



Monogram Creative Console

Setup Guide

Configuring Creative Console and DashBoard to Control
Robotic PT Heads and PTZ Cameras

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6. We will keep our promises.
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8. We will cooperate with and help other friendly companies.
9. We will go above and beyond in times of crisis. *If there's no one to authorize the required action in times of company or customer crisis - do what you know in your heart is right. (You may rent helicopters if necessary.)*

Setup Guide for Monogram Creative Console

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Welcome

Welcome to the Setup Guide for Monogram Creative Console.

Monogram Creative Console is a highly customizable control panel consisting of physical control modules that can be pulled apart and rearranged anytime to create a control surface that truly suits your ergonomic needs and personal preferences.

Creative Console can control supported PTZ cameras and PT heads, working in conjunction with Ross Video DashBoard plugins and the Monogram Creator application. Easy-to-edit configuration profiles define what each control does.

This manual provides a general overview of Monogram Creative Console, and describes how to set up Creative Console modules to control supported PTZ cameras and PT heads connected via DashBoard.

This section of the manual includes the following topics:

- “**Related Documents**” on [page 5](#)
- “**Text Formatting Conventions**” on [page 6](#)
- “**Contacting Technical Support**” on [page 6](#)

IMPORTANT: This manual provides general product information and describes how to perform selected tasks. It is not a comprehensive service manual and is not a replacement for product commissioning or formal training. For more information about Monogram Creative Console products, see the Monogram website at www.monogramcc.com.

Note: The use of Monogram Creative Console in conjunction with DashBoard is supported only on computers running the Windows operating system. It is not supported on Apple Mac OS or Linux.

Related Documents

The following document contains additional information you may find useful:

- ***Release Notes for Monogram Configuration Files (5100DR-094-xx)***

The release notes contain important information that may not be covered by this manual. They are available at the following location:

<https://www.rossvideo.com/support/software-downloads/robotic-camera-systems/>

- ***User Manual for PTZ Camera Control Plugin (8351DR-015-xx)***

The PTZ Camera Control plugin is a DashBoard application that enables you control supported PTZ cameras. You can use Monogram Creative Console in conjunction with the PTZ Camera Control plugin.

The ***User Manual for PTZ Camera Control Plugin (8351DR-015-xx)***, DashBoard, and the ***DashBoard User Guide (8351DR-004-xx)*** are all available as free downloads from Ross Video. They are available at the following location: <http://www.rossvideo.com/control-systems/dashboard/index.html>

- ***User Manual for PT Head Control Plugin (8351DR-019-xx)***

The PTZ Head Control Plugin is a DashBoard application that enables you control supported PT heads. You can use Monogram Creative Console in conjunction with the PT Head Control plugin.

The ***User Manual for PT Head Control Plugin (8351DR-019-xx)***, DashBoard, and the ***DashBoard User Guide (8351DR-004-xx)*** are all available as free downloads from Ross Video. They are available at the following location: <http://www.rossvideo.com/control-systems/dashboard/index.html>

Text Formatting Conventions

Special text formats are used in this Setup Guide to identify parts of the user interface, text that a user must enter, or a sequence of menus and sub-menus that must be followed to reach a particular command.

Text Format	Meaning
Bold text	Bold text is used to identify a user interface element such as a dialog box, menu item, or button. For example: In the Presets panel, click ADD .
<code>Courier text</code>	Courier text is used to identify text that a user must type. For example: In the IP Address box, type <code>localhost</code> .
<i>Italic text</i>	Italic text is used to identify the titles of referenced guides, manuals, or documents. For example: For more information, refer to the <i>DashBoard User Guide (8351DR-004)</i>
>	Menu arrows are used in procedures to identify a sequence of menu items that you must follow. For example, if a step reads, “ Display > Widgets ,” you would click the Display menu and then click Widgets .

Contacting Technical Support

At Ross Video, we take pride in the quality of our products, but if problems occur, help is as close as the nearest telephone.

Our 24-hour Hot Line service ensures you have access to technical expertise around the clock. After-sales service and technical support is provided directly by Ross Video personnel.

During business hours (Eastern time), technical support personnel are available by telephone any time. Emergency after hours calls are answered by an answering service (live person) who will patch your call to the on-call support specialist. In the event that the on-call person is assisting another customer, the answering service will contact the back-up support specialist.

Our team of highly trained staff is available to react to any problem and to do whatever is necessary to ensure customer satisfaction.

- **Toll Free Technical Support 24/7:** 1-844-652-0645 (North America), or +800 1005 0100 (International)
- **Technical Support:** (+1) 613-652-4886
- **E-mail for Technical Support:** techsupport@rossvideo.com
- **ROSS VIDEO | HELP CENTER:** <https://support.rossvideo.com/hc/en-us>
- **E-mail for General Information:** solutions@rossvideo.com
- **Ross Video Website:** <http://www.rossvideo.com>

Introduction to Creative Console

Monogram Creative Console is a highly customizable control panel consisting of physical control modules that can be pulled apart and rearranged anytime to create a control surface that truly suits your ergonomic needs and personal preferences.

Working in conjunction with Ross Video DashBoard plugins and the Monogram Creator application, Creative Console modules can control supported PTZ cameras and PT heads. Easy-to-edit configuration profiles and DashBoard joystick settings define what each control does. You can also use Creative Console with your own DashBoard CustomPanels.

Monogram Creative Console modules are designed and produced by Monogram, and sold by Ross Video in packages that include configuration files that enable the modules to control robotic PT heads and PTZ cameras.

[Figure 1](#) shows various Creative Console modules that are available from Ross Video individually, or as part of a package.



Figure 1 - Monogram Creative Console Modules, Available from Ross Video

The module types are as follows:

- **Core Module** — The Core module is at the heart of every Creative Console setup. It features two push buttons and an LCD display that shows the name of the current configuration profile. The Core module connects to a USB port on your DashBoard computer via a 39" (1m) USB cable (included).
- **Orbiter Module** — The Orbiter module is an innovative alternative to a traditional joystick. It features a pressure-sensitive disc (pad) that encodes two directions of movement (X-Y) for intuitive control of a pair of axes such as Pan and Tilt. It also has an endless encoder dial for easy and precise adjustment of a variable function such as Focus. These controls, like all Creative Console controls, can easily be assigned to perform other functions.
- **Essential Keys Module** — The Essential Keys module features three push buttons that can be used for camera selection or for other functions such as performing preset recall actions (Cut, Run, and Halt) actions for PT heads.
- **Dial Module** — The Dial module features three dials, each of which is also a push button. The dials can be used for variable functions such as Iris, Zoom, or Gain. The push buttons can be used for such functions as turning AutoFocus on/off, or performing one-time AutoFocus.

Ross Video sells two Creative Console packages, each consisting of a set of control modules plus specially-designed configuration profiles for use with Ross DashBoard plugins (PT Head Control and PTZ Camera Control).

PTZ Starter Package

This package is suitable for manual control of up to three PTZ cameras. It includes one of each of the following: Core module, Orbiter module, Essential Keys module, and Dial module.



Figure 2 - PTZ Starter Package (labeled to show functions assigned by PTZ Starter configuration profile)

The configuration profile included with this package provides the following controls:

- Three camera selection buttons
- Core module buttons for **AutoFocus on/off** and **one push AutoFocus**.
Tip: To use **one push Auto Focus**, **Auto Focus** must be **off**.
- Orbiter pad control of **Pan** and **Tilt**, and Orbiter ring control of manual **Focus**.
Tip: To adjust **Focus** manually, **Auto Focus** must be **off**. Push the **Auto Focus** button to turn it **on** or **off**.
- Dial control for **Zoom**.
- Dial control for **Iris**.
Tip: To adjust **Iris**, the **Exposure Mode** must be **Manual**. Push the **Iris** dial to switch between **Manual** mode and **Full Auto** mode.
- Dial control for **Master Gain**.
Tip: To adjust **Master Gain**, the **Exposure Mode** must be **Manual**. Push the **Iris** dial to switch between **Manual** mode and **Full Auto** mode.
- Push-button control for **Backlight on/off** (on the same dial as **Master Gain**).
Tip: To turn **Backlight** on/off, **Exposure Mode** must be **Full Auto**. Push the **Iris** dial to switch between **Manual** mode and **Full Auto** mode.

PTZ Pro Package

This package is suitable for manual control of up to six PTZ cameras, or manual and preset control of up to six PT heads. It includes one Core module, one Dial module, two Orbiter modules, and three Essential Keys modules.

There are two configuration profiles: one for controlling PTZ cameras, and one for controlling PT heads.

PTZ Pro Layout for Controlling PTZ Cameras

[Figure 3](#) shows the layout and control available when using the PTZ Pro package to control PTZ cameras.

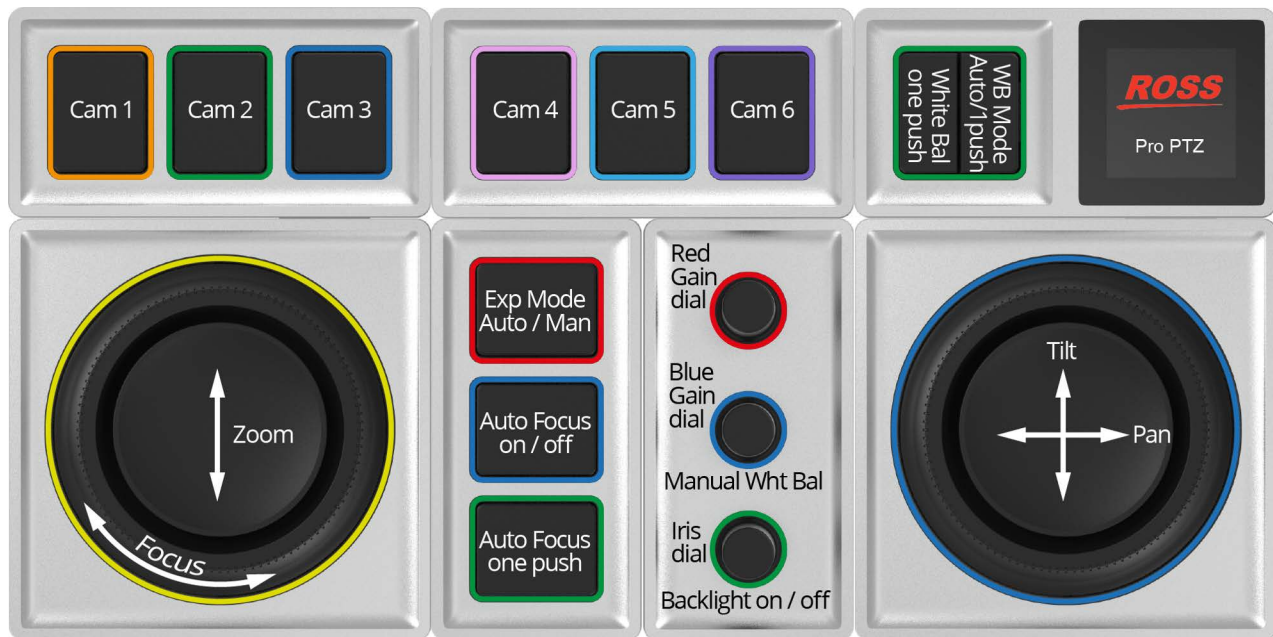


Figure 3 - PTZ Pro Package, Configured to Control PTZ Cameras

The PTZ Pro configuration profile for PTZ cameras provides the following controls:

- Six camera selection buttons
- Orbiter pad control of **Pan** and **Tilt**.
- Orbiter pad control of **Zoom**, and Orbiter ring control of manual **Focus**.

Tip: To adjust **Focus** manually, **Auto Focus** must be **off**. Push the **Auto Focus** button to turn it **on** or **off**.

- **Exposure Mode** button to toggle between **Full Auto** and **Manual** modes.
- **Auto Focus on/off** button.
- **Auto Focus one push** button.

Tip: To use **one push Auto Focus**, **Auto Focus** must be **off**. Push the **Auto Focus** button to turn it **on** or **off**.

- Dial controls for **Red Gain** and **Blue Gain**.

Tip: To adjust **Red Gain** and **Blue Gain** settings, the **White Balance Mode** must be **Manual**. Push the middle (blue) dial to set the **White Balance Mode** to **Manual**.

- Dial control for **Iris**.

Tip: To adjust **Iris**, the **Exposure Mode** must be **Manual**. Push the **Exposure Mode** button to switch between **Manual** mode and **Full Auto** mode.

- Button control to turn **Backlight on/off** (on the **Iris** (bottom) dial).

Tip: To turn **Backlight** on/off, **Exposure Mode** must be **Full Auto**. Push the **Exposure Mode** button to switch between **Manual** mode and **Full Auto** mode.

- Core module button to toggle **White Balance** mode between **Auto** and **One Push**.
- Button control to set **White Balance** mode to **Manual** (on the **Blue Gain** (middle) dial)
- Core module button for **one push White Balance**.

Tip: To use **one push White Balance**, the **White Balance one push** mode must be enabled. Push the **White Balance mode** button (on the Core module) to enable **one push White Balance** mode.

PTZ Pro Layout for Controlling PT Heads

[Figure 4](#) shows the layout and control available when using the PTZ Pro package to control PT heads.



Figure 4 - PTZ Pro Package, Configured to Control PT Heads

The PTZ Pro configuration profile for PT heads provides the following controls:

- Six camera selection buttons.
- Core module button to enable control of the PT head currently selected in Dashboard.
- Orbiter pad control of **Pan** and **Tilt**, and Orbiter ring control of manual **Focus**.
- Orbiter pad control of **Zoom**, and Orbiter ring control of **Time Dilation**.
Tip: Time Dilation adjusts the speed of robotic motion as a preset runs.
- **CUT** button:
 - › If the PT Head Control interface is in **Panel** mode, the **CUT** button commands the PT head to cut to the selected preset as quickly as possible.
 - › If the PT Head Control interface is in **Shot Box** mode, the **CUT** button places the interface in **CUT** mode, ready to perform a **CUT** operation.
- **HALT** button — Presets in progress are canceled and movement of the PT head toward the preset destination stops.
- **RUN** button:
 - › If the PT Head Control interface is in **Panel** mode, the **RUN** button commands the PT head to run the selected preset.
 - › If the PT Head Control interface is in **Shot Box** mode, the **RUN** button places the interface in **RUN** mode, ready to perform a **RUN** operation.
- Core module button to turn **ALT Mode on/off**:
 - › If the PT Head Control interface is in **Shot Box** mode, **ALT** mode enables you to run presets using the alternative duration specified in the interface.

- › If the PT Head Control interface is in **Panel** mode, pressing the **ALT mode on/off** button runs the selected preset.
- Dial control for **Iris**, with push button for **Iris Enable**.
- Dial control for **Alternative Duration** with push button for **Alternative Duration Enable**.
To enable alternative preset durations for all PT heads, push the **Alternative Duration Enable** button once per DashBoard session. If the button has not been pushed, the dial controls **Time Dilation** instead (not recommended)

To recall a preset using an alternative duration:

- › If the PT Head Control interface is in **Panel** mode, select the preset and then turn the **Alternative Duration** dial to adjust the duration. Run the preset. The alternative duration is used.
- › If the PT Head Control interface is in **Shot Box** mode, turn the **Alternative Duration** dial to adjust the alternative duration. Ensure **ALT** mode is on, and then tap a preset button to run the preset using the alternative duration.

Tip: In **Shot Box** mode, the alternative duration value persists. In **Panel** mode, you must specify an alternative duration value each time you want to recall a preset using an alternative duration.

Setting Up Creative Console

This section describes how to set up Monogram Creative Console modules to control supported PTZ cameras or PT heads, in conjunction with the Ross Video DashBoard Facility Management application.

IMPORTANT: The procedures in this section assume that the PTZ cameras or PT heads you want to control are already installed, and that they have been added to DashBoard running on the Windows operating system. Ensure that all PTZ cameras or PT heads are fully operational before you set up Monogram Creative Console.

This section includes the following topics:

- “**Unpack and Connect Modules**” on [page 12](#)
- “**Install Monogram Creator**” on [page 14](#)
- “**Start Monogram Creator**” on [page 19](#)
- “**Apply Firmware**” on [page 21](#)
- “**Set Preferences in Monogram Creator**” on [page 22](#)
- “**Download and Load a Configuration Profile**” on [page 24](#)
- “**Configure DashBoard**” on [page 28](#)

Tip: After you assemble and configure your Creative Console, you can physically rearrange the modules to suit your ergonomic needs and preferences. You can also customize the console by assigning different functions to the controls. For more information, see “**Customizing the Creative Console**” on [page 38](#).

Note: The use of Monogram Creative Console in conjunction with DashBoard is supported only on computers running the Windows operating system. It is not supported on Apple Mac OS or Linux.

IMPORTANT: From time to time, Ross Video may provide updated versions of software and/or configuration files for your Monogram Creative Console. Updates may include new features and/or security improvements. The steps in this section describe how to install the latest version, so there is no need to check for updates right away. We recommend you check for updates occasionally over the life of the product. For more information, see “**Updating Software**” on [page 64](#).

Unpack and Connect Modules

Each set of Creative Console modules includes a Core module. The Core module features two push buttons and an LCD screen. Using the provided USB cable, connect the Core module to a USB port on the DashBoard computer.

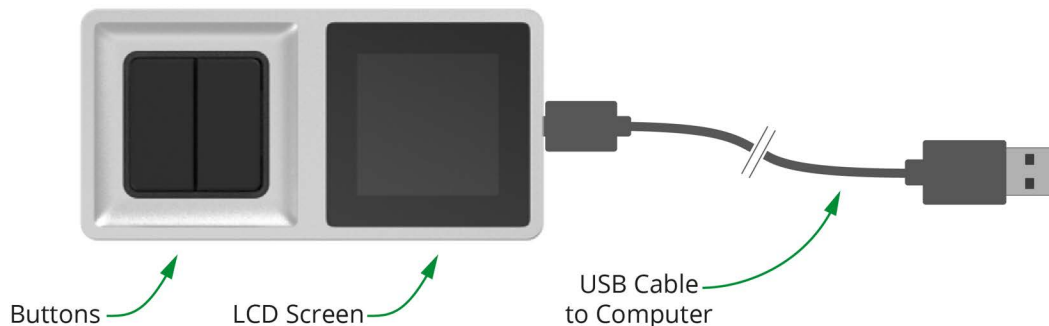


Figure 5 - Core Module, showing Buttons, LCD Screen, and USB Cable to Computer

The other modules attach magnetically to the Core module and/or each other. Each module has one set of connection pins and multiple sets of connection pads ([Figure 6](#)).

Attach each additional module, ensuring that its connection pins are aligned with a set of connection pads on either the Core module or on an already-connected module.

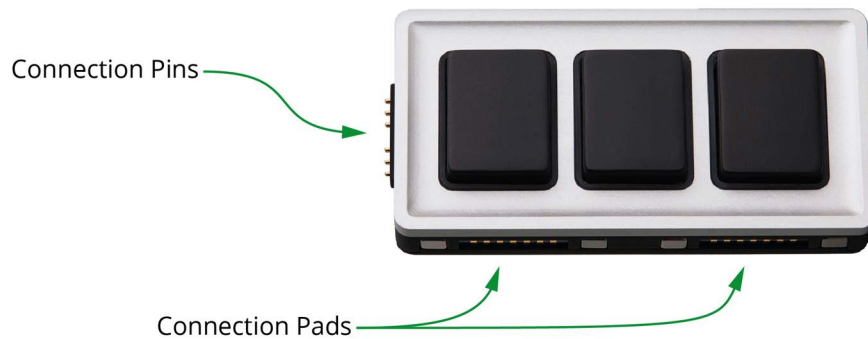


Figure 6 - An Essential Keys Module, showing Connection Pins and Connection Pads

For initial setup, arrange the modules in accordance with the recommended layout for the Monogram package you purchased:

- **PTZ Starter Package**

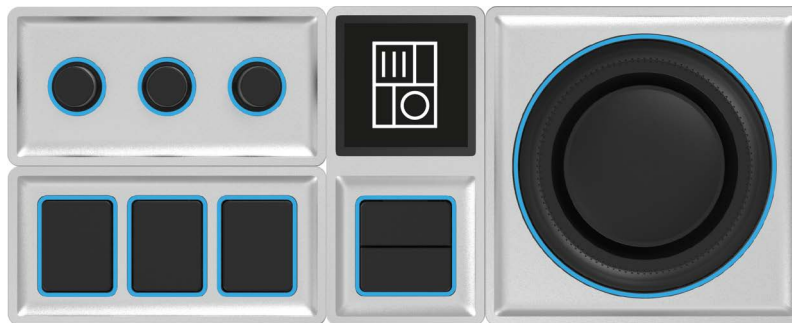


Figure 7 - PTZ Starter Package (Core Module, Orbiter Module, Dial Module, and Essential Keys Module)

- **PTZ Pro Package**

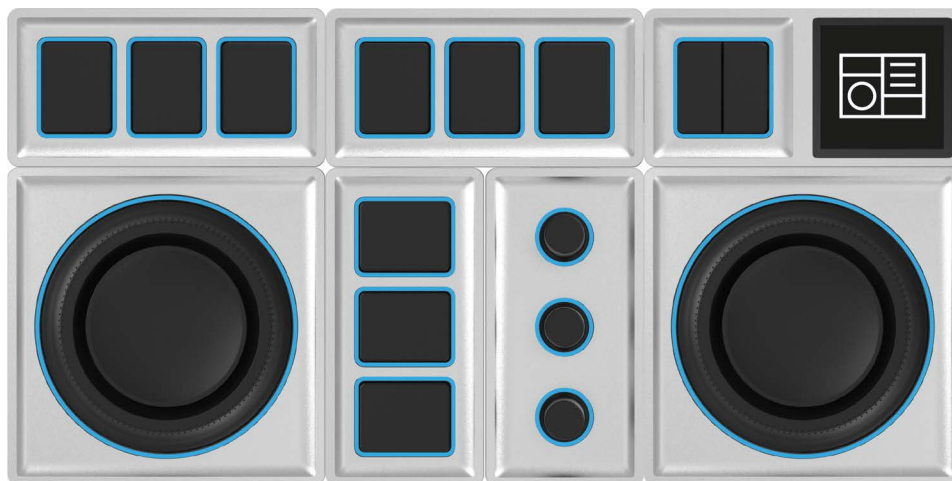


Figure 8 - PTZ Pro Package (Core Module, two Orbiter Modules, Dial Module, and three Essential Keys Modules)

Tip: As you connect each module, blue rings (halos) light up around each control. If halos do not appear when you connect a module, check that its connection pins are aligned with connection pads on a module that has lit halos.

