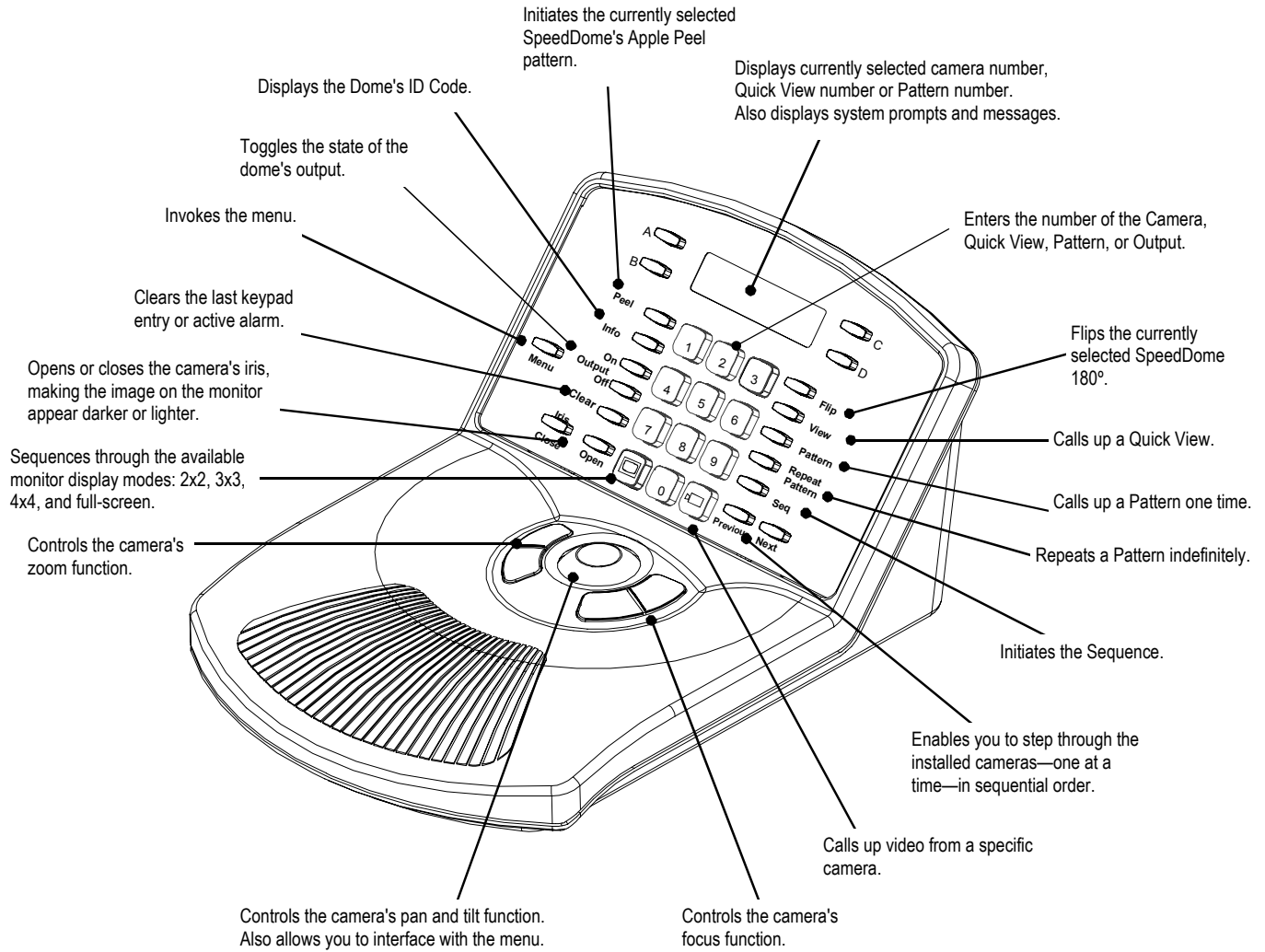


## RCTT16BE Enhanced TOUCH TRACKER<sup>®</sup> Overview



### 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

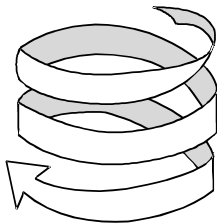
Define Sequence  
Setup View  
Record Pattern  
Alarm Actions  
Config Devices  
Reset Dome  
Select Language  
Tog Primary / 2nd  
Tog Zoom / Focus  
Adjust V-Phase  
Show Sys Info  
Ping Dome / TTR  
Adj Backlighting  
Adj Keyclick Vol  
Keyclick ON/OFF

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 (in this example Define Sequence), press a **Zoom** button. To select the item on the bottom line of the LCD (in this example Setup View) press a **Focus** button.


