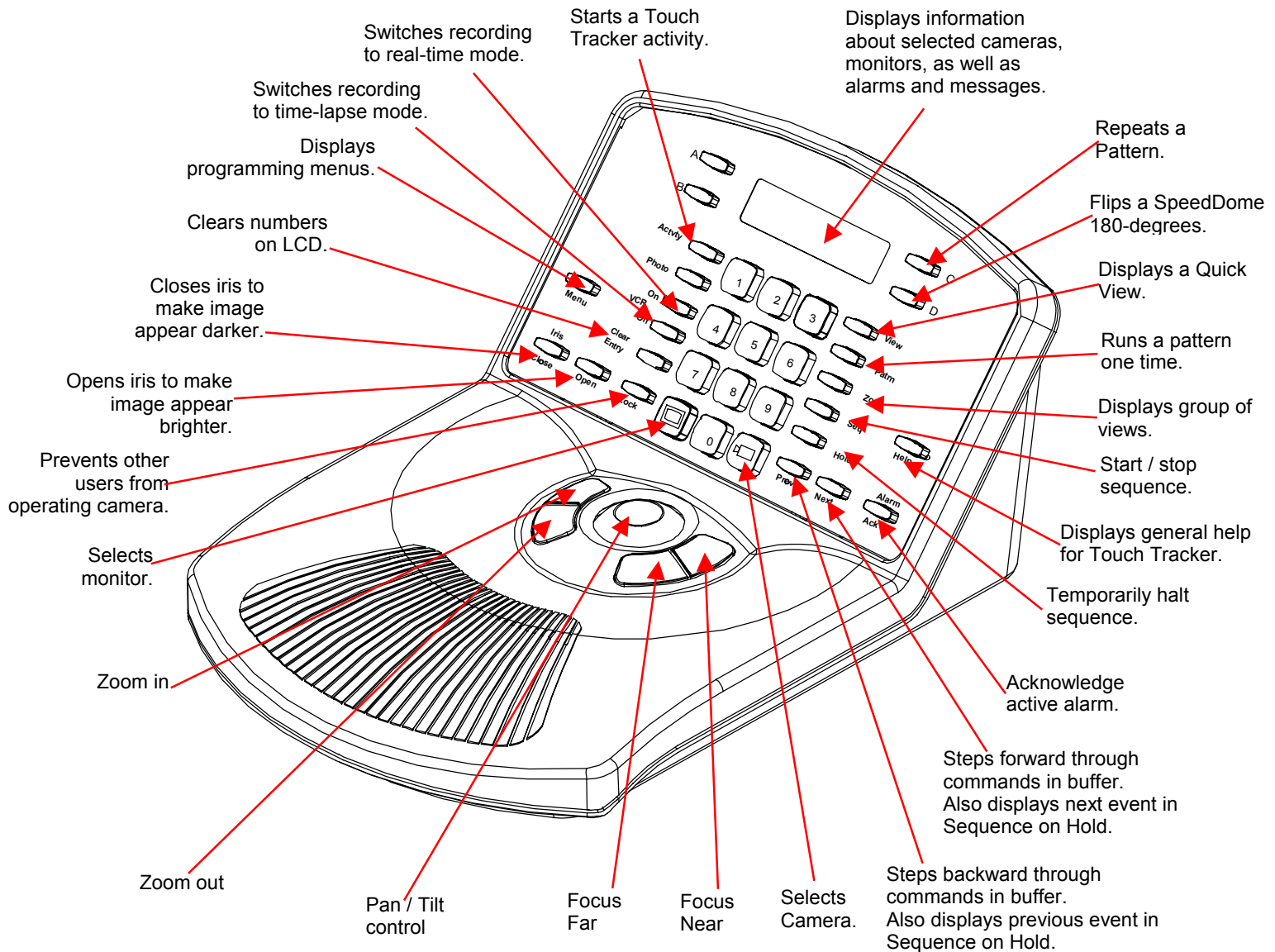


View Manager 96 Enhanced TOUCH TRACKER®



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.

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.