Install Monogram Creator

Monogram Creator is a software application that enables you to load, modify, and save configuration profiles, which define the behavior of each control on the Creative Console. A special version of Monogram Creator is available from the Monogram website, through a download link provided later in this section.

Special configuration profiles for Monogram Creator are included when you buy a Monogram package from Ross Video. The PTZ Starter package includes a configuration profile for controlling up to three PTZ cameras. The PTZ Pro package includes two configuration profiles; one for controlling up to six PTZ cameras, and one for controlling up to six PT heads.

This section describes how to download and install a special version of Monogram Creator.

IMPORTANT: The Monogram website provides download links for multiple versions of Monogram Creator. It is important that you use only the download link provided in this document to access the 5.6.1 version of Creator that has been tested with DashBoard and configured to prevent automatic updates. Other versions may not be fully compatible with DashBoard control of PTZ cameras and PT heads.

IMPORTANT: Because the special offline version of Monogram Creator software does not receive updates and does not require network access to function, we strongly recommend that you minimize security risks by configuring Windows Firewall to deny Internet access to all Monogram applications.

To download and install Monogram Creator:

1. In a web browser, navigate to the following URL:
<https://portal.monogramcc.com/ross-video-offline-installer-windows/>
2. Download and the Monogram installer file.
The file is saved to the Windows **Downloads** folder.
3. In the Windows **Downloads** folder, find the installer file.
Tip: The file name is similar to *monogram-5.6.1-windows-x86-x64-installer*
4. Unzip the *Monogram_Installer_offline.exe* file.
The **Monogram Creator Setup Wizard** appears ([Figure 9](#)).

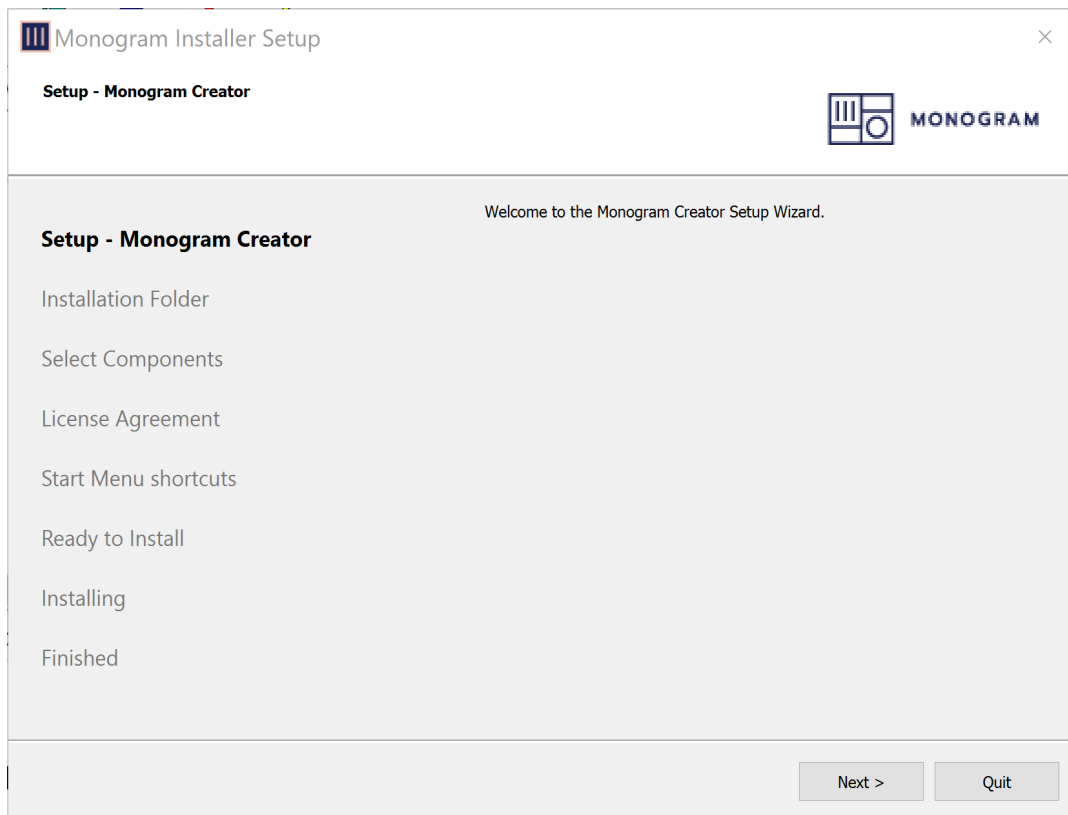


Figure 9 - Monogram Installer

5. Select **Next**.

The **License Agreement** dialog box appears ([Figure 10](#)).

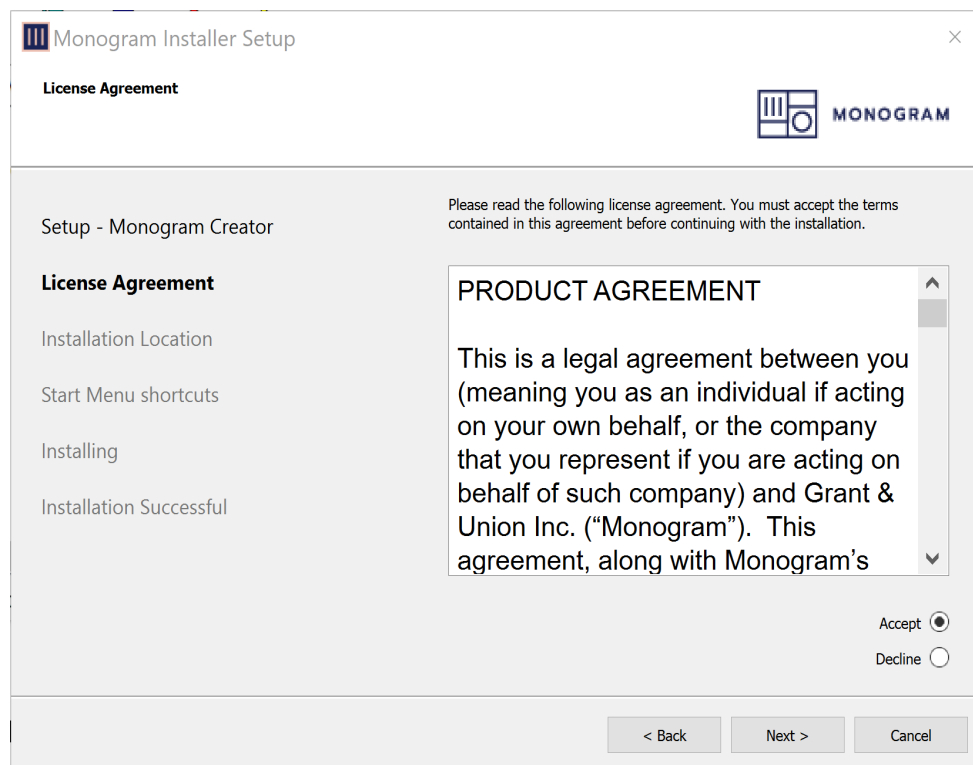


Figure 10 - License Agreement

6. Read the agreement, select the **Accept** option, and then select **Next**.

The **Installation Location** dialog box appears ([Figure 11](#)).

Note: Creator Installer requires either an empty install folder or new one. The current install folder will not update.

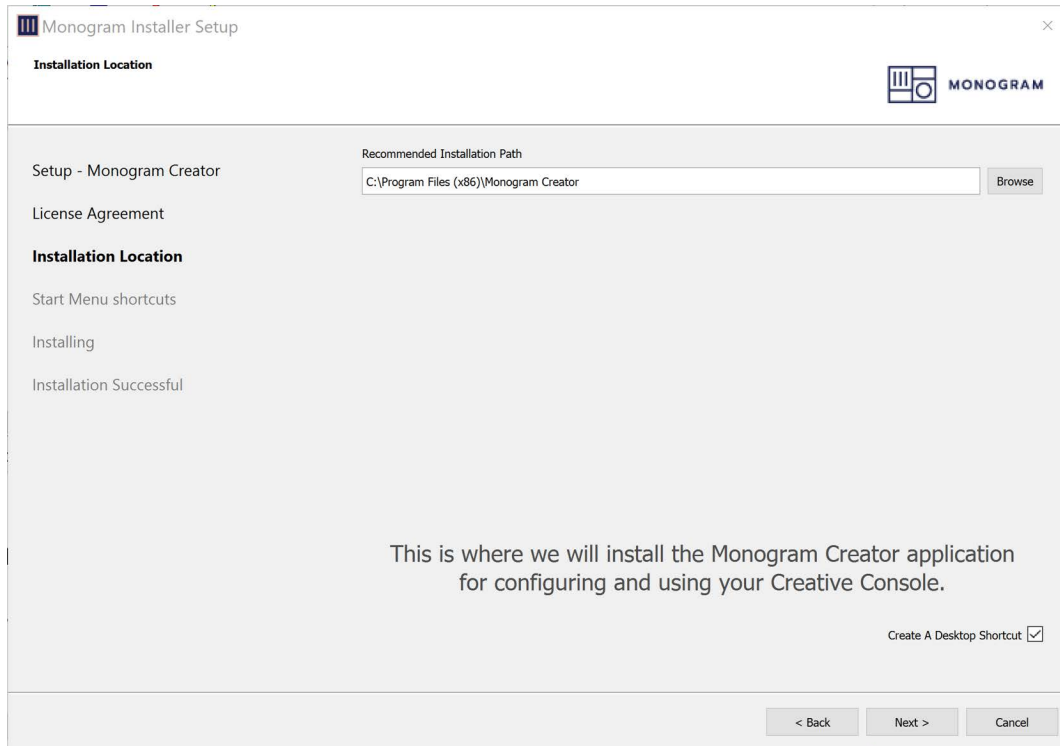


Figure 11 - Installation Location

7. Select **Next**.

The **Menu Shortcuts** dialog box appears ([Figure 12](#)).

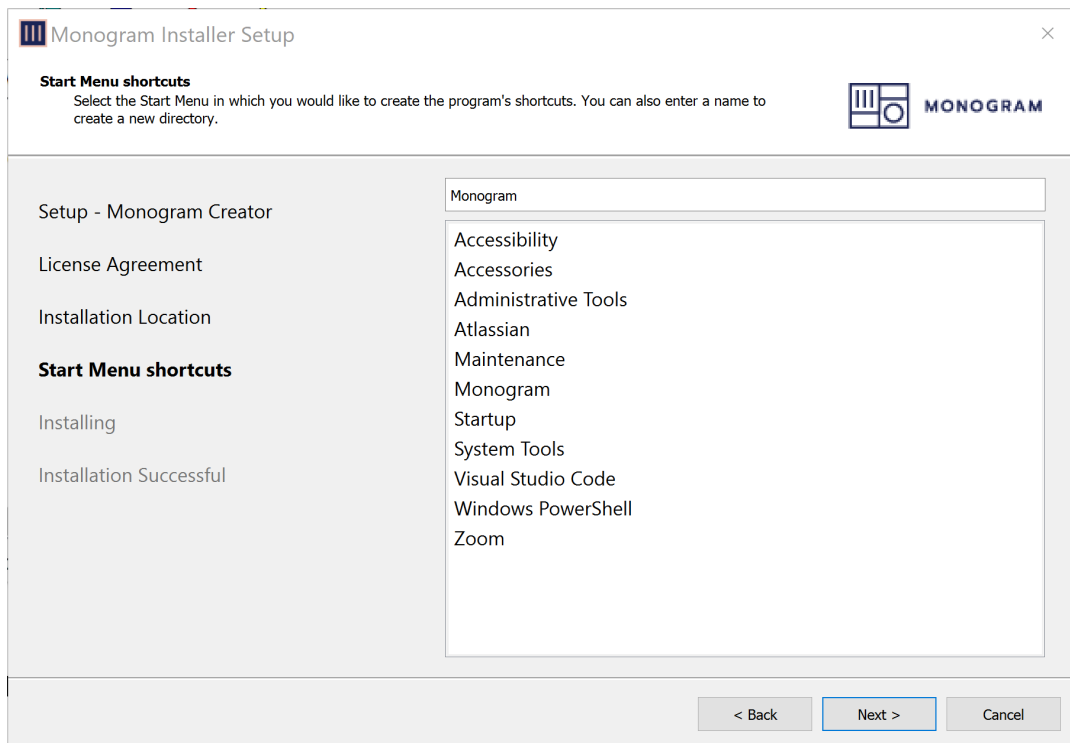


Figure 12 - Menu Shortcuts

8. Select **Next**.

If a dialog box appears, asking you to confirm that you want to allow the installation, respond by allowing the installation.

The installation begins, and a status bar shows the progress ([Figure 13](#)).

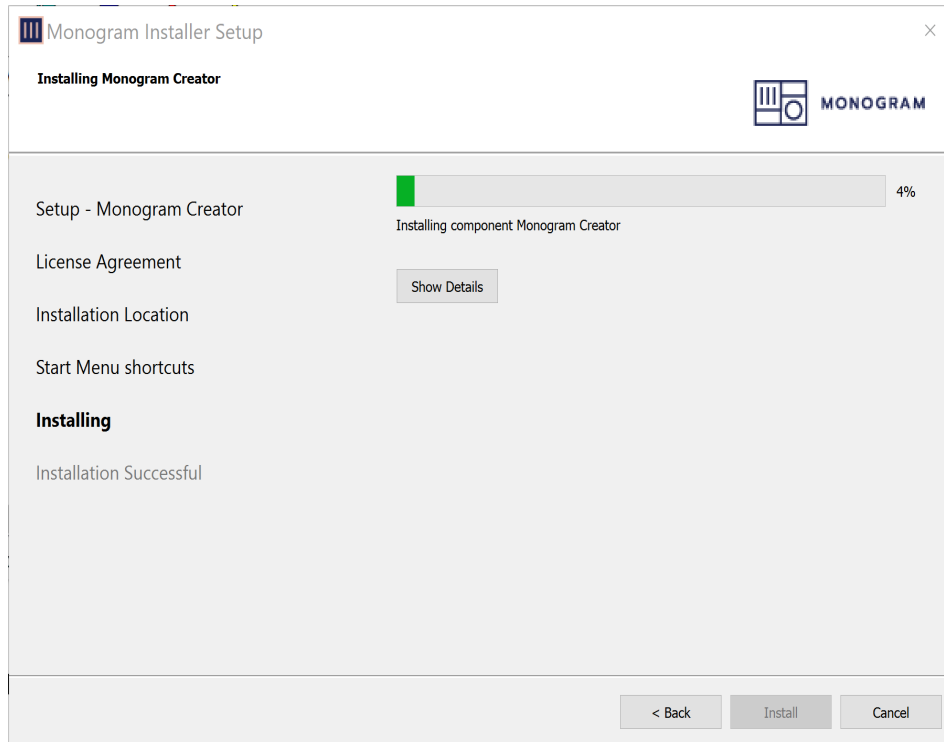


Figure 13 - Installing Monogram Creator Files

After a few minutes, an **Installation Successful** message appears ([Figure 14](#)).

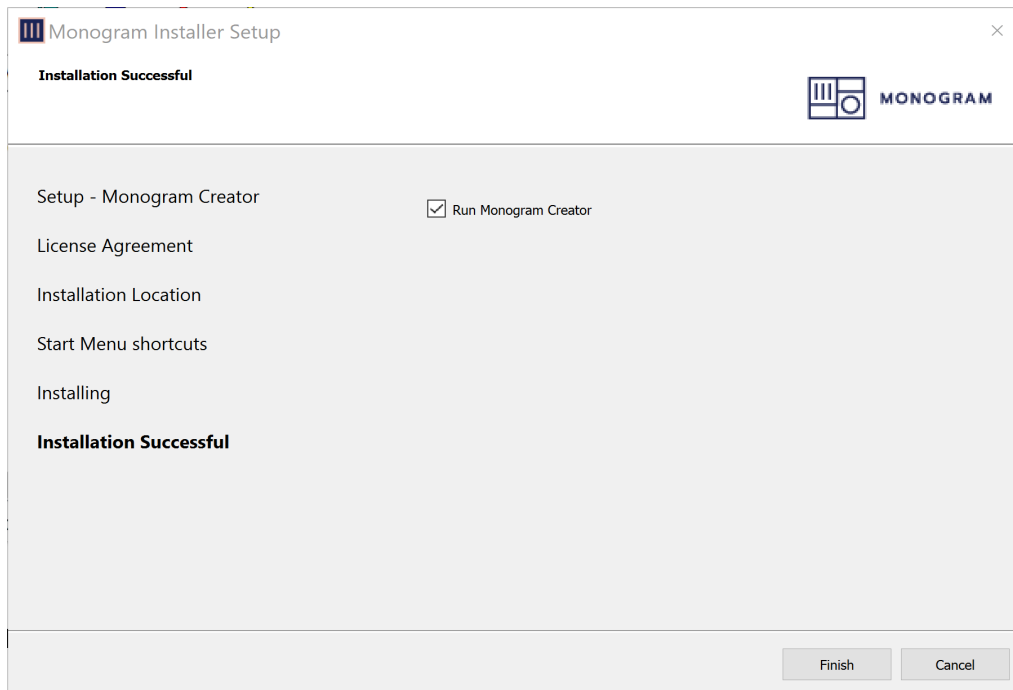


Figure 14 - Installation Successful

9. Clear the **Run Monogram Creator** check box, and then select **Finish**. The installer closes.

Start Monogram Creator

Monogram Creator must be running whenever you use Creative Console modules.

This section describes how to start Monogram Creator for the first time.



If you previously followed the steps in this section and in the section “**Set Preferences in Monogram Creator**” on [page 22](#), Monogram Creator is always running. To access the Monogram Creator user interface, expand the Windows System Tray and then select the Monogram icon (shown at left). Skip the remainder of this section.

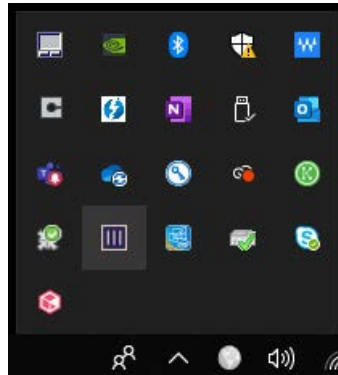


Figure 15 - The Windows System Tray, expanded, with the Monogram Icon Selected

To start Monogram Creator for the First Time:

1. On the Windows Desktop, open the **Monogram Creator** shortcut.

The first time you start **Monogram Creator**, the product registration dialog box appears ([Figure 16](#))

Figure 16 - Product Registration

2. If the product registration dialog box appears ([Figure 16](#)), do one of the following:
 - To skip product registration, select **Later**.
Tip: If you do not register, the product registration dialog box will appear again the next time you start Monogram Creator.
 - To register the product, complete the registration form and then select **Submit**.
3. The connect console dialog box appears ([Figure 17](#)).

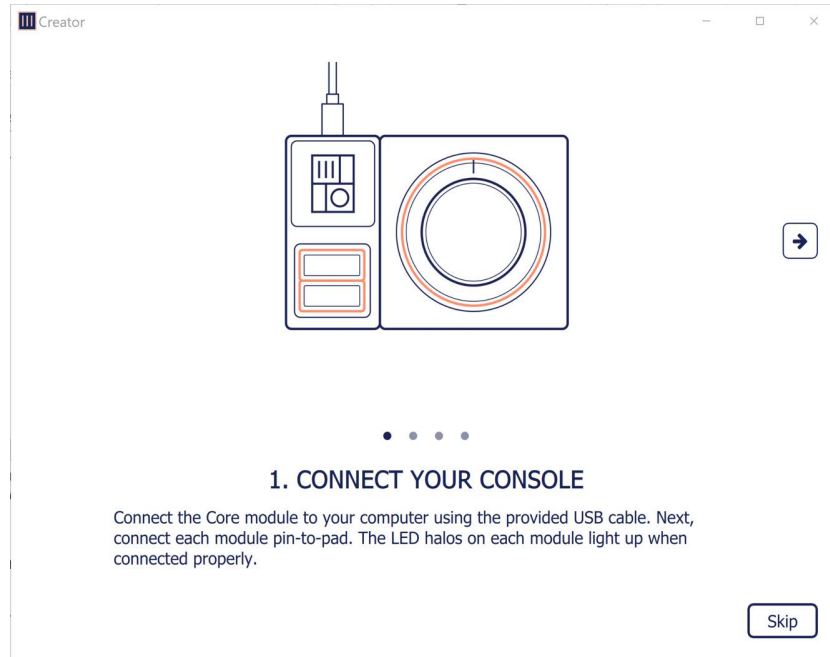


Figure 17 - Connect Console Dialog Box

4. Select **Skip**.
The Monogram Creator application opens ([Figure 18](#)).
Note: The icons shown in Monogram Creator vary depending on what other applications are installed on the computer. You can ignore these icons.

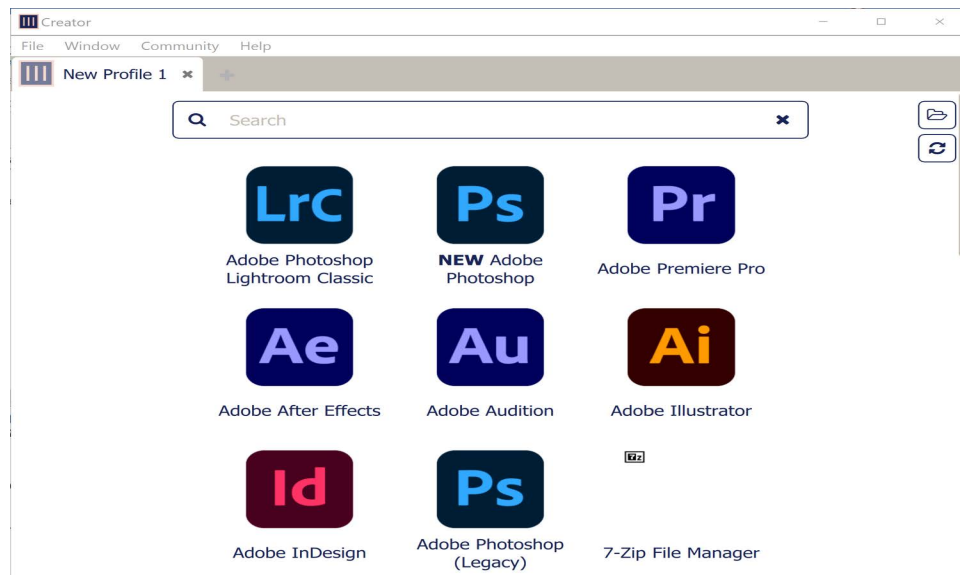


Figure 18 - Monogram Creator Application

IMPORTANT: When you run Monogram Creator, you may see a message about a new version being available. Do not install a new version. New or updated versions of Monogram Creator may not be fully compatible with DashBoard control of PTZ cameras and PT heads.

