Auto Pan, repeat steps 1 through 5.

VM 1 Auto Pan Programming

1. Press the **MENU** key to display the Main Menu.
2. Use the arrow keys to move the cursor to Program Dome, then press **ENTER**.
3. Press the **SELC** key until the number associated with the SpeedDome LT appears.
4. Move the cursor to Program Patterns, then press **ENTER**.

Continued on next page

5. The message MOVE TO START OF PATTERN. .PRESS "START" appears on the screen. Move the camera until you see the starting point for the Auto Pan you are creating. Adjust the camera as necessary, then press **START**.
6. The message TRACE DESIRED PATTERN PRESS "SET" appears on the screen. Move the camera to the end point of the Auto Pan, then press **SET**.
7. The message REPLAY PATTERN? Y/N appears on the screen. If you want to preview the auto pan, press Y. If you do not want to preview the auto pan, press **N**.
Note: If you choose **Y** to preview the auto pan, the camera will pan back and forth continuously. Press **N**, to stop the auto pan.
8. The message ACCEPT PATTERN? Y/N appears on the screen. To accept the Auto Pan, press **Y**; to reject the Auto Pan, press **N**.

To run the Auto Pan, select the dome, then press **PATRN** and

1. The camera pans from side-to-side until a camera command, such tilt or focus, is issued.

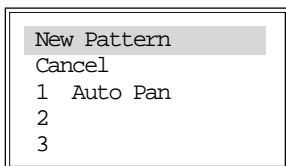
VM 96 Auto Pan Programming Using the TOUCH TRACKER

If you plan to program the Auto Pan from the VM 96 TOUCH TRACKER, use the following steps:

1. Press **Patrn** on the keypad to display the list of existing Patterns.
2. Press the number of the camera for which the Auto Pan will be defined, and then press **Cam**.
3. Use the Tracker Ball to highlight Define, and then press **Menu**.

If the Auto Pan has already defined for this camera, the screen displays the following prompt:

Choose the pattern you want to program.



Note: Remember, you can only define one Auto Pan for each SpeedDome LT. You must use the lowest numbered pattern to program it.

4. Do one of the following:
 - To define a new Auto Pan, highlight New Pattern, and then press **Menu**.
 - To re-program an existing Auto Pan, highlight the appropriate Pattern in the list, and then press **Menu**.
 - To exit the programming mode, highlight Cancel, and then press **Menu**.

5. The screen displays the following message:
Position the camera to the start of the pattern.
Press ACK when done
Press CLEAR to cancel
6. Position the camera to the starting point of the Auto Pan. When you have the picture you want displayed on the monitor, press **ACK**.
The screen displays the following message:
Move the camera in the desired pattern.
Press ACK when done.
Press CLEAR to cancel.
7. Move the camera to the end point of the Auto Pan. If you make a mistake during programming or you no longer want to program the Auto Pan, press the **Clear Entry** button at any time to cancel programming.
8. When you have find the end point of the Auto Pan, press **ACK**.
The screen displays this message:
Do you want to view the newly created pattern?
Press ACK to view the pattern
Press CLEAR to continue

Note: The pattern preview does not work for Auto Pan. If you press **ACK**, nothing happens.

9. Press **Clear Entry** to continue.
The screen displays the following prompt:
Press ACK to accept the pattern
Press CLEAR to cancel
10. If the newly created Auto Pan is acceptable to you, press **ACK**. Otherwise, press **Clear Entry** and you can re-program a new Auto Pan.
If you pressed **Clear Entry**, the Auto Pan is canceled and the Patterns screen is displayed.
If you pressed **ACK**, the screen displays the following message:
Please Wait ...

The system defines the new Auto Pan and automatically assigns a number for the pattern, which is now added to the list on the Patterns screen.

The system assigns a number and a name to the Auto Pan. If you want to change the name to something that is more meaningful to you, contact your Supervisor or anyone who has administrator privileges.

