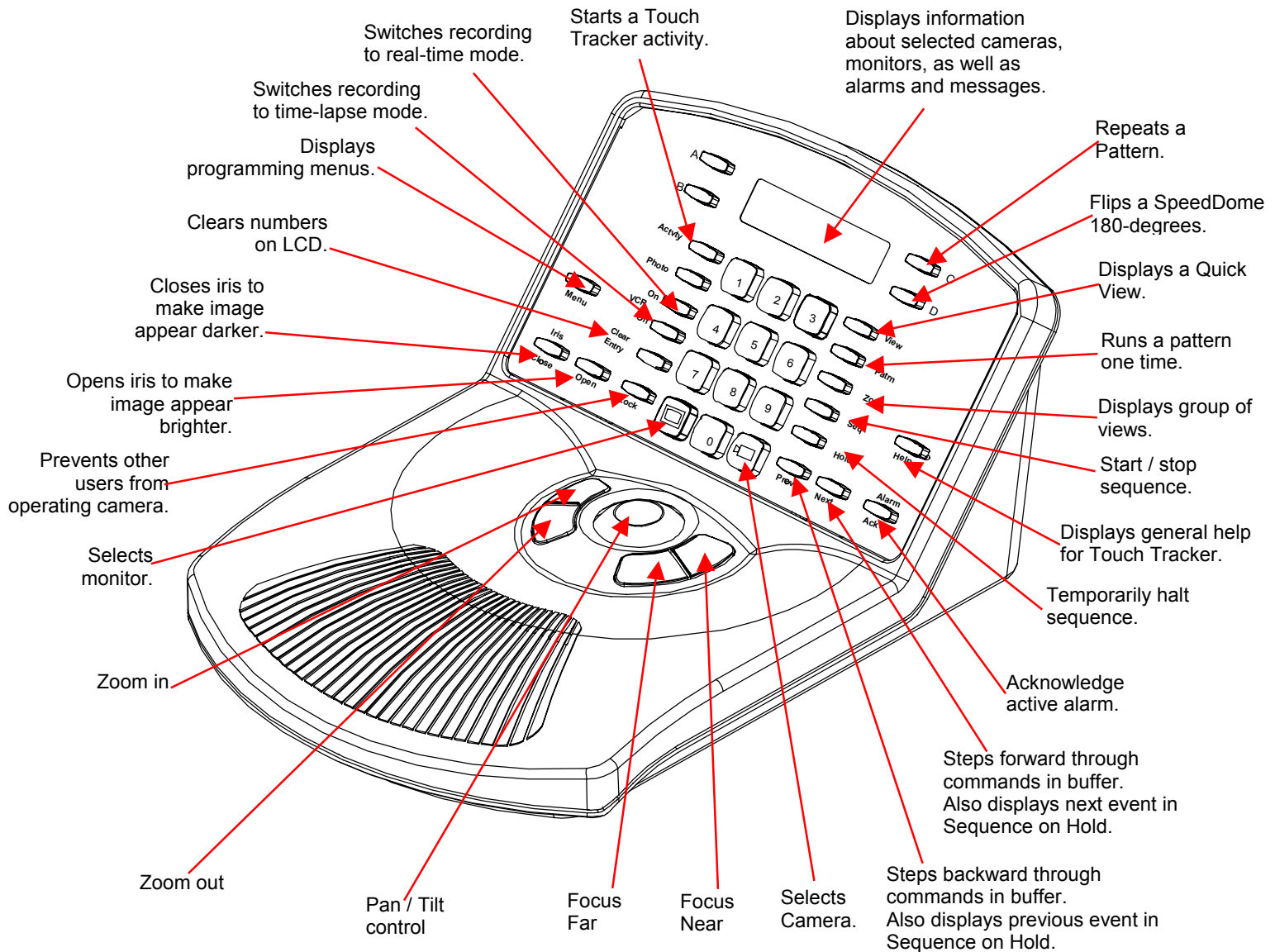


# View Manager 96 Enhanced TOUCH TRACKER®



## New and Improved Features

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

- LCD backlighting 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
- Micro-switch zoom and focus keys

**Updated color scheme**


- When finished recording in real-time mode, press **VCR Off** to resume time lapse recording.