Apply Firmware

DashBoard control of PTZ cameras and PT heads is based on a special version of the Monogram Creator application, which in turn works with a particular version of firmware (software installed on the Monogram Core module).

When you purchase a Monogram Core, its pre-installed firmware may be a later version than the one required.

This section describes how to apply to the required firmware version.

To apply the correct firmware version:

1. In Monogram Creator, select **Help > Monogram Updates**.
The software update window appears ([Figure 19](#)).

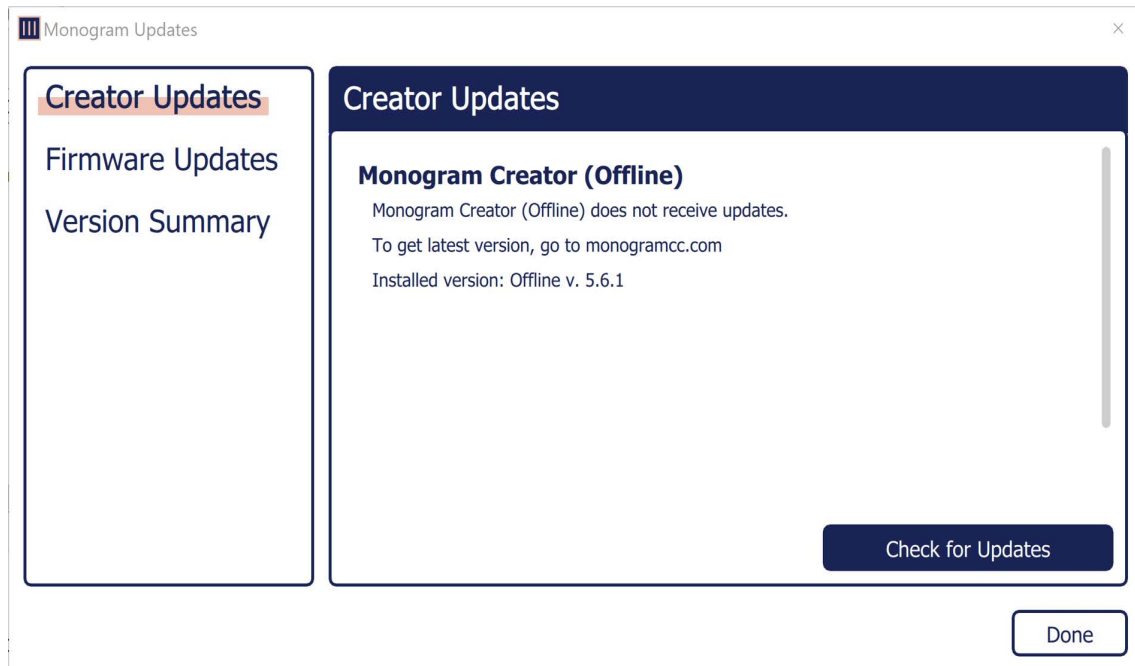


Figure 19 - Monogram Update Window, showing the Current Monogram Version

2. Select **Firmware Updates** from the menu
3. Select **Update Firmware** if the installed version is different than the available version ([Figure 20](#)).
IMPORTANT: Do not unplug the Core module while the firmware is being updated. Doing so may render the Core module inoperable. Once the firmware update is complete, then disconnect the USB from the core module and reconnect it.

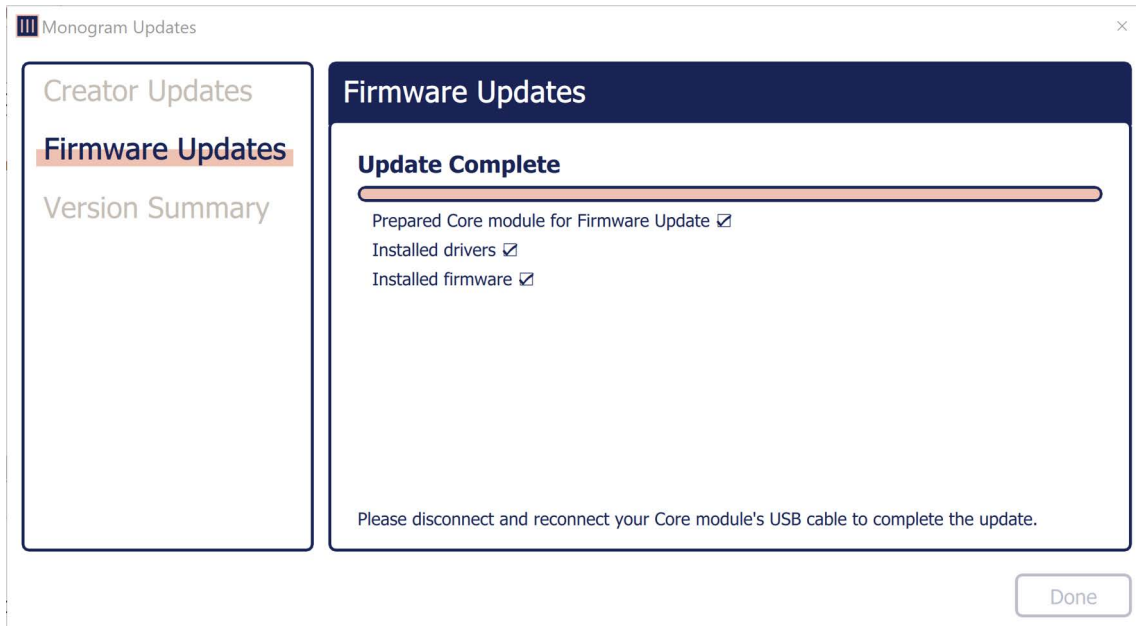


Figure 20 - Firmware Update Windows, showing the Firmware Update Process

4. When a message appears to indicate that the firmware has been installed successfully, unplug the Core module's USB cable, wait a few seconds, and then reconnect it.
5. Close the software update window.

Set Preferences in Monogram Creator

This section describes how to set preferences to optimize your use of Monogram Creator. Perform the steps in this section once. The preferences persist.

To Set Preferences in Monogram Creator:

1. In Monogram Creator, select **File > Preferences**.
The **Preferences** window appears ([Figure 21](#)).

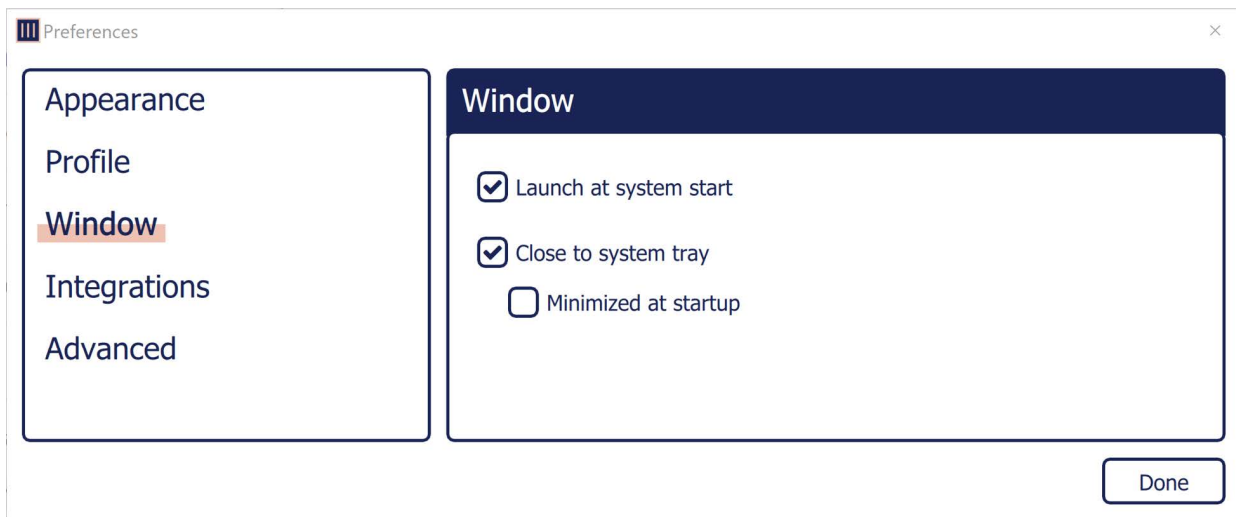


Figure 21 - The Preferences Window for Monogram Creator (showing Window preferences)

2. In the menu on the left side, select **Window**, and then select the following check boxes to ensure that Monogram Creator is always running, and is available via the Monogram Creator icon in the Windows system tray (shown at left):
 - Launch at system start
 - Close to system tray



3. In the menu on the left side, select **Advanced**, and then clear the **Check for updates on startup** check box (Figure 22).

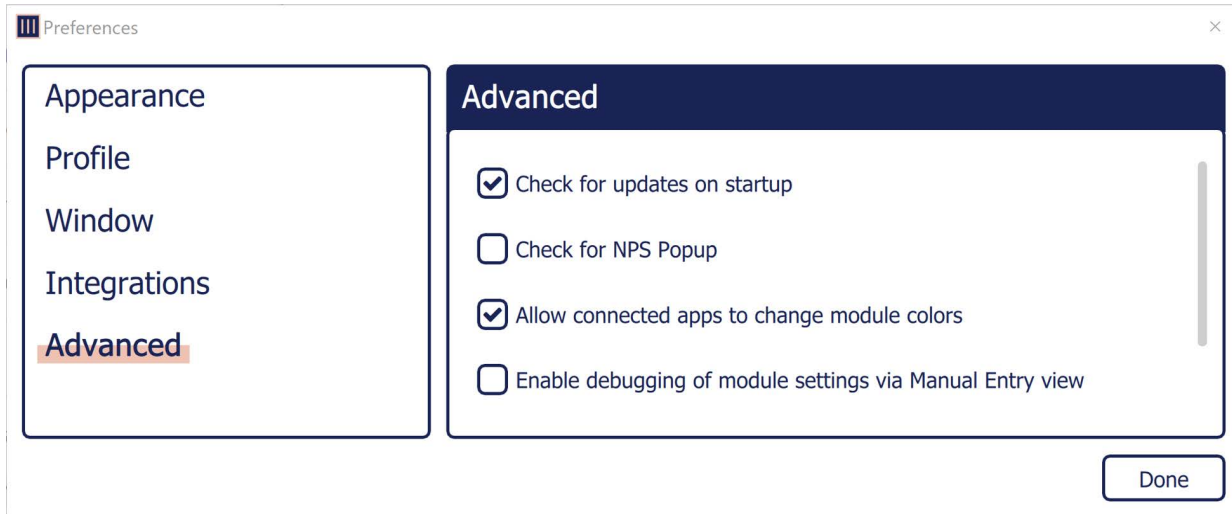


Figure 22 - The Preferences Window for Monogram Creator (showing Advanced preferences)

4. Select **Done**.
The **Preferences** window closes.

Download and Load a Configuration Profile

Configuration profiles define the behavior of each control on the Creative Console.

Ross Video provides a zip file that contains configuration profiles and DashBoard joystick files for each of the Monogram Creative Console packages we sell (PTZ Starter and PTZ Pro).

The configuration profile for the PTZ Starter package controls up to three PTZ cameras. There are two configuration profiles for the PTZ Pro package; one for controlling up to six PTZ cameras, and one for controlling up to six PT heads.

This section describes how to download configuration profiles from the Ross Video website and then open them in Monogram Creator.

Note: After you load a configuration profile in Monogram Creator, you must also load the corresponding joystick file (**.joystick**) in DashBoard. If you are performing initial setup of Monogram Creative Console, there are additional DashBoard configuration tasks you must perform. For more information, see “**Configure DashBoard**” on [page 28](#).

IMPORTANT: Because the special legacy version of Monogram Creator software does not receive updates and does not require network access to function, we strongly recommend that you minimize security risks by configuring Windows Firewall to deny Internet access to all Monogram applications.

To download configuration profiles from Ross Video:

1. If this is the first time you are downloading configuration profiles, create a new folder named **Monogram Files** with the following path:
C:\Ross\Monogram Files
2. In a web browser, navigate to the following URL:
<https://www.rossvideo.com/support/software-downloads/robotic-camera-systems/>

3. Download the **Monogram Creative Console Configuration Files**, and then move the downloaded **Ross_Monogram_PTZ_Config_<version>.zip** file from the **Downloads** folder to the **Monogram Files** folder (**C:\Ross\Monogram Files**).
4. Extract the contents of the **Ross_Monogram_PTZ_Config_<version>.zip** file into the **Monogram Files** folder (**C:\Ross\Monogram Files**), as shown in [Figure 23](#).

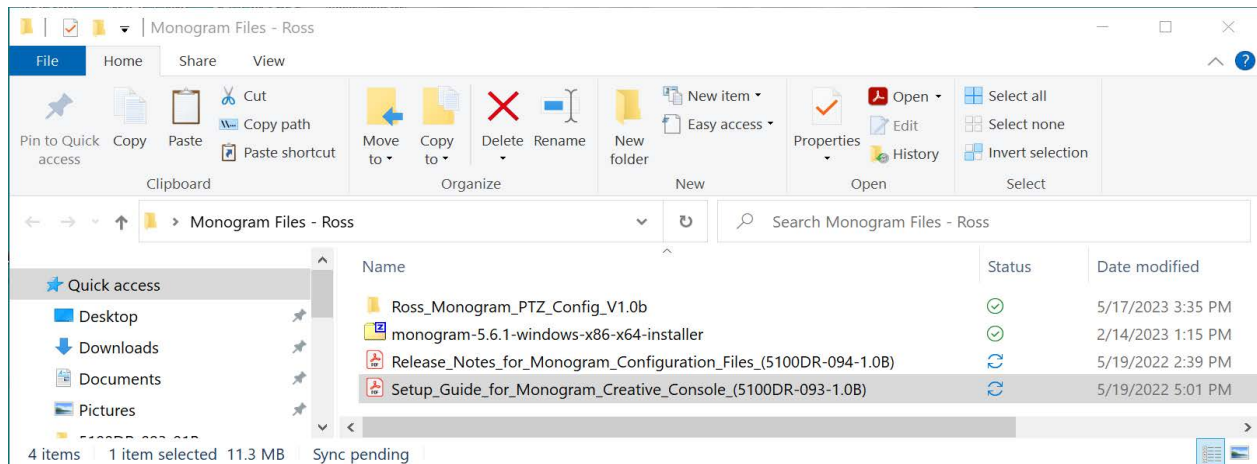


Figure 23 - Monogram Files Folder, showing Contents Extracted from a Monogram Files Zip Folder

To load a configuration profile:

1. In Monogram Creator, from the **File** menu, select **Load Profile**.
The **Open Profile** dialog box appears, and shows the folder from which a configuration profile was most recently loaded.
2. Navigate to the folder you extracted (**C:\Ross\Monogram Files\Ross_Monogram_PTZ_Config_<version>**), and then open the folder that corresponds to your Monogram Creative Console package and the type of robotic camera systems you want to control ([Figure 24](#)):
 - To control **PT Heads** using the **PTZ Pro** package — double-click the **PTZ Pro for PT Heads** folder.
 - To control **PTZ Cameras** using the **PTZ Starter** package — double-click the **PTZ Starter for PTZ Cameras** folder.
 - To control **PTZ Cameras** using the **PTZ Pro** package — double-click the **PTZ ProStarter for PTZ Cameras** folder.

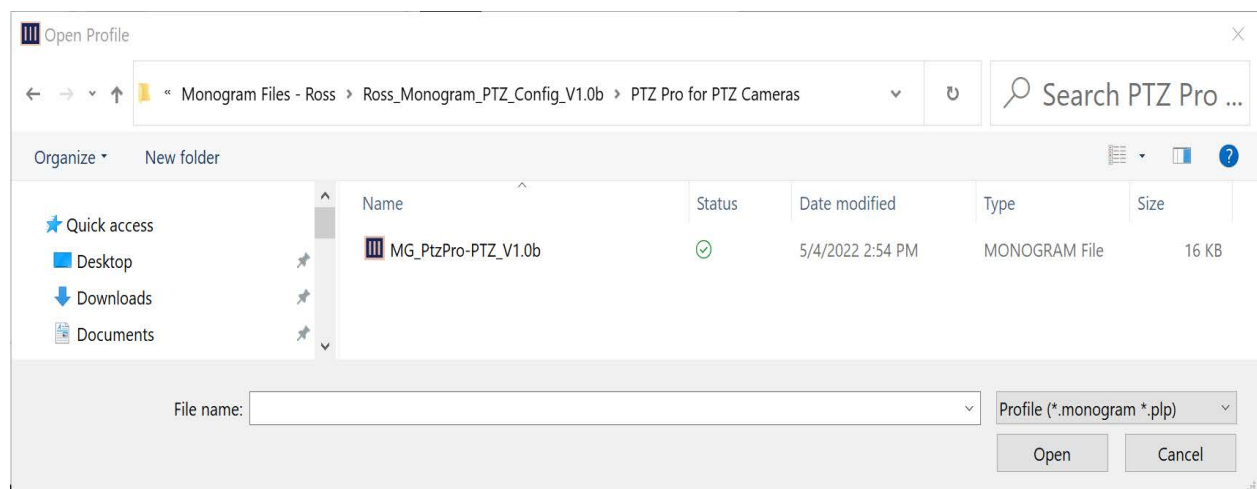


Figure 24 - Folder Containing a Configuration Profile (.monogram file)

3. Select the configuration profile (a **.monogram** file) and then select **Open**.
A new tab appears in Monogram Creator, and shows the loaded profile ([Figure 25](#)).

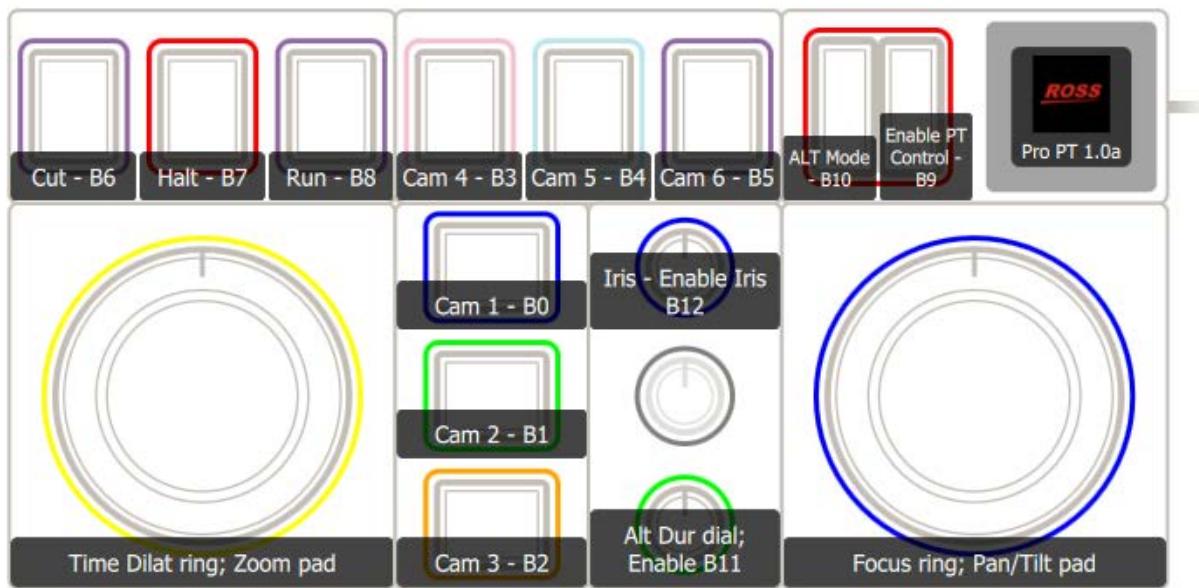


Figure 25 - Monogram Creator, showing the *PTZ Pro for PT Heads* Layout (*MG_PtzPro-PT_<version>.monogram* profile)

4. If the orientation of the controls shown in Monogram Creator does not match the orientation of the Creative Console modules, select the **Rotate Kit** button to re-orient the view. ([Figure 26](#)).

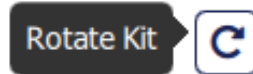


Figure 26 - Rotate Kit Button

5. If controls on a Dial module or Essential Keys module are reversed, as in the example shown in [Figure 27](#), close the profile tab and then re-load the profile.

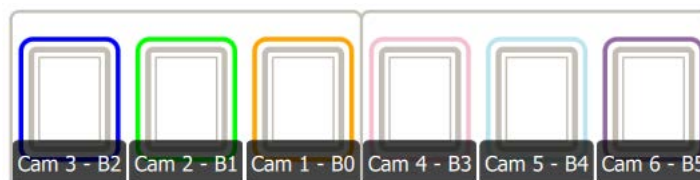


Figure 27 - Monogram Creator Layout, with Buttons 1, 2, and 3 in Reversed Order

6. If the controls still do not appear in the expected positions as shown in [Figure 28](#) (for PTZ_Starter), [Figure 29](#) (for PTZ Pro for PTZ Cameras), or [Figure 30](#) (for PTZ Pro controlling PT Heads), do the following:
 - a. Close the profile tab.
 - b. Close Monogram Creator.
 - c. Unplug the Core module, wait five seconds, and then plug it back in.
 - d. Start Monogram Creator.
 - e. Reload the profile.