VM 96 Auto Pan Programming Using the Administrator Keyboard

Displaying the Define Patterns Form

1. From the Administrator Menu, select Define to display the Define pull-down menu.
2. From the Define pull-down menu, select Patterns to display the Define Patterns form. A sample Define Patterns form is shown in the following figure.

Form Edit Search Options Special Help Exit

Pattern Number	Pattern Name	Camera Number	Commands
1	Front Hall	2	42
2	Storage Room	6	27
3	Lobby	2	12

Records Selected: 3 Total: 3

This form lists all of the Patterns that are already defined, and indicates the number of camera commands each Pattern consists of. Some of these Patterns were defined using the User's Menu, and some of them were defined using the Administrator's Menu, but each Pattern has a unique number assigned to it.

Continue with the appropriate section:

- "Defining a New Auto Pan"
- "Changing the Name of an Auto Pan"
- "Re-programming an Auto Pan"
- "Deleting an Auto Pan"

Defining A New Auto Pan

With the Define Patterns form displayed, perform the following procedure to define a new Pattern.

1. Select one of the following options:
 - Is this the first Pattern to be defined? If so, skip to Step 3 now.
 - Is there at least one Pattern already defined? If so, press ALT/F to display the Form pull-down menu. From the Form pull-down menu, select Add Row. The system inserts a blank line with the highlight bar in the Pattern Name field; the pattern number is automatically assigned.
2. Type the name that best describes the Auto Pan you are defining, and then press ENTER.

The highlight bar jumps to the Camera Number field. There is a choice list associated with this field.

3. Enter the camera for which the Auto Pan will be defined. All of the Pattern information is entered, and you are ready to begin the actual programming of the Pattern.
4. *Do you want to program the Pattern at this time?* If so, continue with Step 5 now. If you do not want to program the Pattern at this time, skip to Step 12 now; then you can program the Pattern later as described in the section "Re-programming a Pattern."
5. Press ALT/P to display the Special pull-down menu.
6. From the Special pull-down menu, select Program.

The screen displays the following prompt:

Position the camera to the start of the pattern

Press ACK when done

Press CLEAR to cancel

7. Use the TOUCH TRACKER to position the camera to the starting point of the Auto Pan. When you are finished, press **Ack** on the TOUCH TRACKER keypad.

The screen displays the following prompt:

Move the camera in the desired pattern.

Press ACK when done

Press CLEAR to cancel

8. Move the camera to the end point of the Auto Pan.
9. When you are finished programming the Auto Pan, press **Ack** on the TOUCH TRACKER keypad.

The screen displays this message:

Do you want to view the newly created pattern?

Press ACK to view the pattern

Press CLEAR to continue

If you wait too long to respond to this prompt, the system assumes you do not want to re-run the Pattern.

Note: The Pattern Preview does not work for Auto Pan. If you press **Ack**, nothing happens.

10. Press **Clear Entry** on the keypad and skip to Step 11 now. Pressing **Clear Entry** does not cancel the Pattern.
11. If the newly created Auto Pan is acceptable, press **Ack** on the keypad. Otherwise, press **Clear Entry** and you can re-program a new Auto Pan.
 - *If you pressed **Ack***, the screen displays this prompt:
Please Wait . . .
 - *If you pressed **Clear Entry***, the Pattern is canceled, but its name and camera number are still displayed on the Define Patterns form.
12. When you are finished defining Patterns, press ALT/X, and then press ENTER to exit the Define Patterns form.
13. To exit the Administration Menu, press ALT/X, and then press ENTER.

The next time you display the Define Patterns form you will see the new Pattern on the list.

Changing the Name of an Auto Pan

When you program Auto Pans using the User's Menu, the system automatically assigns a default name—in numerical order—to that Pattern, for example, Pattern 7. You can assign more meaningful names to these Auto Pans. For example, you can change the default name of an Auto Pan from Pattern 1 to Lobby Auto Pan so it has more meaning to the operator. With the Define Patterns form displayed, perform the following procedure to assign a name to a Pattern that has already been programmed. This procedure also applies to Patterns that already have a name assigned to them, but you want to change the existing name.