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## Using View Manager 96


This Quick Reference Guide describes common tasks performed with your VM96 Enhanced TOUCH TRACKER. Unless otherwise noted use your TOUCH TRACKER to perform these tasks.

### Select a Monitor


- Enter the number of the monitor you want to select.
- Press  (the **Monitor** button).

### Select a Camera

*If you know the Camera number...*

- Enter the number of the camera you want to select.
- Press  (the **Camera** button).

*If you do not know the camera number...*

- Press **Menu**.
- When the list of cameras is displayed, enter the number of the camera you want to select.
- Press  (the **Camera** button).

**Note:** To prevent other users from controlling the selected camera press **Lock**.

### Flip a SpeedDome

To flip a SpeedDome 180° in the opposite direction, press **D**.

### Toggle a Dome Output


Each dome can have up to 4 outputs enabled for it. Pressing the **B** button toggles the current state of the fourth output on the currently selected dome.

### Control a VCR

- Select the monitor whose video you want to record.
- Press **VCR On** to switch from time lapse to real-time recording mode.

## Working with Quick Views

### Defining a Quick View from the TOUCH TRACKER

1. Press **View**.
2. Enter the camera number for the Quick View being defined.
3. Press  (the **Camera** button).
4. Highlight "**Define**" on the screen.
5. Press **Menu**.
  - To define a new Quick View, highlight "**New View**."
  - To redefine an existing Quick View, highlight the appropriate Quick View from the list.
6. Press **Menu**.
7. Position the camera to the desired view. Then zoom and focus as necessary.
8. Press **Ack** to save the Quick View.

### Defining a Quick View from the Administrator's Menu

1. From the Administrator's Menu, select "**Define**", and then select "**Quick Views**."
2. Press **ALT+F** to display the "Form" pull down menu.
3. From the "**Form**" pull down menu, select "**Add Row**."
4. Type the name of the Quick View in the "**View Name**" field.
5. With the cursor in the "**Camera Number**" field, press **ALT+O** and then press **Enter** to display the choice list for cameras.
6. Select the camera number from the choice list.
7. Press **ALT+P** to display the "**Special**" pull down menu; then select "Program."
8. Use the TOUCH TRACKER to position the camera to the desired view. Then zoom and focus as necessary.
9. Press **Ack** to save the Quick View.

10. From the Administrator keyboard, press **ALT+X**, and then press **Enter** to exit the "**Define Quick Views**" form.
11. Press **ALT+X**, and then press **Enter** to exit the Administrator's Menu.

## Call a Quick View

### *If you know the Quick View number...*


1. Enter the number of the Quick View you want to call up.
2. Press **View**.

### *If you do not know the Quick View number...*

1. Press **View**.
2. When the list of Quick Views is displayed, enter the number of the Quick View you want to select.
3. Press **View**.

## Working with Patterns

### Define a Pattern

1. Press **Patrn**.
2. Enter the camera number for the Pattern being defined.
3. Press  (the **Camera** button).
4. Highlight "**Define**" on the screen.
5. Press **Menu**.
  - To define a new Pattern, highlight "**New Pattern**."
  - To redefine an existing Pattern, highlight the appropriate Pattern from the list.
6. Press **Menu**.
7. Position the camera to the starting point of the Pattern. Then zoom and focus as necessary.
8. Press **Ack** to begin recording.
9. Move the camera around to create a logical, usable Pattern.
10. Press **Ack** when finished creating the Pattern.

Follow the prompts on the screen for reviewing and accepting the Pattern.

### Run a Pattern

#### *If you know the Pattern number...*

1. Enter the number of the Pattern you want to run.
2. Press **Patrn**.

**Note:** If you want the Pattern to repeat itself indefinitely, press **C** before you enter the Pattern number.

#### *If you do not know the Pattern number...*

1. Press **Patrn**.
2. When the list of Patterns is displayed, enter the number of the Pattern you want to run.
3. Press **Patrn**.