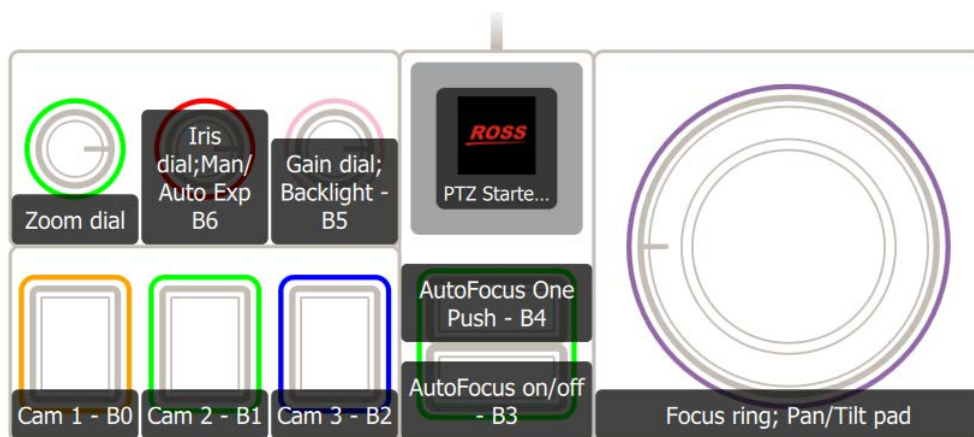


Figure 28 - Monogram Creator Layout — PTZ Starter Package Controlling PTZ Cameras

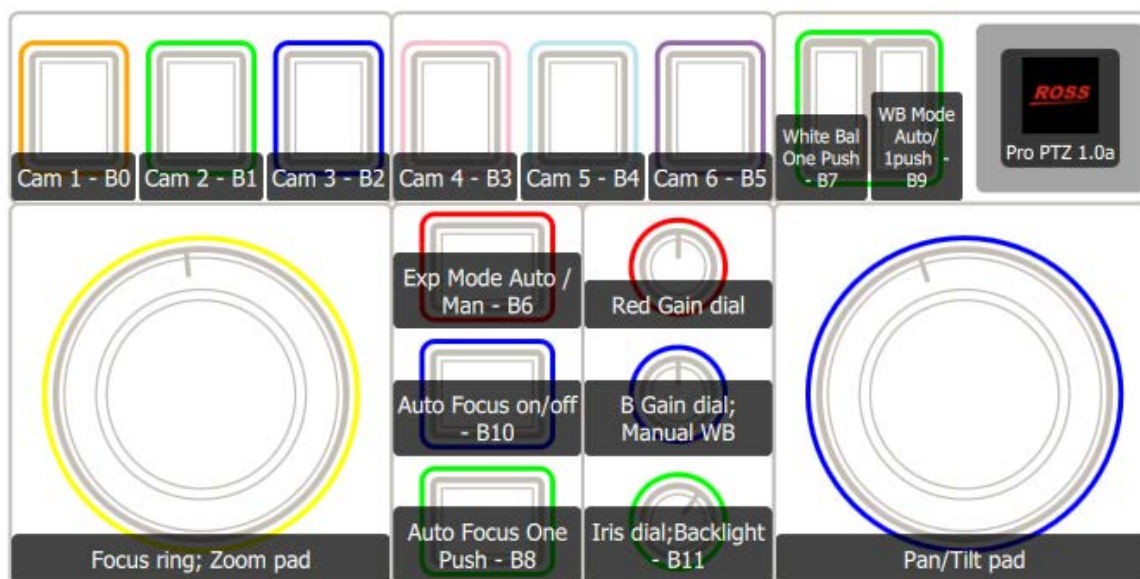


Figure 29 - Monogram Creator Layout — PTZ Pro Package Controlling PTZ Cameras

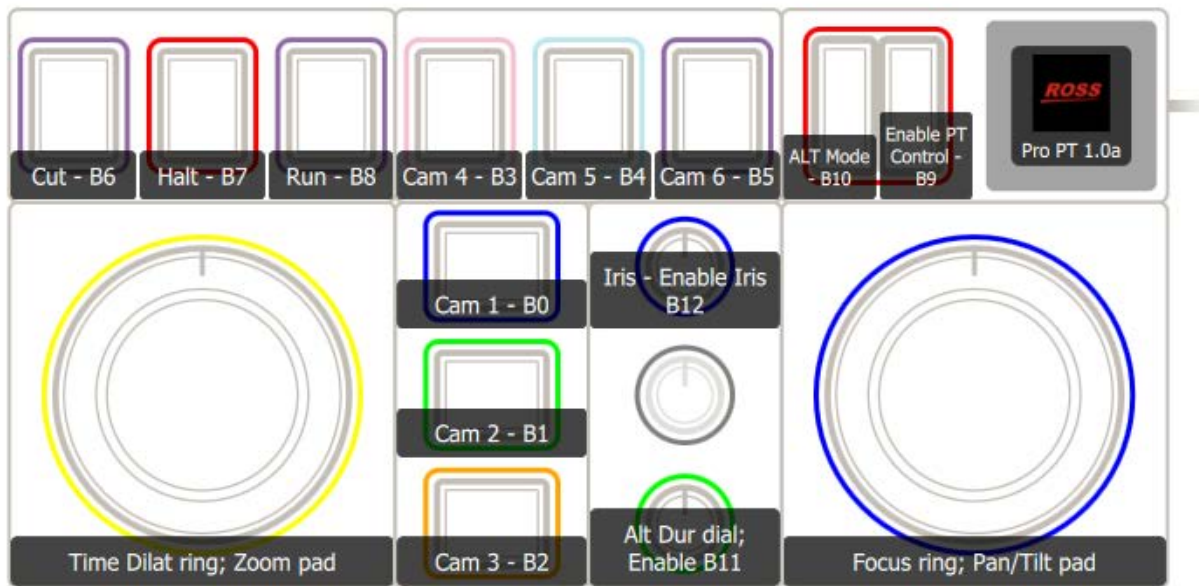


Figure 30 - Monogram Creator Layout — PTZ Pro Package Controlling PT Heads

Configure DashBoard

This section describes how to add the Monogram Creative Console in DashBoard, and how to link your Creative Console's physical controls to functions available in DashBoard plugins (PT Head Control plugin or PTZ Camera Control plugin).

This section includes the following topics:

- **"Add the Creative Console in DashBoard"** on [page 28](#)
- **"Load a Joystick File"** on [page 30](#)
- **"Map Device Classes to the Monogram Creative Console"** on [page 33](#)
- **"Configure Selector UI Mappings"** on [page 35](#)

Add the Creative Console in DashBoard

This section describes how to add the Creative Console as a USB controller.

To add the Creative Console as a USB control device in DashBoard:

1. If DashBoard is open, close it.
2. Confirm that the Monogram Creative Console modules are connected to the computer via USB cable (halos on each module are illuminated).
3. Start DashBoard.

When DashBoard starts, it detects the Monogram Creative Console as a USB controller.

Tip: DashBoard can detect USB controllers only if they are already plugged in when DashBoard starts.

4. In DashBoard, on the **File** menu, select **New**, and then select **Other**. The **New** dialog box appears ([Figure 31](#)).

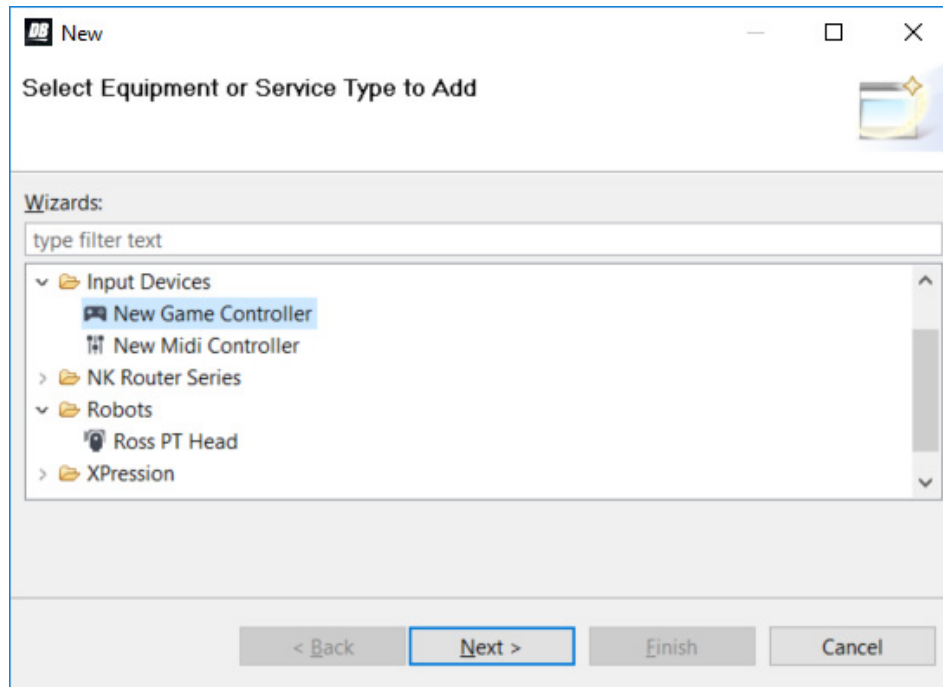


Figure 31 - Adding a USB controller

5. In the **Wizards** list, expand **Input Devices**, select **New Game Controller**, and then tap **Next**. The **New Game Controller Connection** dialog box appears ([Figure 32](#)).

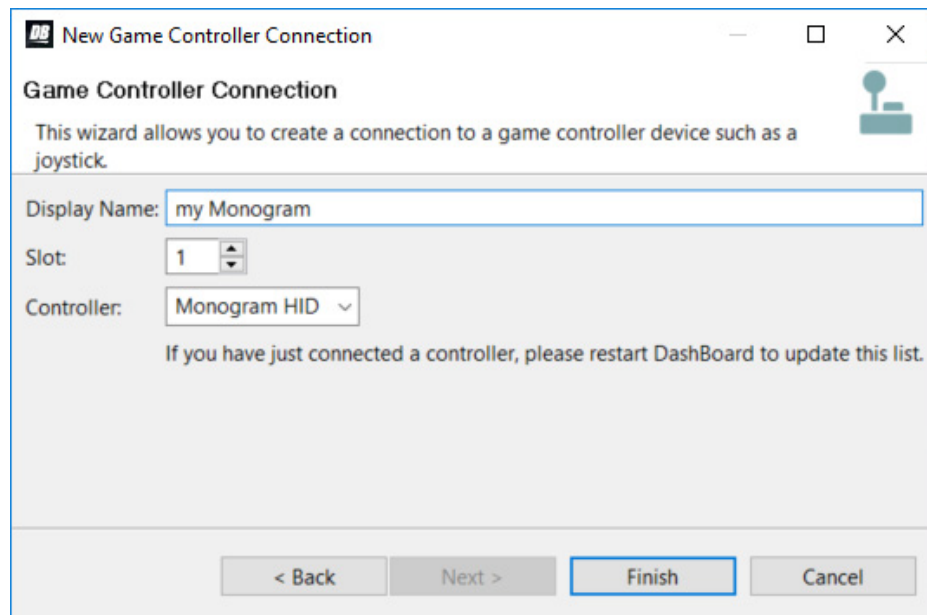


Figure 32 - Connecting to a USB controller

6. In the **Display Name** box, type a name for the controller.
7. In the **Controller** list, select **Monogram HID**.
Note: If **Monogram HID** is not on the list, either it was not detected or it is already registered in DashBoard.

8. Select **Finish**.

A node for the Creative Console appears within the **Game Controllers** node in the DashBoard **Component Tree**. The node has the name you provided for the controller ([Figure 33](#)).

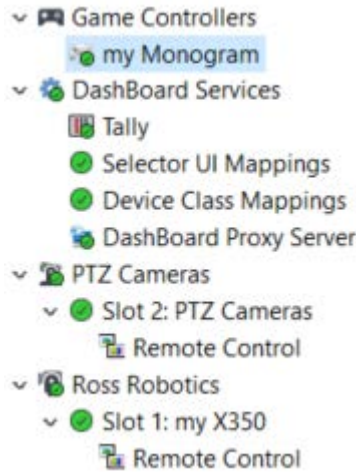


Figure 33 - DashBoard Basic Tree, with a Creative Console Node Highlighted in Blue

Load a Joystick File

A joystick file contains previously-saved settings for a USB controller, such as the Monogram Creative Console.

Joystick files work in conjunction with Monogram configuration profiles to link your Creative Console's physical controls to functions available in DashBoard plugins (PT Head Control plugin or PTZ Camera Control plugin).

Ross Video provides a joystick file corresponding to each of the provided Monogram configuration profiles.

To load a joystick file:

1. In the DashBoard tree, expand the **Game Controllers** node and then double-click the Creative Console's node.

Tip: The name of the Creative Console's node is the name you specified when you added it, in [step 6 on page 29](#).

DashBoard configuration settings for the Creative Console appear, including lists of **Device Classes**, **Axis Controls**, and **Buttons** ([Figure 34](#)).

If the settings do not appear within 20 seconds, close the tab and then double-click the Creative Console's node again.

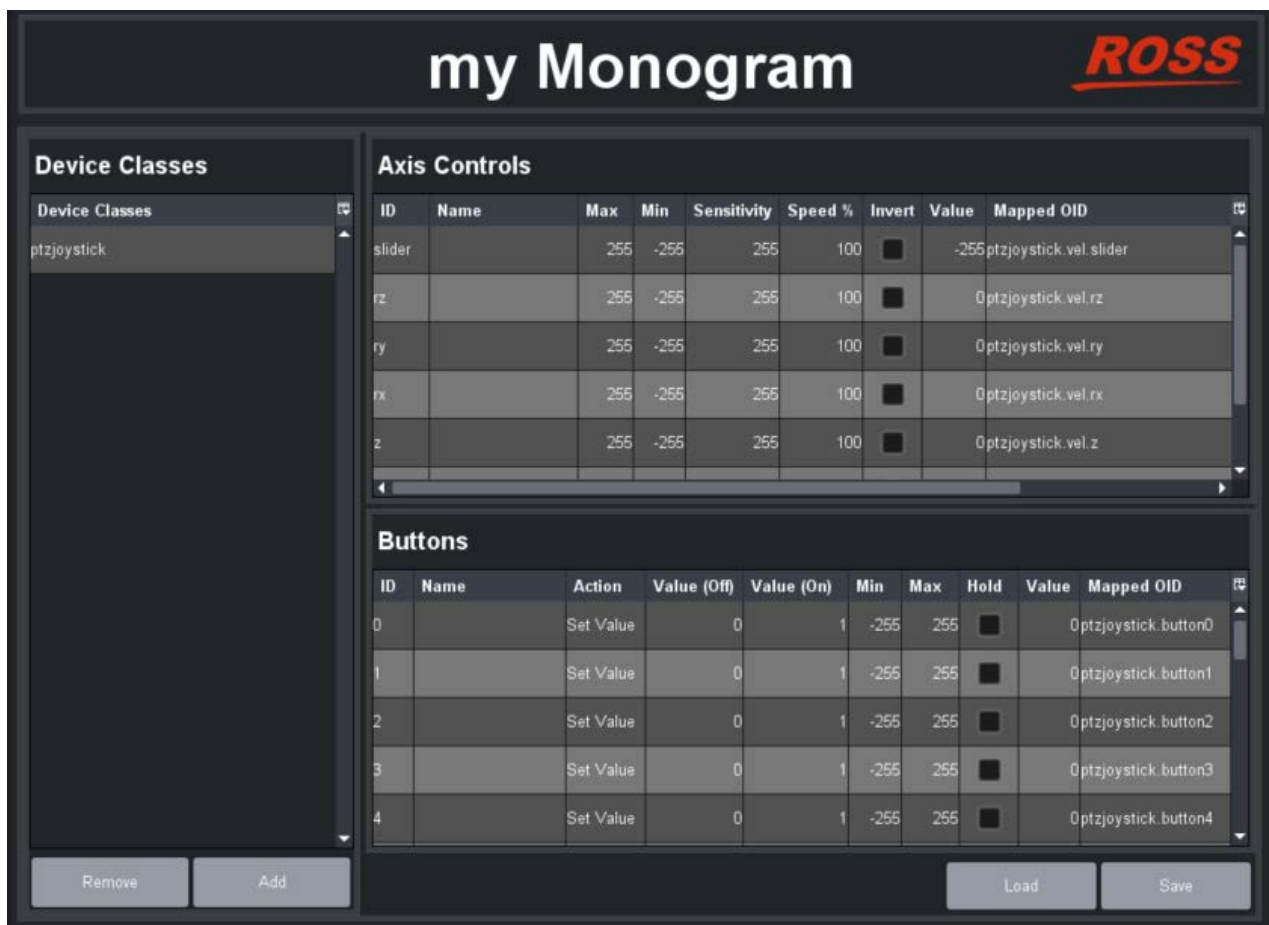


Figure 34 - List of Device Classes, Axis Controls, and Buttons

Tip: If you want to test the physical controls on the Creative Console, manipulate them and watch the numbers in the **Value** columns change.

2. Select **Load**.

The **Restore Settings** dialog box appears

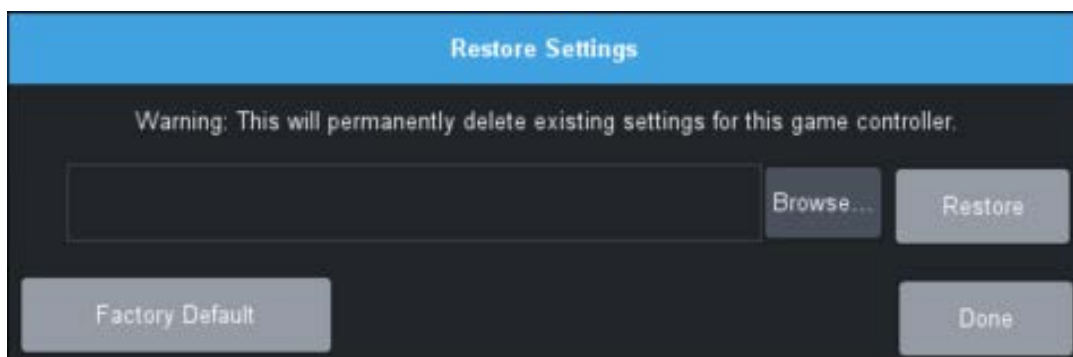


Figure 35 - Restore Settings Dialog Box

3. Select **Browse**.

Tip: If the **Browse** button is not available, it is because the Core module was not connected to the computer when DashBoard started. DashBoard detects the Core module only if it is already connected when DashBoard starts. To fix this issue, close and re-open DashBoard, and then begin these steps again.

The **Open File** dialog box appears ([Figure 36](#)).

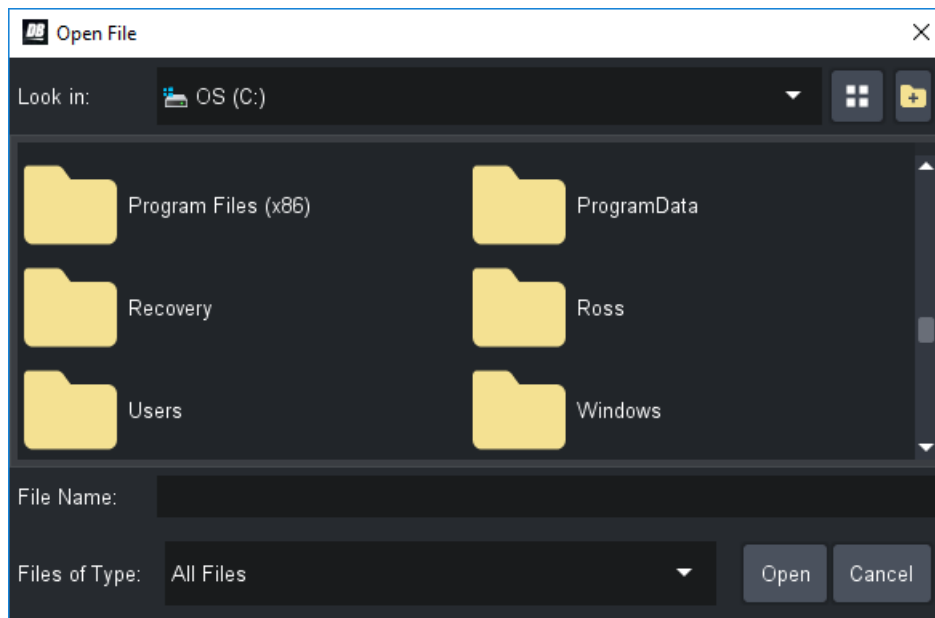


Figure 36 - The Open File Dialog Box

Tip: To view the full names of folders and files, select the **Details** icon ([Figure 37](#)) and then expand the **Name** column.



Figure 37 - The Details Icon (turns blue when Details view is invoked)

4. In the **Open File** dialog box, navigate to the folder you extracted earlier, which contains the configuration profiles and joystick files
(**C:\Ross\Monogram Files\Ross_Monogram_PTZ_Config_<version>**) ([Figure 38](#)).

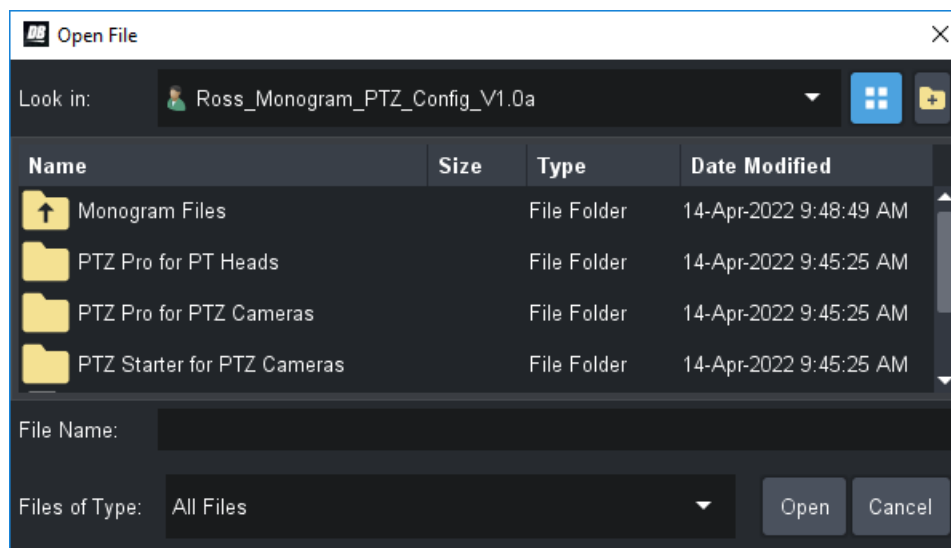


Figure 38 - Navigating to the Extracted Folder (with Details view invoked)

5. Open the folder that corresponds to your Monogram Creative Console package and the type of robotic camera systems you want to control ([Figure 24](#)):
 - To control **PT Heads** using the **PTZ Pro** package — double-click the **PTZ Pro for PT Heads** folder.
 - To control **PTZ Cameras** using the **PTZ Starter** package — double-click the **PTZ Starter for PTZ Cameras** folder.
 - To control **PTZ Cameras** using the **PTZ Pro** package — double-click the **PTZ ProStarter for PTZ Cameras** folder.
6. Select the **.joystick** file and then select **Open** ([Figure 39](#)).