## 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 will provide you with a complete view of the area.

### APPLE PEEL PATTERN



## ✓ Select a Camera

Press the number of the camera whose video you want to display full-screen, then press  (Camera button).


## ✓ Sequence through the Cameras

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

## ✓ Select the Monitor Display Format

If you are connected to a quad splitter or multiplexer, you can specify the monitor display format:

- Full-screen
- 2X2 (for quad splitters and 4, 9, and 16-camera multiplexers)
- 3X3 (for 9 and 16-camera multiplexers)
- 4X4 (for 16-camera multiplexers)

Press  (**Display** button) to sequence through the available display formats. For quad splitters, the Display button switches between Quad A (cameras 1-4) and Quad B (cameras 5-8).

## ✓ “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 will repeat itself indefinitely until you issue a camera command (pan, tilt, zoom or focus) to the dome running the pattern.

## **Clear an Alarm**

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

## **Control Dome Outputs**

1. Refer to the Dome Input / Output chart to see which outputs are connected to which domes, and what the on / off states are for those domes.
2. Press the number of the camera whose output you want to turn on or off, then press **Camera**.
3. Press the number of the output (1 - 4) that you want to turn on or off.
4. Press **Output On** to turn the Output on; press **Output Off** to turn the Output off.

## **Display a Quick View**

**Note:** SpeedDome Ultra III supports 96 views. Other domes support 4 views.

1. Press 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), and then press **View**.

## **Run a Pattern**

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** (if you want the pattern to run one time only) or **Repeat Pattern** (if you want the Pattern to repeat itself indefinitely).

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

## **Run the Sequence**

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

## **Define a Quick View**

**Note:** SpeedDome Ultra III and newer domes supports 96 views. Other domes support 4 views.

1. On the monitor, display the picture for which you want to create a quick view.
2. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
3. Press **Zoom** or **Focus** to select Setup View.
4. Press the number buttons (1 - 96) that you want to assign to this Quick View.
5. Press **Zoom** or **Focus** to save.

## **Define a Pattern**

1. On the monitor, display the picture that you want to be the starting point of the Pattern.
2. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
3. Press **Zoom** or **Focus** to select Record Pattern.
4. Press the number (1 - 3) that you want to assign to this pattern.
5. Move the camera around, 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**.
6. When you complete 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** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
3. Press **Zoom** or **Focus** to select Record Pattern.
4. Press the number 1 on the keypad.
5. Move the camera to the end point, then press **Next**.

When you select Pattern 1 for this dome, the camera will pan smoothly from side-to-side until another camera command is issued.

## Define the Sequence

1. Press **Menu** to display the LCD Menu. Use the Tracker Ball to scroll through the choices.
2. Press **Zoom** or **Focus** to select Define Sequence.
3. Use the Tracker Ball to scroll through the list of events until the event you want to define or re-define appears on the LCD.
4. In the Cam field, indicate which camera this event was defined on (use the number buttons).
5. 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.
6. If the action is a Quick View or Pattern, enter the specific Quick View or Pattern number (use the number buttons).
7. In the Dur field, indicate the duration time for this event (use the number buttons).
8. Repeat steps 3 through 7 for each event to be defined in the sequence.

## 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 the 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 language selections.
4. Press Zoom or Focus to select the correct language.

The enhanced TOUCH TRACKER supports the following languages:

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

---

*View Manager* and *TOUCH TRACKER* are trademarks of Sensormatic Electronics Corporation. Other product names (if any) mentioned herein may be trademarks or registered trademarks of Sensormatic or other companies.

No part of this guide may be reproduced in any form without written permission from Sensormatic Electronics Corporation.

© 2005 Sensormatic Electronics Corp. All rights reserved.

RLJ 5/05