## Recalling Camera Commands

The TOUCH TRACKER has a buffer that saves the 8 most recent camera selections, Quick Views and Patterns. *Zoom, Focus, Iris, Sequence, and Activity* commands **are not** stored in the buffer.

To recall the commands:

- Press **Prev** to step backwards through the commands. When the first command in the buffer is reached, pressing **Prev** loops to the last command in the buffer.
- Press **Next** to step forward through the commands. When the last command in the buffer is reached, pressing **Next** loops to the first command in buffer.

**NOTE:** If a repeat Pattern command has been issued, only the Pattern information is stored in the buffer. Recalling the pattern using this method will only run the Pattern one time.

## Working with Sequences, Salvos and Zones

Sequence, Salvo and Zone programming information is found in the **VM96 Administrator's Manual** (PN 8000-0756-05).

### Initiate a Sequence / Salvo

#### *If you know the Sequence/Salvo number...*

1. Enter the number of the Sequence or Salvo you want to run.
2. Press **Seq**.

#### *If you do not know the Sequence/Salvo number...*

1. Press **Seq**.

- When the list of Sequences and Salvos is displayed, enter the number of the Sequence or Salvo you want to run.

**Note:** Salvos are designated by an asterisk (\*) in front of the name.

- Press **Seq**.

## Stopping a Sequence/Salvo

A Sequence will repeat itself indefinitely until you stop it. To stop a Sequence, select the monitor where the Sequence is running and press **Seq**. Issuing a camera command (pan, tilt, zoom or focus) also stops the Sequence.

## Pausing a Sequence/Salvo

You can temporarily stop (pause) a Sequence and then step backward and forward through the Sequence actions or the groups in the Salvo. To pause a Sequence, press **Hold**.

To step backward and forward through the actions in a Sequence or the groups in a Salvo, press the **Prev** and **Next** buttons.

## Call a Zone

*If you know the Zone number...*

- Enter the number of the Zone you want to call up.
- Press **Zone**.

*If you do not know the Zone number...*

- Press **Zone**.
- When the list of Zones is displayed, enter the number of the Zone you want to call up.
- Press **Zone**.

## Working with Activities and Alarms

Activity/Alarm programming information is found in the VM96 Administrator's Manual (PN 8000-0756-05).

## Initiate an Activity

**Note:** This applies to TOUCH TRACKER triggered activities only.

*If you know the Activity number...*

- Enter the number of the Activity you want to initiate.
- Press **Actvty**.

*If you do not know the Activity number...*

- Press **Actvty**.
- When the list of Activities is displayed, enter the number of the Activity you want to initiate.
- Press **Actvty**.

## Acknowledge Alarms

- Select the monitor where the alarm is displayed.
- Press **Alarm Ack** to acknowledge the alarms.

If two or more alarms are sequencing on the same monitor, you can pause the sequencing alarms and step through them one at a time.

- Press **Hold**.
- Use the **Prev** and **Next** buttons to step through the alarms.
- Press **Alarm Ack** to clear the alarms.

## Adjusting Special Features

When the **Utility** menu is displayed (press **0**, then **Menu**), you can adjust the following features:

- Adjust the LCD backlighting brightness
- Adjust the key click volume
- Turn key click off or on

The VM96 Enhanced TOUCH TRACKER does not support the following functions:

- Swap zoom / focus buttons
- Calibrate the Tracker Ball

## Adjusting the LCD Backlighting

Press **0** and then the **Menu** button to enter the Utility menu.

Press **Iris Open** or **Iris Close** to adjust the brightness.

- Iris Open** makes the LCD back lighting brighter.
- Iris Close** makes the LCD back lighting dimmer.

## Adjusting the Key Click Sound

If you find the volume of the key click sounds too loud or soft, you may adjust the volume. To adjust the volume:

Press **0** and then the **Menu** button to enter the Utility menu.

Press **Prev** or **Next** to change the volume.

- Prev makes the key click volume softer.
- Next makes the key click volume louder.

## Turning Key Click On or Off

Press **0** and then the **Menu** button to enter the Utility menu.

Press **Ack** to turn the key click on or off.

- If the TOUCH TRACKER beeps, the key click is enabled.
- If the TOUCH TRACKER does not beep, the key click is disabled.