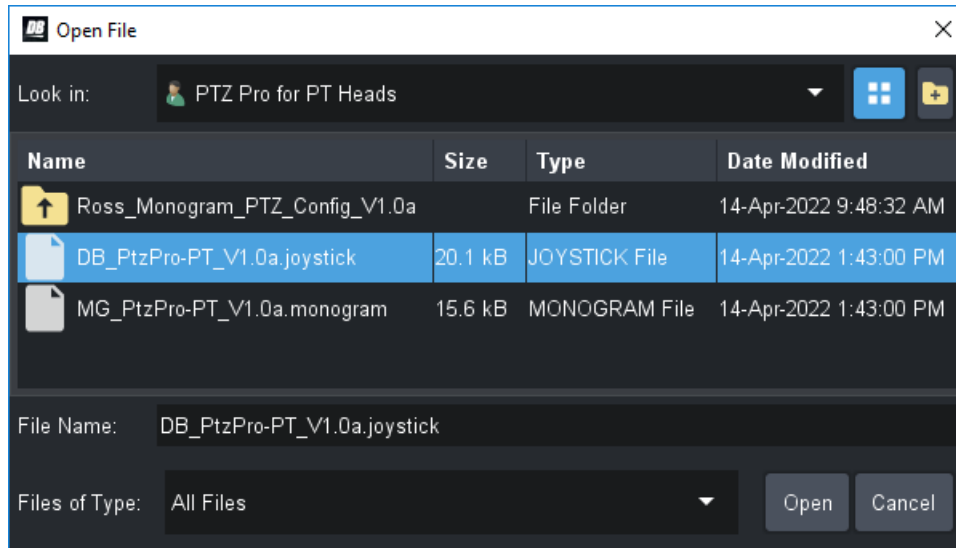


Figure 39 - Selecting and Opening a .joystick File for Controlling PT Heads using the PTZ PRO Package

The **Restore Settings** dialog box reappears, showing the path to the file you selected ([Figure 40](#)).

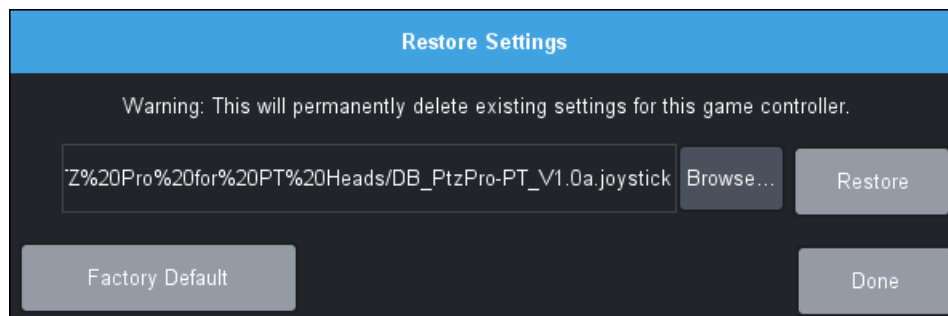


Figure 40 - Restore Settings Dialog Box, with a .joystick File Selected

7. Select **Restore**.
The settings are loaded, and the loaded settings are applied.

Map Device Classes to the Monogram Creative Console

In DashBoard, specific parameters (OIDs) represent individual controls you can operate, such as the Pan axis or one-time Auto Focus. These parameters are grouped into device classes. All parameters within a given device class can be manipulated by a single physical controller only. The Core module plus any modules connected to it are considered to be a single controller.

This section describes how to map device classes to the Monogram Creative Console.

Parameter names typically consist of multiple parts separated by periods (for example, **ptzjoystick.vel.pan**). The first part of a parameter name is its device class (for example, **ptzjoystick**).

Parameters that are used to control PTZ cameras and PT heads are as follows:

- **selector** — for camera selection buttons
- **ptzjoystick** — for controls related to pan, tilt, zoom, and focus
- **paintbox** — for controls related to exposure and white balance
- **shotcontrol** — for controls related to preset recall (for PT head control only)

To map device classes to the Monogram Creative Console:

1. In the DashBoard tree, open the **DashBoard Services** node and then double-click **Device Class Mappings**.

The **Device Class Mappings** table appears ([Figure 41](#)), and lists relevant device classes, based on the types of USB controller(s) and robotic devices that are connected.

Device Class Mappings ROSS			
Class	Selected Device	Status	Clear Selection
db.uiselect		● Unassigned	Clear Selection
paintbox		● Unassigned	Clear Selection
ptzjoystick		● Unassigned	Clear Selection
selector		● Unassigned	Clear Selection
shotcontrol		● Unassigned	Clear Selection

Figure 41 - Device Class Mappings Table

2. For the **db.uiselect** class, in the **Selected Device** drop-down list, select **Selector UI Mappings on DashBoard Selector Service** ([Figure 42](#)).

Class	Selected Device	Status	Clear Selection
db.uiselect	Selector UI Mappings on DashBoard Selector Service	● OK	Clear Selection
paintbox	Selector UI Mappings on DashBoard Selector Service	● Unassigned	Clear Selection

Figure 42 - Mapping the db.uiselect Device Class to Selector UI Mappings on DashBoard Selector Service

3. For each of the following classes (if listed), select the name of your Creative Console in the **Selected Device** drop-down list, as shown in [Figure 43](#). For example, if you named the Creative Console **my Monogram**, select **my Monogram on Game Controllers**.
 - **paintbox**
 - **ptzjoystick**
 - **selector**
 - **shotcontrol** (not required for PTZ Starter package)

Device Class Mappings ROSS			
Class	Selected Device	Status	Clear Selection
db.uiselect	Selector UI Mappings on DashBoard Selector Service	OK	Clear Selection
paintbox	my Monogram on Game Controllers	OK	Clear Selection
ptzjoystick	my Monogram on Game Controllers	OK	Clear Selection
selector	my Monogram on Game Controllers	OK	Clear Selection
shotcontrol	my Monogram on Game Controllers	OK	Clear Selection

Figure 43 - Device Class Mappings Table (with mappings defined)

Configure Selector UI Mappings

Each of the Monogram Creative Console packages sold by Ross Video includes one or more Essential Keys modules for camera selection. Each of these modules has three buttons.

You can configure Selector UI Mappings to assign each camera to a button, so that when you press a button, you can control the associated camera.

By default, the PTZ Starter kit is configured to control up to three cameras, while the PTZ Pro kit is configured to control up to six.

Alternatively, if you do not want to use buttons on the Creative Console to select which camera to control, but instead want the console to control whichever camera is selected in DashBoard, you can configure Selector UI Mappings to ignore mappings.

To configure Selector UI Mappings:

1. In the DashBoard tree, open the **DashBoard Services** node and then double-click **Selector UI Mappings**.

The **Selection Mapping** table appears ([Figure 44](#))

Selection Mapping



Selection ID (Internal): 0

ID	Name	UI Primary Identifier	Remove
0			Remove

Add Mapping

UI Follows Selection:

OFF

ON

Autowire Follows UI (Ignore Mappings):

ON

Figure 44 - Selection Mapping Table

- If you **do not** want to use buttons on the Creative Console to select which camera to control, but instead want the console to control whichever camera is selected in DashBoard, set **Autowire Follows UI (Ignore Mappings)** to **ON**.
Go to Step **Step 5**.
- If you **do** want to use buttons on the Creative Console to select which camera to control, create mappings between camera **ID** numbers (starting at **0**) and the corresponding camera systems (PT head or PTZ camera).
To create the mappings, do the following for each camera system:
 - Select **Add Mapping** to create a new row in the table.
 - In the **ID** column, type the ID number corresponding to the button.
For the **PTZ Starter** package, there are three camera selection buttons, numbered **0** to **2**.
For the **PTZ Pro** package, there are six camera selection buttons, numbered **0** to **5**.
 - In the **Name** column, you can specify a name for the camera mapping (optional).
 - In the **UI Primary Identifier** column, navigate to the **Remote Control** node for the PTZ camera or PT head, as shown in [Figure 45](#), and then double-click it.

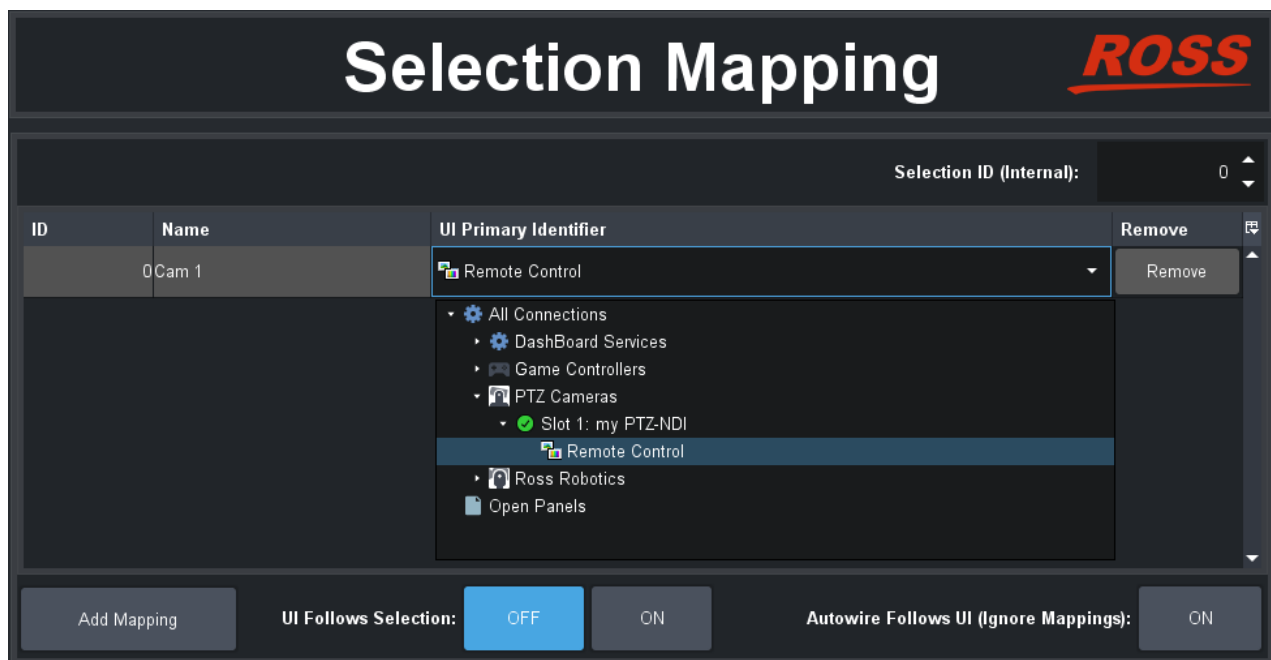


Figure 45 - Selecting a Camera System to be Mapped to a Button with ID 0

4. Do one of the following to specify whether you want the DashBoard interface to automatically switch to the selected camera each time you press a camera selection button on the Creative Console:

- **UI Follows Selection ON** — Camera selection/control using the Creative Console is linked to camera selection/control using the DashBoard interface.

When you press a camera selection button on the Creative Console, DashBoard automatically switches to show the interface for the selected camera. You can select and control cameras through DashBoard and/or the Creative Console.

- **UI Follows Selection OFF** — Camera selection/control using the Creative Console is independent of camera selection/control using the DashBoard interface.

When you press a camera selection button on the Creative Console, you can control the selected camera through the Creative Console. The DashBoard interface does not switch to that camera. If a camera's interface happens to be active in DashBoard, you can also control it through DashBoard.

Tip: You can control one camera through Creative Console while controlling another through the DashBoard interface.

5. Test the configuration by selecting and controlling each camera system.

Note: For PT heads, joystick control must be enabled. You can enable or disable joystick control in the DashBoard PT Head Control interface ([Figure 46](#)), or by pressing the **Enable PT Control** button on your Creative Console.

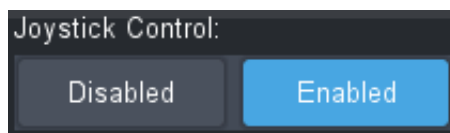


Figure 46 - Enabling Joystick Control of a PT Head

Customizing the Creative Console

Monogram Creative Console is a highly customizable control panel consisting of physical control modules that can be pulled apart and rearranged anytime to create a control surface that truly suits your ergonomic needs and personal preferences.

Additionally, you can use the Monogram Creator application and Ross Video DashBoard to configure many aspects of your Creative Console, including how each control looks (halo colors, text on Core module screen), and what each control does (assigned functions, responsiveness).

This section describes how to customize your Monogram Creative Console. It includes the following topics:

- **“About Monogram Creator and DashBoard”** on [page 38](#)
- **“Physically Rearranging Modules”** on [page 38](#)
- **“Loading and Saving Configuration Profiles and Joystick Files”** on [page 39](#)
- **“Editing Controls in Monogram Creator”** on [page 43](#)
- **“Linking Physical Controls to DashBoard Parameters”** on [page 52](#)
- **“Updating Software”** on [page 64](#)

About Monogram Creator and DashBoard

The Creative Console works in conjunction with the Monogram Creator application and Ross Video DashBoard to define the appearance and function of Creative Console controls.

Monogram Creator enables you to modify appearance settings, such as halo colors around all controls, and text on the Core module screen). You can also adjust the velocity sensitivity for some controls, such as Orbiter pad controls (commonly used for pan/tilt).

Monogram Creator and DashBoard work together to map physical controls to DashBoard controls:

- In Monogram Creator, configuration profile settings assign joystick axis numbers to physical axis controls such as orbiter rings and dials, and assign button numbers to physical buttons.
You can assign up to 24 buttons (**0 - 23**).
You can assign up to seven axes (**0 - 6**). Although Monogram Creator allows you to assign up to eight axes, DashBoard recognizes only seven (**0 - 6**). If you assign a value of **7**, that axis is ignored in DashBoard.
- In DashBoard, joystick settings map these numbers to DashBoard parameters, thus enabling you to change DashBoard parameter values in DashBoard plugins and CustomPanels by manipulating physical Monogram controls.

Monogram configuration profiles and corresponding DashBoard joystick settings files can be saved for later use. This enables operators to develop their own customized control panel layouts. For more information see **“Save a Configuration Profile and Corresponding a Joystick File”** on [page 40](#).

Physically Rearranging Modules

You can physically rearrange Creative Console modules anytime to create a control surface that truly suits your ergonomic needs and personal preferences.

Modules attach to each other magnetically. Each module has one set of connection pins and multiple sets of connection pads ([Figure 47](#)). Each set of connection pins align with a set of connection pads.

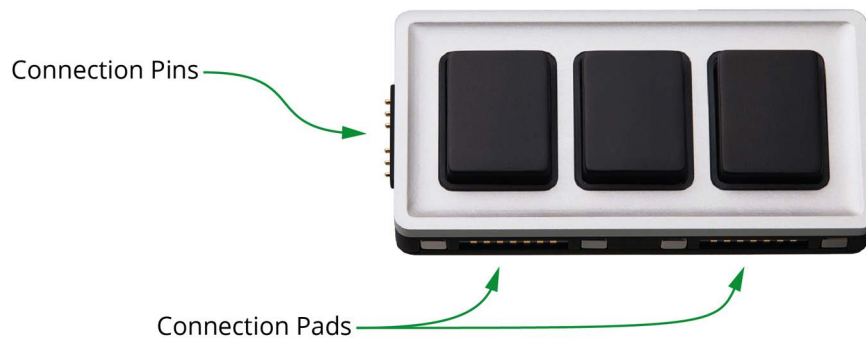


Figure 47 - An Essential Keys Module, showing Connection Pins and Connection Pads

To rearrange modules:

1. Pull the modules apart, being careful not to unplug the USB cable from the Core module.
Tip: If you accidentally unplug the Core module, plug it back in, close DashBoard, and then reopen DashBoard. DashBoard detects the Core module only if the module is already plugged in when DashBoard starts.
2. Rearrange and gently reattach the modules, ensuring that each module's connection pins are aligned with a set of connection pads on either the Core module or on an already-connected module.
Tip: As you connect each module, colored rings (halos) light up around each control. If halos do not appear when you connect a module, check that its connection pins are aligned with connection pads on a module that has lit halos.

Loading and Saving Configuration Profiles and Joystick Files

Monogram Creator works in conjunction with DashBoard to map the Creative Console's physical controls to functions available in DashBoard plugins and DashBoard CustomPanels.

Monogram configuration profile settings assign joystick axis numbers to physical axis controls such as orbiter rings and dials, and assign button numbers to physical buttons. DashBoard joystick settings map these numbers to DashBoard parameters, thus enabling you to change DashBoard parameter values in DashBoard plugins and CustomPanels by manipulating physical Monogram controls.

Monogram configuration profiles and corresponding DashBoard joystick settings files can be saved for later use. This enables operators to develop their own customized control panel layouts.

Load a Configuration Profile and Corresponding Joystick File

When you load a configuration profile in Monogram Creator, typically you must also load a corresponding joystick file in DashBoard.

For steps to load a Monogram configuration profile, see **"Download and Load a Configuration Profile"** on [page 24](#).

For steps to load a DashBoard joystick file, see **"Load a Joystick File"** on [page 30](#).

Save a Configuration Profile and Corresponding a Joystick File

When you edit a configuration profile in Monogram Creator or modify DashBoard joystick settings, the changes persist locally even if you close the applications and restart them, or if you restart the computer. The changes are not automatically saved to the original configuration profile file or DashBoard joystick file.

This section describes how to save Monogram configuration profiles and DashBoard joystick files so you can later load the saved settings.

When you save a configuration profile in Monogram Creator, typically you must also save a corresponding joystick file in DashBoard. We recommend that you save and name configuration profiles and corresponding joystick files in pairs so it's easy to know which ones go together.

To save a Monogram configuration profile:

1. In Monogram Creator, on the **File** menu, select **Save Profile**.
The **Save Monogram Profile** dialog box appears ([Figure 48](#)), and shows the folder where a configuration profile was most recently saved or loaded.

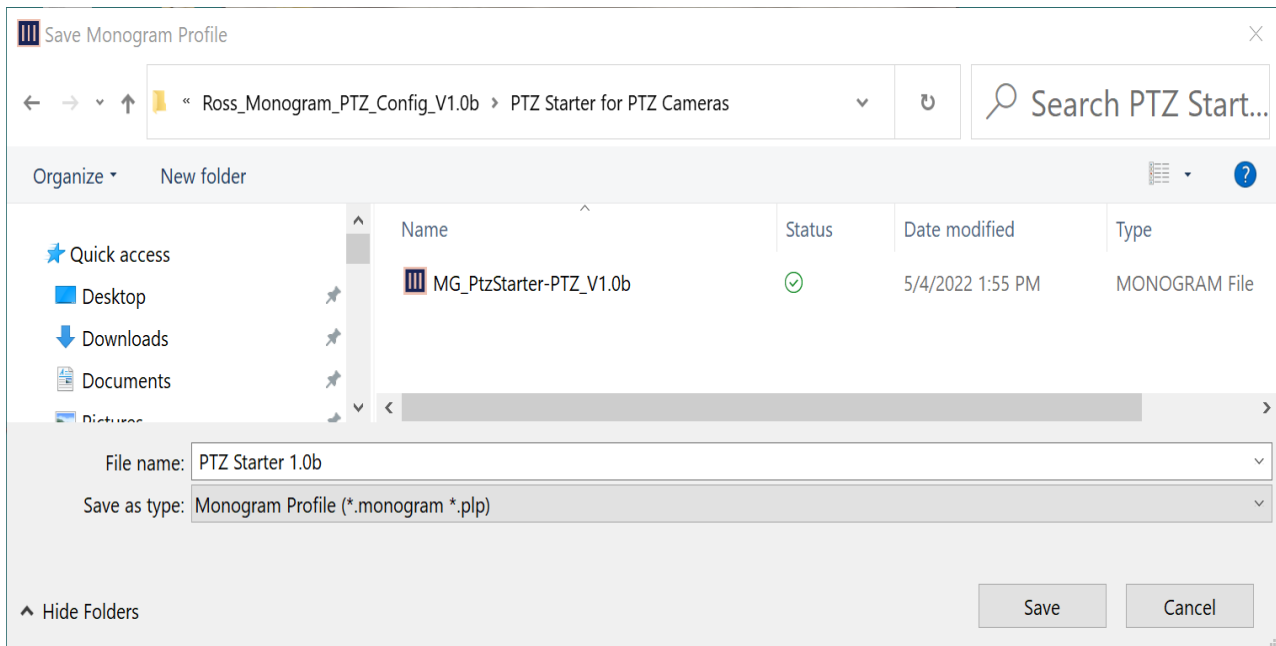


Figure 48 - Save Monogram Profile Dialog Box

2. Navigate to the folder where you want to save the profile.
3. In the **File** name box, specify a name for the profile.
Tip: By default, the **File name** box is populated with the profile icon text that appears on the Core module's LCD display.
4. Select **Save**.
The profile is saved.

To save a DashBoard joystick file:

1. In the DashBoard tree, expand the **Game Controllers** node and then double-click the Creative Console's node.
DashBoard configuration settings for the Creative Console appear, including lists of **Device Classes**, **Axis Controls**, and **Buttons** ([Figure 49](#)).
If the settings do not appear within 20 seconds, close the tab and then double-click the Creative Console's node again.