1. Use the up and down arrow keys to highlight the Pattern name you want to change, and then type the new Pattern name. Repeat this step for all Patterns whose names you want to change.
2. When you are finished changing Pattern names, press ALT/X, and then press ENTER to exit the Define Patterns form.
3. To exit the Administration Menu, press ALT/X, and then press ENTER

Re-programming an Auto Pan

With the Define Patterns form displayed, perform the following procedure to re-program an existing Pattern. Before you decide to re-program an Auto Pan, consider whether the Pattern is part of any Sequences, Salvos, or Activities; these will be affected.

This procedure also applies to Patterns that have already been defined, i.e., Pattern name and camera number have been entered, but the Auto Pan has not been programmed.

1. Highlight the Pattern Name you want to re-program.
2. With the highlight bar positioned on the appropriate Pattern Name, press ALT/P to display the Special pull-down menu.
3. From the Special pull-down menu, select Program to re-program the Pattern.

The screen displays the following prompt:

Position the camera to the start of the pattern

Press ACK when done

Press CLEAR to cancel

4. Use the TOUCH TRACKER to position the camera to the starting point of the Auto Pan. When you are finished, press **Ack** on the TOUCH TRACKER keypad.

The screen displays the following prompt:

Move the camera in the desired pattern.

Press ACK when done

Press CLEAR to cancel

5. Move the camera to the end point of the Auto Pan.

6. When you are finished programming the Auto Pan, press **Ack** on the TOUCH TRACKER keypad.

The screen displays this prompt:

Do you want to view the newly created pattern?

Press ACK to view the pattern

Press CLEAR to continue

If you wait too long to respond to this prompt, the system assumes you do not want to re-run the Pattern.

Note: The Pattern Preview does not work for Auto Pan. If you press **Ack**, nothing happens.

7. Press **Clear Entry** on the keypad; this does not cancel the Pattern.
8. If the newly created Pattern is acceptable, press **Ack** on the keypad. Otherwise, press **Clear Entry** and you can re-program a new Auto Pan.
 - *If you pressed **Ack***, the screen displays this prompt:
Please Wait . . .
 - *If you pressed **Clear Entry***, the Auto Pan is canceled, but its name and camera number are still displayed on the Define Patterns form.
9. Repeat Steps 1 through 8 for each Auto Pan you want to re-program.
10. When you are finished re-programming Patterns, press ALT/X, and then press ENTER to exit the Define Patterns form.
11. To exit the Administration Menu, press ALT/X, and then press ENTER.

Deleting an Auto Pan

Before you decide to delete an Auto Pan consider whether the Pattern is part of any Sequences, Salvos, or Activities; these will be affected.

With the Define Patterns form displayed, perform the following procedure to delete an existing Pattern.

1. Position the highlight bar on the name of the Auto Pan you want to delete.
2. Press ALT/F to display the Form pull-down menu.
3. From the Form pull-down menu, select Delete Row and then press ENTER.

If this Auto Pan is included in a Sequence, Salvo, or Activity, the system displays a message indicating how many other items will be affected if this Pattern is deleted. If this is the case, the system gives you the option to abort this procedure.

4. Select **Continue** if you still want to delete the Auto Pan; select **Abort** if you no longer want to delete the Pattern.

Continued on next page

After a few seconds, the Pattern is automatically deleted.
It will also be deleted from the Patterns screen on the
User's Menu.

5. Repeat Steps 1 through 4 for each Pattern you want to delete.
6. When you are finished deleting Patterns, press ALT/X, and then press ENTER to exit the Define Patterns form.
7. To exit the Administration Menu, press ALT/X, and then press ENTER.
8. The next time you define a new Pattern, the system will assign it the number of the Pattern you deleted.