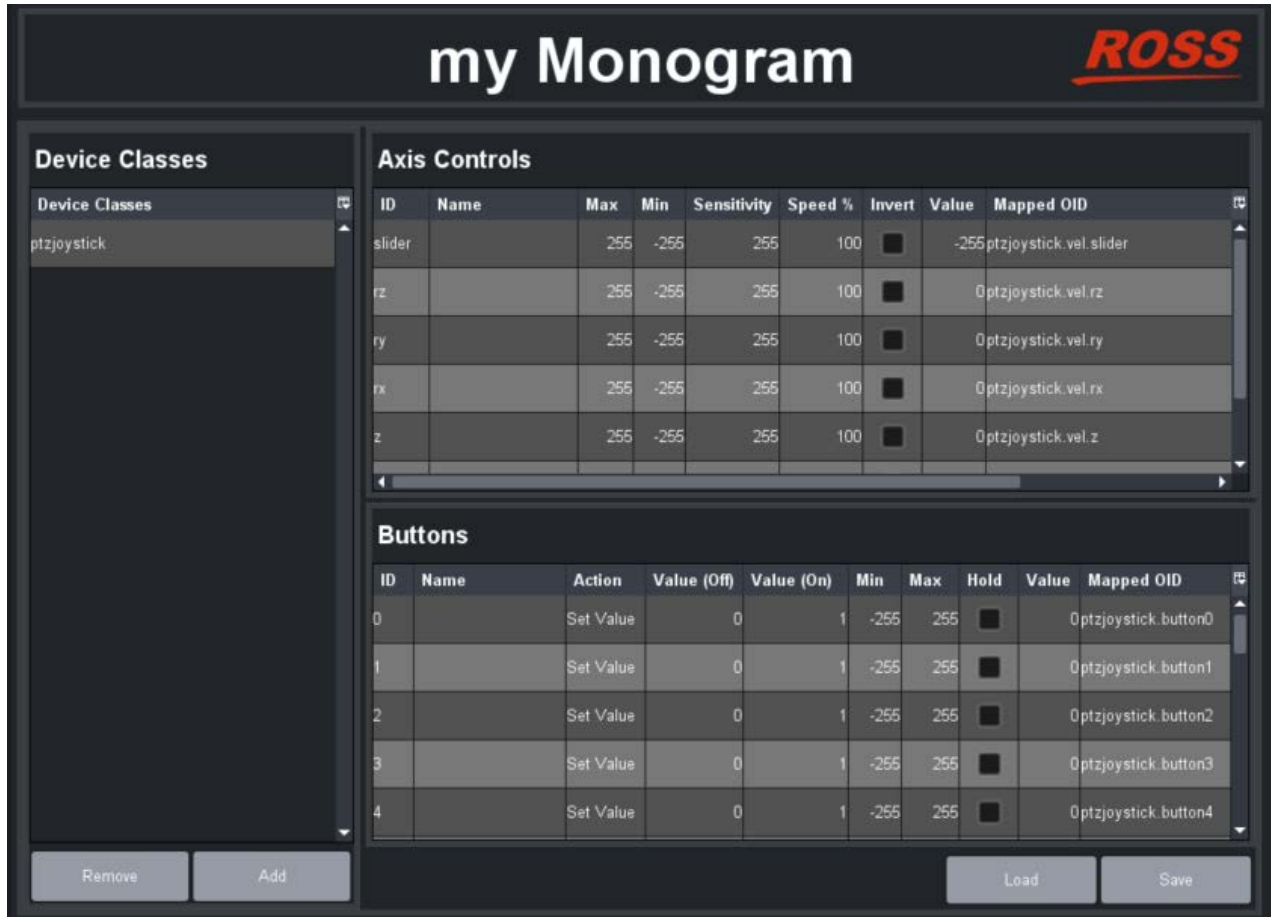


Figure 49 - List of Device Classes, Axis Controls, and Buttons

2. Select **Save**.
The **Save Settings** dialog box appears ([Figure 50](#)).

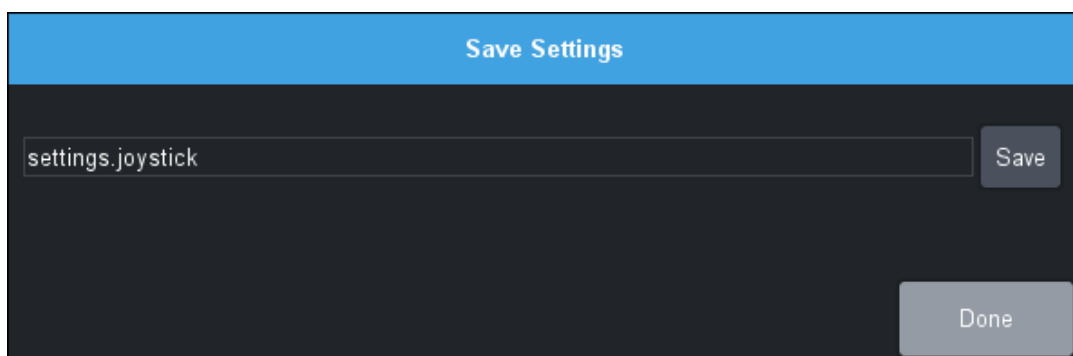


Figure 50 - Save Settings Dialog Box

3. Select **Save**.

The **Save File** dialog box appears ([Figure 51](#)).

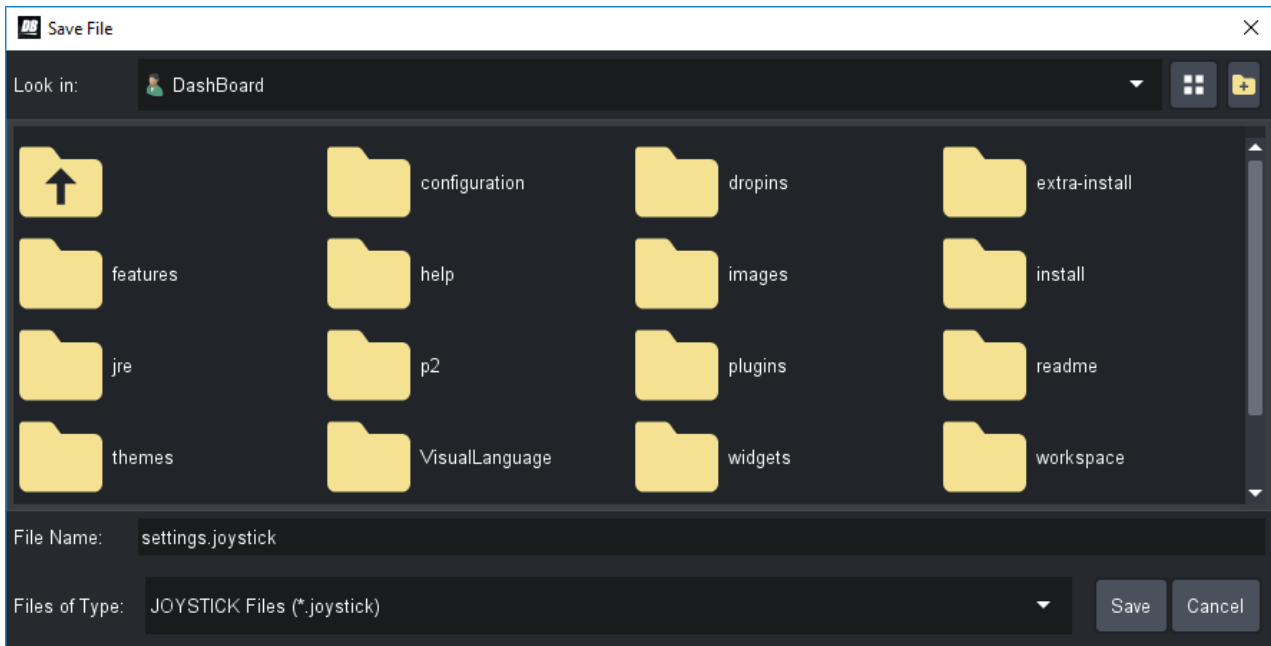


Figure 51 - The Save File Dialog Box

Tip: To view the full names of folders and files, select the **Details** icon ([Figure 52](#)) and then expand the **Name** column.



Figure 52 - The Details Icon (turns blue when Details view is invoked)

4. In the **Save File** dialog box, navigate to the folder where you want to save the file.
5. In the **File Name** box, type a name for the file ([Figure 53](#)).

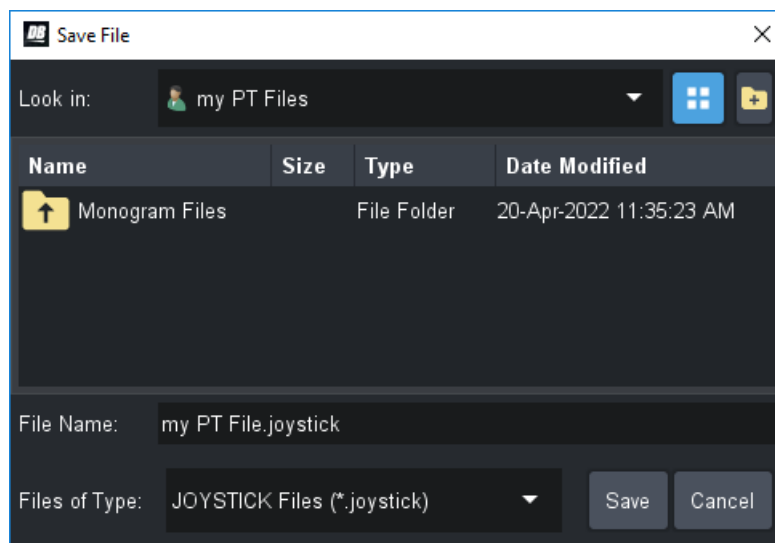


Figure 53 - Specifying a File Name for a DashBoard .joystick File

6. Select **Save**.

If prompted about replacing an existing file, select **Yes** if you want to replace the previous version, or select **No** if you want to specify a different file name.

The **Save Settings** dialog box reappears ([Figure 54](#)).

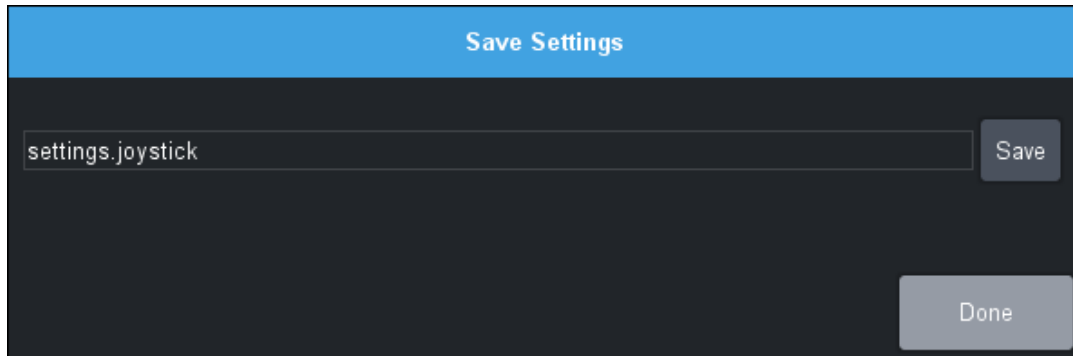


Figure 54 - Restore Settings Dialog Box, with a .joystick File Selected

7. Select **Done**.

The DashBoard joystick file is saved.

Editing Controls in Monogram Creator

Using Monogram Creator, you can:

- Swap a function from one control to another.
- Modify appearance settings, such as halo colors around all controls, and text on the Core module screen).
- Adjust the velocity sensitivity for some controls, such as Orbiter pad controls (commonly used for pan/tilt).
- Edit label text for controls. This text appears in Monogram Creator.

How you edit a control depends on whether the control is on a button module (Core or Essential Keys), a Dial module, or an Orbiter module.

This section includes the following topics:

- “**Edit Button Controls (Core and Essential Keys)**” on [page 44](#)
- “**Edit Dial Module Controls**” on [page 45](#)
- “**Edit Orbiter Module Controls**” on [page 48](#)
- “**Edit the Core Module Display**” on [page 50](#)

Note: When you edit a configuration profile in Monogram Creator or modify DashBoard joystick settings, the changes persist locally even if you close the applications and restart them, or if you restart the computer. The changes are not automatically saved to the original configuration profile file or DashBoard joystick file. For information about saving settings for future use, see “**Save a Configuration Profile and Corresponding a Joystick File**” on [page 40](#).

Edit Button Controls (Core and Essential Keys)

This section describes how to edit button controls that appear on the Core module and on Essential Keys modules. If you want to edit button controls that appear on a Dial module, see “**Edit Dial Module Controls**” on [page 45](#).

Each button is assigned a button number. These numbers are mapped to parameters in DashBoard. You can configure up to 24 buttons (numbered **0 - 23**) total. We recommend that you assign each button number to only one button.

To edit button controls:

1. In Monogram Creator, select the button you want to edit.
The **Button Settings** dialog box appears ([Figure 55](#)).

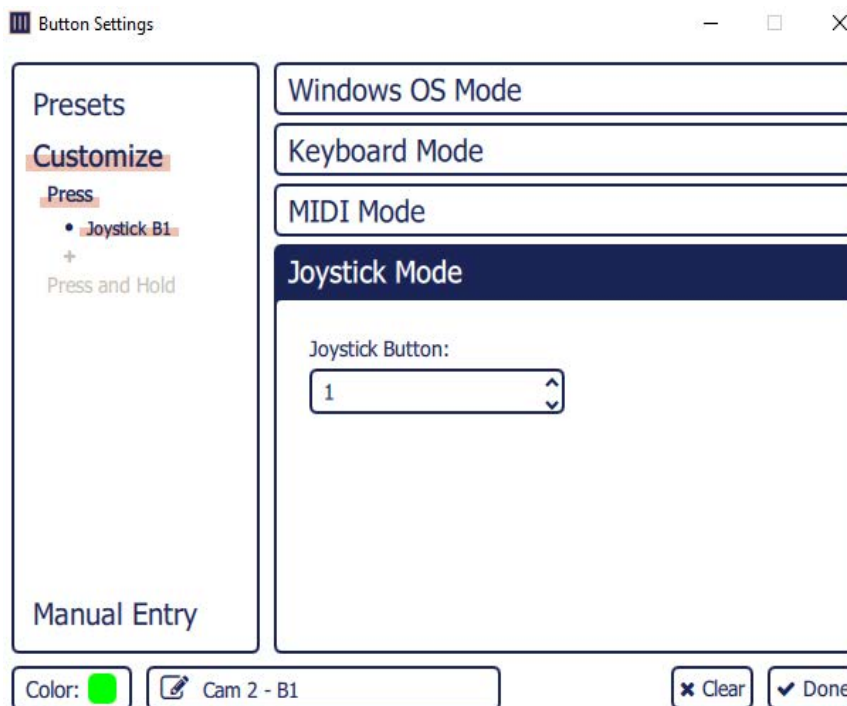


Figure 55 - Button Settings Dialog Box

2. Select **Customize**.
3. Select **Joystick Mode**.
Tip: Use **Joystick Mode** for all Creative Console controls.
4. If you want to change the halo color, select the color swatch you want ([Figure 56](#)).



Figure 56 - Color Swatches

5. If you want to edit the label text that appears in Monogram Creator, select the label text box at the bottom left and type the new text ([Figure 57](#)).



Figure 57 - Label Text Box

6. If you want to swap functions between two buttons, do the following:
 - a. Record the **Joystick Button** value of the current (first) button ([Figure 58](#)).

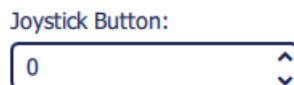


Figure 58 - Joystick Button Box

- b. In the main **Creator** dialog, select the button with which you want to swap functions (second button).
 - c. Record the **Joystick Button** value.
 - d. Select the **Joystick Button** box and then type the value recorded from the first button.
Tip: You can configure up to 24 buttons (**0 - 23**). Assign a unique button number to each button.
 - e. In the **Creator** dialog, select the first button, and then, in the **Joystick Button** box, type the value recorded from the second button.
7. Continue editing controls as required. When you are finished, select **Done** to close the **Button Settings** dialog box.
8. If you want to use the updated controls in future sessions, save the configuration profile.
For more information, see “**Loading and Saving Configuration Profiles and Joystick Files**” on [page 39](#).

Edit Dial Module Controls

This section describes how to edit controls that appear on Dial modules, including dial controls and buttons.

Each axis control, such as a turn dial, Orbiter ring, or Orbiter X-Y pressure pad, is assigned an axis number. These numbers are mapped to parameters in DashBoard. You can configure up to seven axes (numbered **0 - 6**) total. We recommend that you assign each axis number to only one axis control.

Each button is assigned a button number. These numbers are mapped to parameters in DashBoard. You can configure up to 24 buttons (numbered **0 - 23**) total. We recommend that you assign each button number to only one button.

To edit Dial module controls:

1. In Monogram Creator, select the dial control you want to edit.
The **Dial Settings** dialog box appears ([Figure 59](#)).

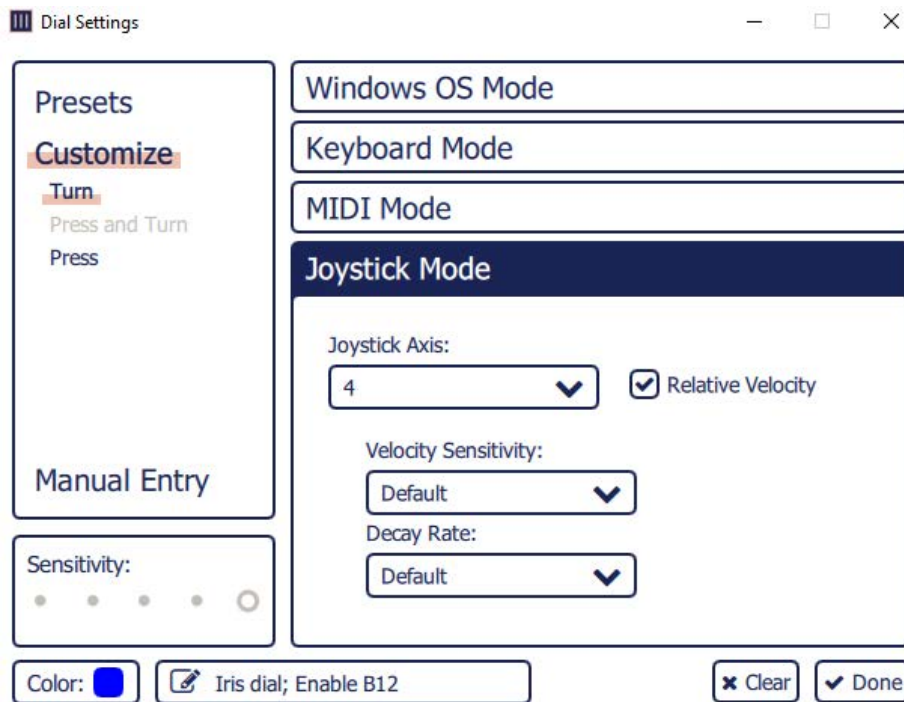


Figure 59 - Dial Settings Dialog Box

2. Select **Customize**.
3. Select **Joystick Mode**.
Tip: Use **Joystick Mode** for all Creative Console controls.
4. If you want to change the halo color, select the color swatch you want ([Figure 60](#)).



Figure 60 - Color Swatches

5. If you want to edit the label text that appears in Monogram Creator, select the label text box at the bottom left and type the new text ([Figure 61](#)).



Figure 61 - Label Text Box

6. If you want to swap turn-dial functions between two dials, do the following:
 - a. Select **Turn**, and then record the settings of the current (first) dial control, including the following:
 - **Joystick Axis** number ([Figure 62](#)).



Figure 62 - Joystick Axis Box

- **Relative Velocity** settings ([Figure 63](#)).

Velocity Sensitivity:

Default ▼

Decay Rate:

Default ▼

Figure 63 - Relative Velocity Settings

Tip: If the **Relative Velocity** settings are not visible, select the **Relative Velocity** check box ([Figure 64](#)). Always use **Relative Velocity** mode for turnable axis controls such as turn dials and Orbiter rings.



Figure 64 - Relative Velocity Check Box

Tip: To adjust the responsiveness of the dial to suit your personal preferences, select a different **Velocity Sensitivity** and/or **Decay Rate**.

- b. In the main **Creator** dialog, select the dial with which you want to swap functions (second button).
 - c. Select **Customize**.
 - d. Select **Joystick Mode**.

Tip: Use **Joystick Mode** for all Creative Console controls.
 - e. Select **Turn**, and then record the configured settings (**Joystick Axis** number and **Relative Velocity** settings).
 - f. Configure the settings recorded from the first dial.
 - g. In the **Creator** dialog, select the first dial, and then configure the settings recorded from the second dial.
7. If you want to swap push-button functions between two dials, do the following:
- a. Select **Turn**.
 - b. Record the **Joystick Button** value of the current (first) dial ([Figure 58](#)).

Joystick Button:

0 ▲▼

Figure 65 - Joystick Button Box

- c. In the main **Creator** dialog, select the dial with which you want to swap push-button functions (second dial).
 - d. Record the **Joystick Button** value.
 - e. Select the **Joystick Button** box and then type the value recorded from the first dial.

Tip: You can configure up to 24 buttons (**0 - 23**) total. Assign a unique button number to each button.
 - f. In the **Creator** dialog, select the first dial, and then, in the **Joystick Button** box, type the value recorded from the second dial.
8. Continue editing controls as required. When you are finished, select **Done** to close the **Button Settings** dialog box.
9. If you want to use the updated controls in future sessions, save the configuration profile. For more information, see “**Loading and Saving Configuration Profiles and Joystick Files**” on [page 39](#).

Edit Orbiter Module Controls

This section describes how to edit controls that appear on Orbiter modules, including ring controls and X-Y pressure pad controls.

Each axis control, such as a turn dial, Orbiter ring, or Orbiter X-Y pressure pad, is assigned an axis number. These numbers are mapped to parameters in DashBoard. You can configure up to seven axes (numbered **0** - **6**) total. We recommend that you assign each axis number to only one axis control.

To edit Orbiter module controls:

1. In Monogram Creator, select the Orbiter control you want to edit.
The **Orbiter Settings** dialog box appears ([Figure 59](#)).

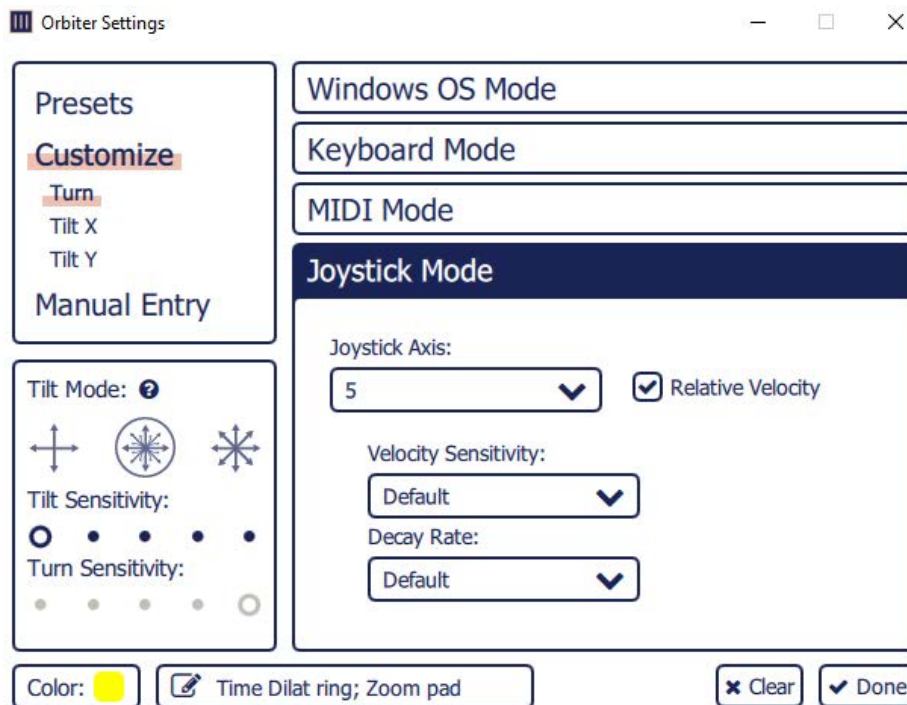


Figure 66 - Orbiter Settings Dialog Box

2. Select **Customize**.
3. Select **Joystick Mode**.
Tip: Use **Joystick Mode** for all Creative Console controls.
4. If you want to change the halo color, select the color swatch you want ([Figure 67](#)).



Figure 67 - Color Swatches

5. If you want to edit the label text that appears in Monogram Creator, select the label text box at the bottom left and type the new text ([Figure 68](#)).



Figure 68 - Label Text Box

6. If you want to swap ring functions between two Orbiter modules, do the following:
 - a. Select **Turn**, and then record the settings of the current (first) ring control, including the following:
 - **Joystick Axis** number ([Figure 62](#)).

Joystick Axis:

4

▼

Figure 69 - Joystick Axis Box

- **Relative Velocity** settings ([Figure 63](#)).

Velocity Sensitivity:

Default

▼

Decay Rate:

Default

▼

Figure 70 - Relative Velocity Settings

Tip: If the **Relative Velocity** settings are not visible, select the **Relative Velocity** check box ([Figure 71](#)). Always use **Relative Velocity** mode for turnable axis controls such as turn dials and Orbiter rings.

☒ Relative Velocity

Figure 71 - Relative Velocity Check Box

- Tip:** To adjust the responsiveness of the Orbiter ring to suit your personal preferences, select a different **Velocity Sensitivity** and/or **Decay Rate**.
- b. In the main **Creator** dialog, select the Orbiter with which you want to swap ring functions (second ring control).
 - c. Select **Customize**.
 - d. Select **Joystick Mode**.

Tip: Use **Joystick Mode** for all Creative Console controls.
 - e. Select **Turn**, and then record the configured settings (**Joystick Axis** number and **Relative Velocity** settings).
 - f. Configure the settings recorded from the first dial.
 - g. In the **Creator** dialog, select the first ring, and then configure the settings recorded from the second ring control.
7. If you want to swap X-Y pressure pad functions between two Orbiter modules, do the following:
 - a. Press **Tilt X**, and then record the **Joystick Axis** value and whether the axis is inverted ([Figure 72](#)) for the current (first) Orbiter module.

Joystick Axis:

1

▼

☐ Invert

Figure 72 - Joystick Axis Settings

- b. Repeat this step for the **Y** axis (**Tilt Y**).

- c. Record the **Tilt Sensitivity** setting ([Figure 73](#)).

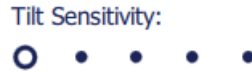


Figure 73 - Tilt Sensitivity Setting

Tip: You can adjust **Tilt Sensitivity** to suit your personal preferences.

- d. In the main **Creator** dialog, select the Orbiter module with which you want to swap pressure pad functions (second Orbiter module).
 - e. Record the **Joystick Axis** values for both axes (**Tilt X** and **Tilt Y**), and whether the axes are inverted.
 - f. Record the **Tilt Sensitivity** setting.
 - g. Configure the settings recorded from the first Orbiter module.
 - h. In the **Creator** dialog, select the first Orbiter module, and then configure the settings recorded from the second Orbiter module.
8. Continue editing controls as required. When you are finished, select **Done** to close the **Button Settings** dialog box.
 9. If you want to use the updated controls in future sessions, save the configuration profile. For more information, see “**Loading and Saving Configuration Profiles and Joystick Files**” on [page 39](#).

Edit the Core Module Display

You can edit the text and change the icon graphic displayed on the Core module.

To edit the Core module text:

1. In Monogram Creator, double-click the profile tab.
The tab name becomes editable ([Figure 74](#)).

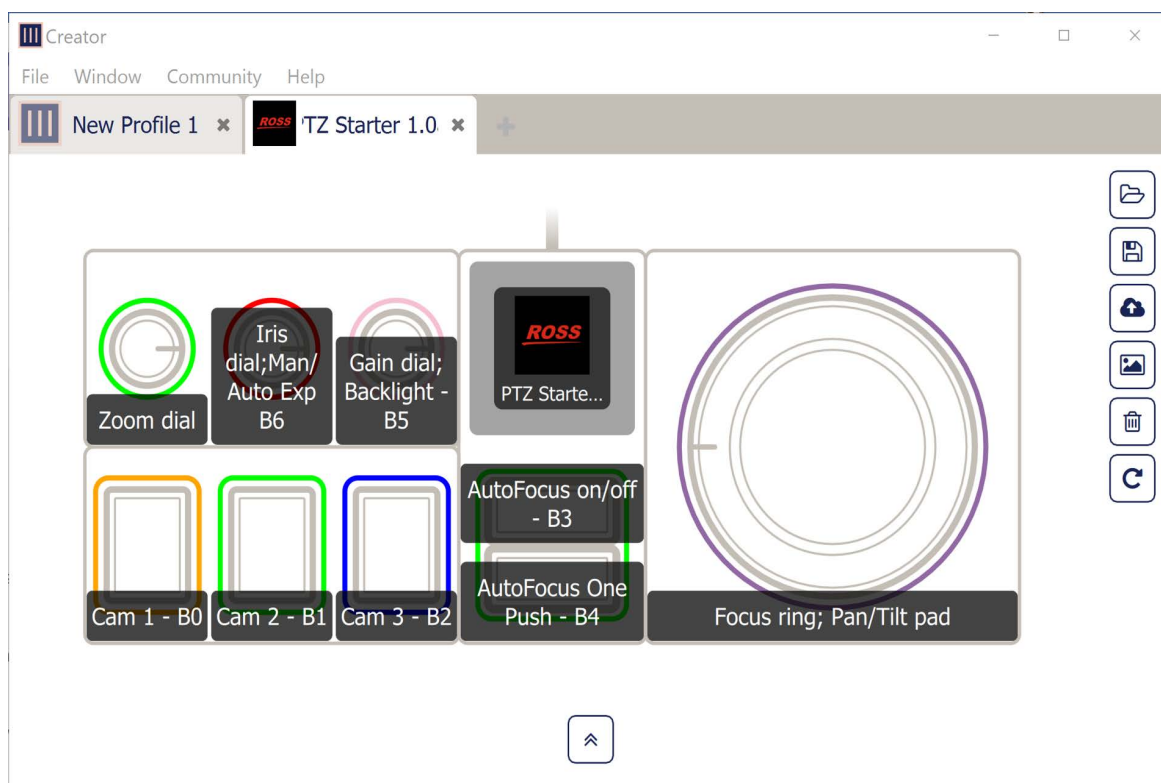


Figure 74 - Editing the Tab Name and Core Module Text

2. Type a new name for the tab, and then press **Enter**.
The tab name appears on the Core module LCD display.

To change the Core module icon graphic:

1. In Monogram Creator, select the Core module screen.
The **Customize Profile Icon** dialog box appears. (Figure 75).

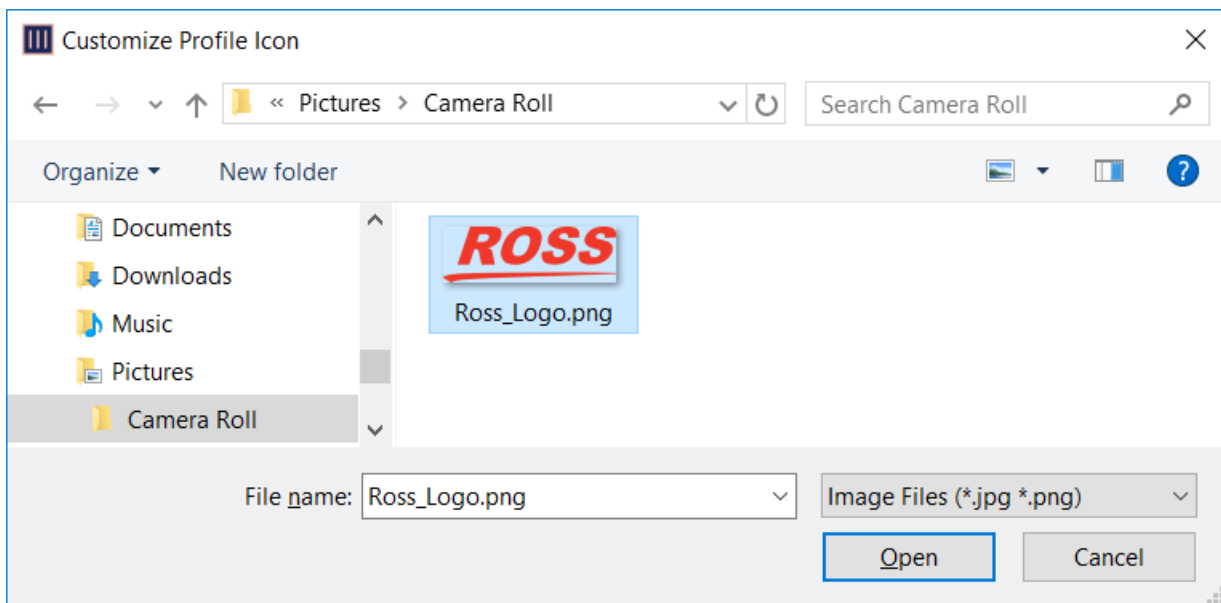


Figure 75 - Customize Profile Icon Dialog Box, with Graphic Selected

2. Navigate to the graphic file you want to display select it, and then select **Open**.
The graphic appears on the Core module LCD screen. It is automatically rescaled to fit the screen.
Tip: The icon graphic file must be either .jpg or .png format. For best results, select a graphic that is approximately square.

Linking Physical Controls to DashBoard Parameters

Monogram Creator works in conjunction with DashBoard to map the Creative Console's physical controls to software controls in DashBoard plugins and DashBoard CustomPanels.

Monogram configuration profile settings assign joystick axis numbers to physical axis controls such as orbiter rings, orbiter pads, and dials, and assign button numbers to physical buttons. DashBoard joystick settings map these numbers to DashBoard parameters, thus enabling you to change DashBoard parameter values in DashBoard plugins and CustomPanels by manipulating physical Monogram controls.

The provided Monogram configuration profiles and corresponding DashBoard joystick files make use of many common DashBoard parameters that control PT heads and PTZ cameras. There are some additional parameters you can map to Monogram controls.

This section describes how to assign axis numbers and button numbers in Monogram Creator, and how to map those numbers to DashBoard parameters in DashBoard. It also includes lists of commonly-used parameters from the PT Head Control plugin and the PTZ Camera Control plugin.

To customize the Creative Console, start by loading a configuration profile and joystick file that are appropriate for your Monogram package and the equipment you want to control. For more information, see **"Load a Configuration Profile and Corresponding Joystick File"** on [page 39](#).

This section includes the following major topics:

- **"Assign Button Numbers and Axis Numbers in Monogram Creator"** on [page 52](#)
- **"Map Controls to DashBoard Parameters"** on [page 55](#)

Note: When you edit a configuration profile in Monogram Creator or modify DashBoard joystick settings, the changes persist locally even if you close the applications and restart them, or if you restart the computer. The changes are not automatically saved to the original configuration profile file or DashBoard joystick file. For information about saving settings for future use, see **"Save a Configuration Profile and Corresponding a Joystick File"** on [page 40](#).

Assign Button Numbers and Axis Numbers in Monogram Creator

This section describes how to assign numbers to Monogram button controls and axis controls. These numbers enable DashBoard to detect the controls.

To assign a button number to a button control:

1. In Monogram Creator, select the button you want to edit.
The **Button Settings** dialog box appears ([Figure 76](#)).

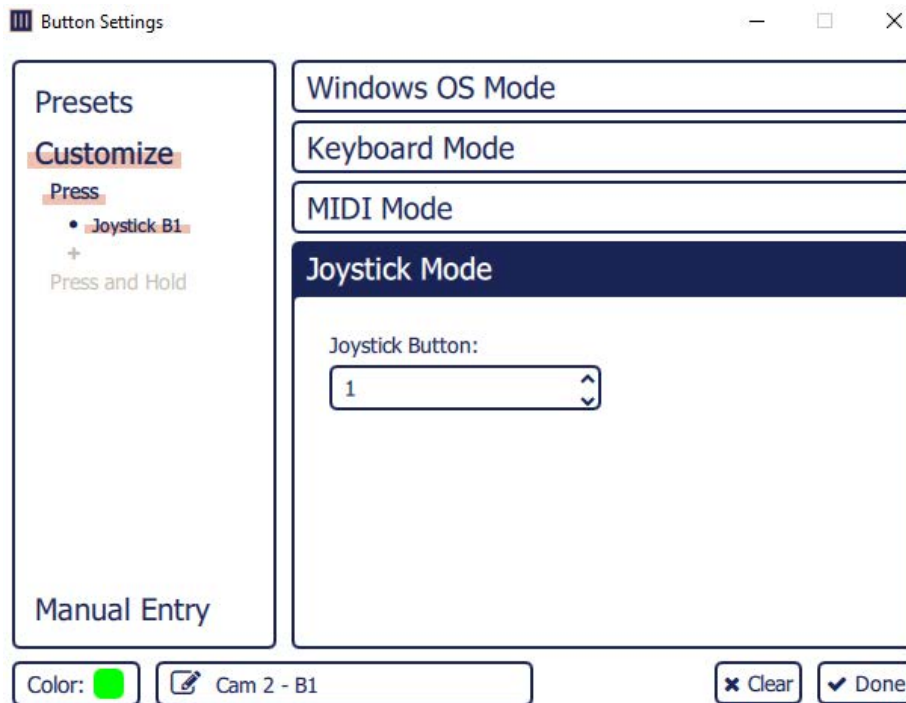


Figure 76 - Button Settings Dialog Box

2. Select **Customize**, and then click **Press**.
3. Select **Joystick Mode**.
Tip: Use **Joystick Mode** for all Creative Console controls.
4. In the **Joystick Button** box, select or type the button number you want to assign. ([Figure 77](#)).



Figure 77 - Joystick Button Box

Tip: You can configure up to 24 buttons (**0 - 23**) total. Assign a unique button number to each button.

5. Continue editing other properties as required. When you are finished, select **Done** to close the **Button Settings** dialog box.

To assign an axis number to an axis control:

1. In Monogram Creator, select the control you want to edit (dial or orbiter).
The settings dialog box for the control appears (**Orbiter Settings** or **Dial Settings**) ([Figure 78](#)).

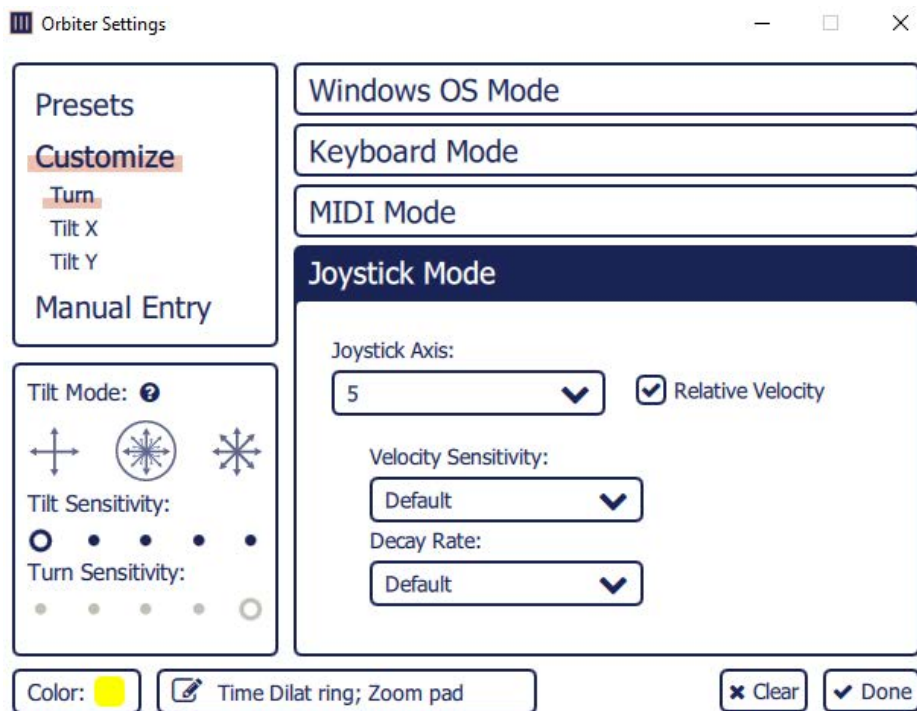


Figure 78 - Orbiter Settings Dialog Box

2. Select **Customize**.
3. If the control is a dial, select **Press**.
4. If the control is on an Orbiter module, select the control you want to edit:
 - To assign an axis number to the orbiter ring, select **Turn**.
 - To assign an axis number to the X-axis of the orbiter pad, select **Tilt X**.
 - To assign an axis number to the Y-axis of the orbiter pad, select **Tilt Y**.
5. In the **Joystick Axis** box, select the axis number you want to assign ([Figure 79](#)).



Figure 79 - Joystick Axis Box

Note: Each **Joystick Axis** number must be between **0** and **6**. The total number of axis controls that can be mapped is limited to seven. If you assign a value of **7** to an axis, that axis is ignored by DashBoard.

6. In the **Tilt Mode** box, select the Blend Mode you want to assign the Orbiter disc ([Figure 80](#)).

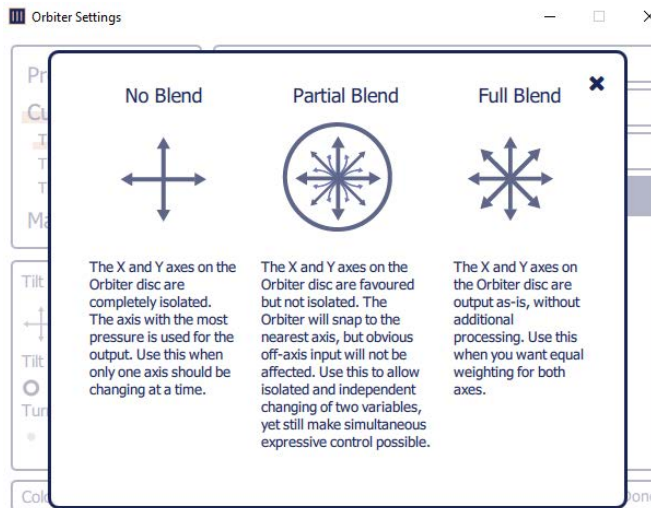


Figure 80 - Blend Modes for Orbiter Disc

7. Continue editing other properties as required. When you are finished, select **Done** to close the dialog box.

Map Controls to DashBoard Parameters

This section describes how to map controls to DashBoard parameters.

When mapping controls, it is important to understand the properties of the available parameters:

- For information about parameters for the PT Head Control plugin, see “**DashBoard Parameters for the DashBoard PT Head Control Plugin**” on [page 57](#).
- For information about parameters for the PTZ Camera Control plugin, see “**DashBoard Parameters for the DashBoard PTZ Camera Control Plugin**” on [page 62](#).

Tip: If you modify DashBoard settings but the control does not behave as expected, sometimes closing and re-opening DashBoard may resolve the issue.

To map controls to DashBoard parameters:

1. In the DashBoard tree, expand the **Game Controllers** node and then double-click the Creative Console's node([Figure 81](#)).

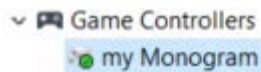


Figure 81 - Game Controllers Node, with a Creative Console Node named *my Monogram* Highlighted

DashBoard configuration settings for the Creative Console appear, including lists of **Device Classes**, **Axis Controls**, and **Buttons** ([Figure 82](#)).

If the settings do not appear within 20 seconds, close the tab and then double-click the Creative Console's node again.

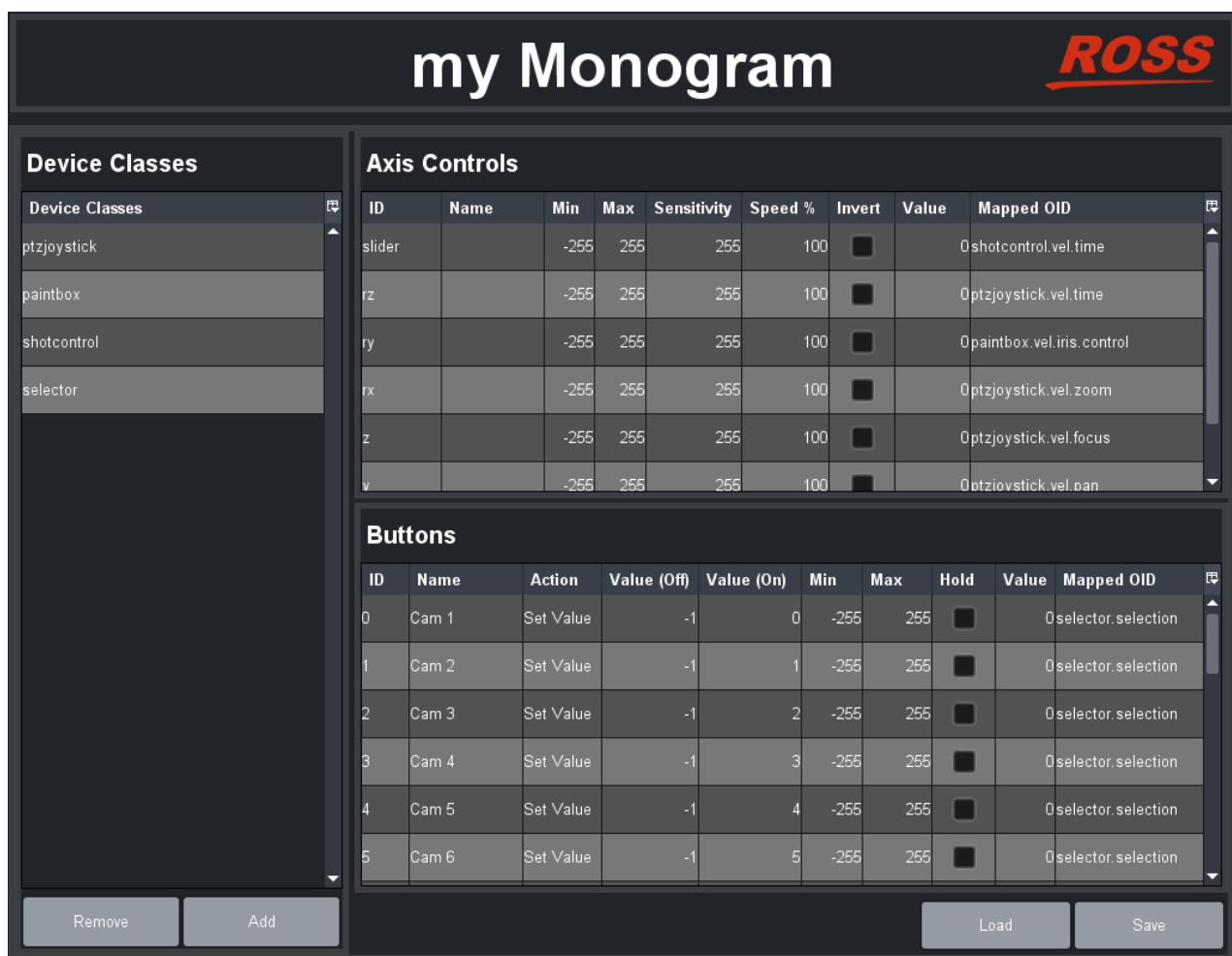


Figure 82 - List of Device Classes, Axis Controls, and Buttons

- Find the control you want to map by manipulating the physical control while checking for a changing value in the **Value** column. The row that contains the changing value contains settings for the control.

Tip: If the control is an axis control (dial, orbiter ring, or orbiter pad), the axis numbers defined in Monogram Creator are mapped to axis IDs in DashBoard as shown in [Table 5](#).

Table 1 - Monogram Creator Axis Numbers Mapped to DashBoard Axis Control IDs

Axis Number	Axis ID in DashBoard
6	slider
5	rz
4	ry
3	rx
2	z
1	y
0	x

- If the physical control is an **axis** control, edit the following columns as required to configure it:
 - ID** - The ID of the control, as reported by the controller. This is not configurable.
 - Name** - You can name each control for future reference (optional).

- **Min** and **Max** - Defines the range of data values sent to the DashBoard parameter. When the control is in a neutral position, the data value is halfway between **Min** and **Max**. For example, if **Min** is **-100** and **Max** is **200**, the neutral value is **50**.
Tip: DashBoard automatically scales the data value to suit the data range of the associated parameter. You do not need to match **Min** and **Max** to the lowest and highest parameter values.
 - **Speed%** — Scales the data values, to make them change more or less gradually. For example, if you use a joystick to control a paint velocity parameter such as **paintbox.vel.black.master_black**, you might set **Speed %** to **10**. When you push the joystick all the way, the value changes at one-tenth the default rate. This enables you to see the effect more easily as you change the value.
 - **Sensitivity** — Defines the number of steps between each end of the data range and the controller's neutral position. For example, if **Min** is **-100**, **Max** is **100**, and Sensitivity is **20**, then the value changes by increments of **5**. The range of values starts at **-100** (**-100**, **-95**, **-90**, etc.) and continues to **100**.
 - **Invert** - When selected, reverses the direction of joystick motion required to move the axis. For example, if the PT head and camera are ceiling mounted, select **Invert** for pan and tilt so when you move the joystick, the head and camera move as desired.
 - **Value** - Shows the current data value reported by the controller. This is useful for testing.
 - **Mapped OID** - Specify the parameter OID from the to be mapped to the control.
4. If the physical control is a **button** control, edit the following columns as required to configure it:
- **ID** - The ID of the control, as reported by the controller. This is not configurable.
Note: If button **22** and/or **23** are assigned in Monogram Creator, the controls appear in DashBoard as buttons **23** and/or **24**, respectively.
 - **Name** - You can name each control for future reference (optional).
 - **Action** - The type of action to be performed when the button is pressed.
For information about setting suitable actions for available parameters, see the following:
 - › PT Head Control plugin parameters — “**DashBoard Parameters for the DashBoard PT Head Control Plugin**” on [page 57](#).
 - › PTZ Camera Control plugin parameters — “**DashBoard Parameters for the DashBoard PTZ Camera Control Plugin**” on [page 62](#).
 - **Value (Off)** - The value assigned to the parameter, under the following conditions:
 - › If **Action** is set to **Toggle**, each time the button is pressed the parameter value switches (toggles) between **Value (Off)** and **Value (On)**.
 - › If **Action** is set to **Stateless**, **Value (Off)** is the value of the parameter when the button is released.
 - › If **Action** is set to **Set Value**, **Value (Off)** is ignored.
 - › For all other **Action** settings, **Value (Off)** is not applicable.
 - **Value (On)** - The value assigned to the parameter, under the following conditions:
 - › If **Action** is set to **Toggle**, each time the button is pressed the parameter value switches (toggles) between **Value (Off)** and **Value (On)**.
 - › If **Action** is set to **Stateless**, **Value (On)** is the value of the parameter while the button is depressed.
 - › If **Action** is set to **Set Value**, **Value (On)** is the value assigned to the parameter each time the button is pressed.
 - › For all other **Action** settings, **Value (On)** is not applicable.
 - **Value** - Shows the current data value reported by the controller. This is useful for testing.
 - **Mapped OID** - Specify the parameter OID from to be mapped to the control.

DashBoard Parameters for the DashBoard PT Head Control Plugin

This section contains the following tables describing parameters for the **PT Head Control** plugin:

- Table 2, “Axis Control Parameters for the PT Head Control Plugin,” on page 58
- Table 3, “Button Control Parameters for the PT Head Control Plugin,” on page 59

Table 2 - Axis Control Parameters for the PT Head Control Plugin

Parameter (Mapped OID)	Description
ptzjoystick.vel.tilt	Tilt axis
ptzjoystick.vel.pan	Pan axis
ptzjoystick.vel.zoom	Zoom axis (lens zoom)
ptzjoystick.vel.focus	Focus axis (lens focus)
paintbox.vel.iris.control	Iris axis (lens iris)
paintbox.vel.black.master_black	Master Black paint control (DashBoard-controllable cameras only)
paintbox.vel.black.g	Green Ped paint control (DashBoard-controllable cameras only)
paintbox.vel.black.b	Blue Ped paint control (DashBoard-controllable cameras only)
paintbox.vel.black.r	Red Ped paint control (DashBoard-controllable cameras only)
paintbox.vel.whitebalance.gain.g	Green Gain paint control (DashBoard-controllable cameras only)
paintbox.vel.whitebalance.gain.b	Blue Gain paint control (DashBoard-controllable cameras only)
paintbox.vel.whitebalance.gain.r	Red Gain paint control (DashBoard-controllable cameras only)
shotcontrol.vel.time	Time adjustment axis. This parameter enables the operator to increase/decrease the duration of a preset, either before it is run or during recall. This parameter works in conjunction with the shotcontrol.time.mode parameter, which can be mapped to a button: • If shotcontrol.time.mode value is 0 — the shotcontrol.vel.time parameter controls time dilation, which is changing the duration of a preset while it is running. • If shotcontrol.time.mode value is 1 — the shotcontrol.vel.time parameter controls alt run duration, which is changing the duration of a preset before it runs (alt duration). Alternatively, if you want to control time dilation only, you can use the ptzjoystick.vel.time parameter instead of shotcontrol.vel.time and shotcontrol.time.mode.
ptzjoystick.vel.time	Time adjustment axis. This parameter enables the controller to change the speed of robot movement while a preset is being recalled (time dilation). Alternatively, you can use shotcontrol.vel.time in conjunction with shotcontrol.time.mode.

Table 3 - Button Control Parameters for the PT Head Control Plugin

Parameter (Mapped OID)	Description
selector.selection	Camera system selection, for systems that include multiple cameras/robots. Map this parameter to a set of buttons to be used for selecting the camera system to be controlled. Each row in the Buttons table corresponds to a button on the controller. For each button you want to assign as the selector for a camera system, do the following: • In the Name column, assign a camera name for future reference (optional). • Set Action to Set Value. • Set Value (Off) to -1 • Set Value (On) to a unique camera ID number (For example, 0, 1, 2, 3, etc.). The actual ID number is arbitrary. Note the camera ID numbers. Note: If you add camera selection buttons, you must also create Selector UI Mappings for them. For more information, see “Configure Selector UI Mappings” on page 35.
shotcontrol.cut	When pressed, the button performs a Cut action: • In Panel mode — cuts to selected preset. • In Shotbox mode — places the interface into Cut mode. To map shotcontrol.cut: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to 1.
shotcontrol.run	When pressed, the button performs a Run action: • In Panel mode — runs selected preset. • In Shotbox mode — places the interface into Run mode. To map shotcontrol.run: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to 1.
shotcontrol.alt	When pressed, the button performs an Alt action: • In Panel mode — runs selected preset. • In Shotbox mode — places the interface into Alt mode. To map shotcontrol.alt: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to 1.
shotcontrol.halt	When pressed, stops all movement of the PT head and camera controls. To map shotcontrol.halt: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to 1.

Table 3 - Button Control Parameters for the PT Head Control Plugin

Parameter (Mapped OID)	Description
shotcontrol.time.mode	This parameter works in conjunction with the shotcontrol.vel.time parameter, which is an axis parameter that increases/decreases the duration of a preset. The shotcontrol.time.mode parameter enables the operator to choose whether shotcontrol.vel.time applies before the preset runs (alt duration), or while the preset is running (time dilation): • If shotcontrol.time.mode value is 0 — the shotcontrol.vel.time parameter controls time dilation, which is changing the duration of a preset while it is running. • If shotcontrol.time.mode value is 1 — the shotcontrol.vel.time parameter controls run duration, which is changing the duration of a preset before it runs (alt duration). You can use a single button to switch between modes. There are two options for configuring the button: • as a toggle button, so that each time the button is pressed, the mode changes. Tip: Alternatively, you can configure both toggle states to the same value so the button enables one mode, and that mode remains enabled for the remainder of the DashBoard session (or until it is changed by some other control). • as a momentary button, such that one mode applies while the button is depressed, and the other mode applies while the button is not depressed. The advantage of this option is that you always know which mode is currently applied. To map shotcontrol.time.mode as a toggle button: 1) Set Action to Set Value. 2) Do one of the following: • If you want the button to toggle between duration and time dilation, set Value (Off) to 0 and set Value (On) to 1. • If you want the button to enable alternative duration for presets, set Value (Off) to 1 and set Value (On) to 1. • If you want the button to enable time dilation during preset recall, set Value (Off) to 0 and set Value (On) to 0. Note: By default, the shotcontrol.vel.time parameter has a value of 0 when DashBoard starts. Enabling time dilation would only be necessary if some other control has changed the value. 3) Do one of the following to set Value (On): • If you want the shotcontrol.vel.time parameter to normally control time dilation, but to control alt run duration while this button is pressed, set Value (On) to 1. • If you want the shotcontrol.vel.time parameter to normally control alt run duration, but to control time dilation while this button is pressed, set Value (On) to 0. To map shotcontrol.time.mode as a momentary button: 1) Set Action to Stateless. 2) Do one of the following: • If you want the shotcontrol.vel.time parameter to normally control time dilation, but to control alt run duration while this button is pressed, set Value (Off) to 0 and set Value (On) to 1. • you want the shotcontrol.vel.time parameter to normally control alt run duration, but to control time dilation while this button is pressed, set Value (Off) to 1 and set Value (On) to 0.

Table 3 - Button Control Parameters for the PT Head Control Plugin

Parameter (Mapped OID)	Description
shotcontrol.vel.time	Time axis. This parameter works in conjunction with shotcontrol.time.mode, enabling the controller to change either the duration of a preset before it is recalled (alt duration), or change the speed of robot movement while a preset is being recalled (time dilation). You can configure one or more buttons to apply a speed value to the time axis (value range -100 to 100). To map ptzjoystick.vel.time to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.
ptzjoystick.vel.tilt	Tilt axis. You can configure one or more buttons to apply a speed value to the tilt axis (value range -100 to 100). To map ptzjoystick.vel.tilt to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.
ptzjoystick.vel.pan	Pan axis. You can configure one or more buttons to apply a speed value to the pan axis (value range -100 to 100). To map ptzjoystick.vel.pan to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.
ptzjoystick.vel.zoom	Zoom axis. You can configure one or more buttons to apply a speed value to the zoom axis (value range -100 to 100). To map ptzjoystick.vel.zoom to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.
ptzjoystick.vel.focus	Focus axis. You can configure one or more buttons to apply a speed value to the focus axis (value range -100 to 100). To map ptzjoystick.vel.focus to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.
ptzjoystick.vel.time	Time axis. This parameter enables the controller to change the speed of robot movement while a preset is being recalled. To map ptzjoystick.vel.time to a button: • Set Action to Stateless. • Set Value (Off) to 0. • Set Value (On) to the desired speed value.

Table 3 - Button Control Parameters for the PT Head Control Plugin

Parameter (Mapped OID)	Description
paintbox.iris.control	Iris control. Note: Iris control through the paintbox.iris.control parameter is available only if the PT head is not configured to control iris through the PTZ page. Configure one button to increase the value and another to decrease it: • For both buttons, set Action to Increment. • For the button that increases the value, Set Value (On) to 1, and set Value (Off) to 0. • For the button that decreases the value, Set Value (On) to -1, and set Value (Off) to 0. Tip: You can control most camera axes (parameters in the paintbox device class) this way. Remove .vel from the velocity parameter name when you map it. For example, to control master black, map the paintbox.black.master_black parameter and configure a pair of buttons to increment/decrement the value.
ptzjoystick.enable	Enables/disables joystick control of the robot. To map ptzjoystick.enable: • Set Action to Toggle. • Set Value (Off) to 0. • Set Value (On) to 1. Alternatively, if you want the button to only enable joystick control and never disable it, set both Value (Off) and Value (On) to 1.

DashBoard Parameters for the DashBoard PTZ Camera Control Plugin

This section contains the following tables describing parameters for the **PTZ Camera Control** plugin:

- Table 4, "Axis Control Parameters for the PTZ Camera Control Plugin," on page 62
- Table 5, "Button Control Parameters for the PTZ Camera Control Plugin," on page 63

Table 4 - Axis Control Parameters for the PTZ Camera Control Plugin

Parameter (Mapped OID)	Description
ptzjoystick.vel.pan	Pan axis velocity
ptzjoystick.vel.tilt	Tilt axis velocity
ptzjoystick.vel.zoom	Zoom axis (lens zoom) velocity
ptzjoystick.vel.focus	Focus axis (lens focus) velocity
paintbox.vel.shutter.preset	Shutter control velocity
paintbox.vel.iris.control	Iris axis (lens iris) velocity
paintbox.vel.mastergain	Master Gain paint control velocity
paintbox.vel.whitebalance.gain.b	Blue Gain paint control velocity
paintbox.vel.whitebalance.gain.r	Red Gain paint control velocity

Table 5 - Button Control Parameters for the PTZ Camera Control Plugin

Parameter (Mapped OID)	Description
selector.selection	Camera selection, for systems that include multiple cameras. Map this parameter to a set of buttons to be used for selecting the camera to be controlled. Each row in the Buttons table corresponds to a button on the controller. For each button you want to assign as the selector for a camera, do the following: • In the Name column, assign a camera name for future reference (optional). • Set Action to Set Value. • Set Value (Off) to -1 • Set Value (On) to a unique camera ID number (For example, 0, 1, 2, 3, etc.). The actual ID number is arbitrary. Note the camera ID numbers. You will later map this ID number to the camera's remote control Dashboard interface.
ptzjoystick.focus.auto_on	Auto focus mode. Configure a button to toggle auto focus on and off. To map ptzjoystick.focus.uto_on: • Set Action to Toggle. • Set Value (On) to 2. • Set Value (Off) to 3.
ptzjoystick.focus.onepush.trigger	Enables a button on the controller to perform a one-time auto focus. To map ptzjoystick.focus.onepush.trigger: • Set Action to Set Value. • Set Value (Off) to 0. • Set Value (On) to 1. Note: Focus mode must be set to One Push Auto Focus.
paintbox.autoexposure.mode	Auto exposure mode. Configure a button to toggle between values for two modes: 0 — Full Auto mode 3 — Manual mode 10 — Shutter Priority mode 11 — Iris Priority mode To map paintbox.autoexposure.mode: • Set Action to Toggle. • Set Value (Off) to the value for one mode. • Set Value (On) to the value for another mode.
paintbox.whitebalance.mode	White balance mode. Configure a button to toggle between values for two modes: 0 — Auto mode 3 — One Push mode 5 — Manual mode To map paintbox.whitebalance.mode: • Set Action to Toggle. • Set Value (Off) to the value for one mode. • Set Value (On) to the value for another mode.

Table 5 - Button Control Parameters for the PTZ Camera Control Plugin

Parameter (Mapped OID)	Description
paintbox.whitebalance.onepush.trigger	White balance one-push trigger. To map paintbox.whitebalance.onepush.trigger : • Set Action to Set Value. • Set Value (Off) to 0. • Set Value (On) to 1. Note: White balance mode must be set to One Push .
paintbox.shutter.preset	Shutter control. Configure one button to increase the value and another to decrease it: • For both buttons, set Action to Increment. • For the button that increases the value, Set Value (On) to 1, and set Value (Off) to 0. • For the button that decreases the value, Set Value (On) to -1, and set Value (Off) to 0.
paintbox.iris.control	Iris control. Configure one button to increase the value and another to decrease it: • For both buttons, set Action to Increment. • For the button that increases the value, Set Value (On) to 1, and set Value (Off) to 0. • For the button that decreases the value, Set Value (On) to -1, and set Value (Off) to 0.
paintbox.whitebalance.gain.b paintbox.whitebalance.gain.r	Blue Gain paint control (paintbox.whitebalance.gain.b), and Red Gain paint control (paintbox.whitebalance.gain.r). For each of these three parameters, configure one button to increase the value and another to decrease it: • For both buttons, set Action to Increment. • For the button that increases the value, Set Value (On) to 1, and set Value (Off) to 0. • For the button that decreases the value, Set Value (On) to -1, and set Value (Off) to 0.

Updating Software

From time to time, Ross Video may provide updated versions of software and/or configuration files for your Monogram Creative Console. Updates may include new features and/or security improvements. Such updates and instructions about how to apply them are provided through a set of **Monogram Creative Console Configuration Files** you can download from the Ross Video website.

We recommend you check for updates occasionally over the life of the product.

This section describes how to check for updates. If updates are available and you want to update your system, it is important to read the **Release Notes** that come with the **Monogram Creative Console Configuration Files**, and then follow the instructions in the **Updating Software** section of the updated edition of this manual.

To check for updates:

1. Navigate to the folder that contains the currently-installed Monogram files ([Figure 83](#)).

Tip: By default, the file path is **C:\Ross\Monogram Files**.

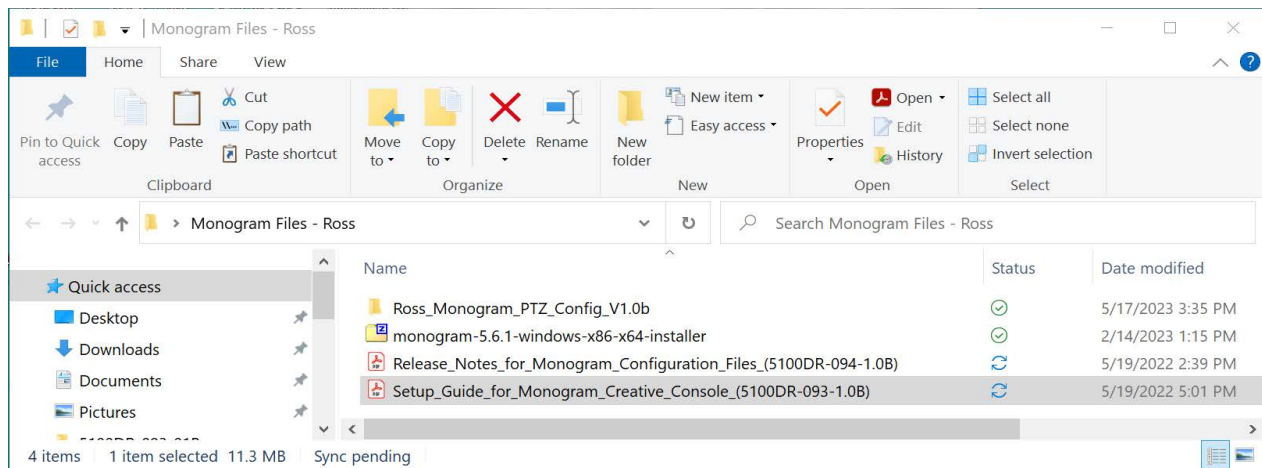


Figure 83 - Monogram Files Folder, showing Current Version Number (in this example, V1.0b)

2. Note the version number at the end of the folder name. For example, in [Figure 83](#), the version number is **V1.0b**.
3. In a web browser, navigate to the following URL:
<https://www.rossvideo.com/support/software-downloads/robotic-camera-systems/>
4. Locate the download link for **Monogram Creative Console Configuration Files**, and note its version number:
 - If the version number for the download link is **the same** as the version number of the folder on your computer, you have the latest version installed. Skip the remaining steps in this procedure.
 - If the version number for the download link is **higher** than the version number of the folder on your computer, the website download link is for an updated version of the files.
5. If you want to update your Monogram system, download the **Monogram Creative Console Configuration Files**, and then move the downloaded **Ross_Monogram_PTZ_Config_<version>.zip** file from the **Downloads** folder to the **Monogram Files** folder (**C:\Ross\Monogram Files**).
6. Extract the contents of the **Ross_Monogram_PTZ_Config_<version>.zip** file into the **Monogram Files** folder (**C:\Ross\Monogram Files**).
7. Open and read the document, **Release Notes for Monogram Configuration Files (5100DR-094-x.x)**.
8. Open the document, **Setup Guide for Monogram Creative Console (5100DR-093-x.x)**, and follow the instructions in the section, **Updating Software**.