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Our mission is to:

1. Provide a Superior Customer Experience
   • offer the best product quality and support
2. Make Cool Practical Technology
   • develop great products that customers love

Ross has become well known for the Ross Video Code of Ethics. It guides our interactions and empowers our employees. I hope you enjoy reading it below.

If anything at all with your Ross experience does not live up to your expectations be sure to reach out to us at solutions@rossvideo.com.

David Ross
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Ross Video Code of Ethics

Any company is the sum total of the people that make things happen. At Ross, our employees are a special group. Our employees truly care about doing a great job and delivering a high quality customer experience every day. This code of ethics hangs on the wall of all Ross Video locations to guide our behavior:

1. We will always act in our customers’ best interest.
2. We will do our best to understand our customers’ requirements.
3. We will not ship crap.
4. We will be great to work with.
5. We will do something extra for our customers, as an apology, when something big goes wrong and it’s our fault.
6. We will keep our promises.
7. We will treat the competition with respect.
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.)
User Manual for PTZ Camera Control Plugin

- Ross Part Number: **8351DR-015-9.2**
- Release Date: December 2, 2020.
- Software Issue: **DashBoard v9.2**

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Introduction

This chapter contains the following sections:

• “Overview” on page 9
• “Documentation Conventions” on page 9
• “Contacting Technical Support” on page 10

Overview

The PTZ Camera Control Plugin is a DashBoard application that enables you to configure and control supported PTZ cameras such as Ross Video's PIVOTCam-SE. You can control cameras manually, store and recall presets, and configure camera settings.

This manual describes how to use the PTZ Camera Control Plugin.

Documentation Conventions

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

Interface Elements

Bold text is used to identify a user interface element such as a dialog box, menu item, or button. For example:

On the Manage Deleted presets page, tap the ALL BANKS tab to view all deleted presets.

Touch-Screen Support

This guide assumes you are using a touch-screen. The guide includes instructions to tap user interface elements. If you are using a mouse instead of a touch screen, click the mouse instead of tapping.

User-Typed Text

Courier text is used to identify text that a user must type. For example:

In the File Name box, type Channel02.property.

Referenced Guides

Italic text is used to identify the titles of referenced guides, manuals, or documents. For example:

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

Menu Sequences

Menu arrows are used in procedures to identify a sequence of menu items that you must follow. For example, if a step reads “Server > Save As,” you would tap the Server menu and then tap Save As.
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. After hours and on weekends, a direct emergency technical support phone line is available. If the technical support person who is on call does not answer this line immediately, a voice message can be left and the call will be returned shortly. This team of highly trained staff is available to react to any problem and to do whatever is necessary to ensure customer satisfaction.

- **Technical Support:** (+1) 613-652-4886
- **Toll-Free Technical Support:** 1-844-652-0645 (North America) or +800 1005 0100 (International)
- **After Hours Emergency:** (+1) 613-349-0006
- **E-mail:** techsupport@rossvideo.com
- **Website:** http://www.rossvideo.com
System Setup

This section describes how to set up a PTZ Camera Control system.

Complete the following major tasks, in the order presented:

• “Install Cameras” on page 11
• “Install DashBoard Software” on page 11
• “Add Cameras to DashBoard” on page 11
• “Establish Bank Structure (Rebuild Banks)” on page 14
• “Specify Where Presets are Stored, and from Where they are Recalled” on page 14

After you complete the tasks listed above, you can customize the configuration for each camera. For information about configuration settings, see “Configuration Settings and On-Screen Menu” on page 33.

Install Cameras

Before you can use the PTZ Camera Control Plugin to control your cameras, they must be securely mounted, cabled, and turned on.

Configure each camera to have a unique IP addresses. All PTZ cameras must be accessible by the PTZ Camera Control computer over the IP network. For more information about configuring IP addresses for the cameras, refer to the documentation that came with them.

Install DashBoard Software

Install the latest version of the DashBoard Control System application on the PTZ Camera Control computer. The PTZ Camera Control Plugin is automatically installed as part of DashBoard.

DashBoard and the DashBoard User Guide are available as free downloads from Ross Video. The DashBoard User Guide contains instructions for installing DashBoard. Both are available at the following location:


Add Cameras to DashBoard

Add each camera as a device in DashBoard.

Control of PIVOTCam cameras is free and requires no software license. If you are using one or more third-party cameras, such as Sony BRC cameras or Panasonic PTZ cameras, you will require a license key code from Ross Video. Because the key code is a response to a prompt that appears while you are adding the first camera, the key code cannot be obtained in advance. Be prepared to contact Ross Video Technical Support when you add the first camera.

Note: PIVOTCam-SE and Sony BRC cameras communicate with DashBoard via UDP through port 52381 on the DashBoard computer. If you are using these types of cameras, ensure that port 52381 is accessible and is not blocked by a firewall application.
To add a camera:

1. On the PTZ Camera Control computer, open DashBoard.
2. From the File menu, tap New, and then tap Other.
   The New dialog box appears.
3. Expand the Cameras node, tap PTZ Camera, and then tap Next.
   The New PTZ Camera Connection dialog box appears (Figure 1).

4. In the IP Address box, type the IP address of the camera.
5. In the Camera Model list, select the model of the camera.
6. In the Display Name box, type the name of the camera, as you want it to appear in DashBoard.
7. In the Slot box, select or type a slot number (1 or higher) to specify the order in which the camera is to be listed in the DashBoard tree.
   Tip: If you do not specify a slot number, or if you specify one that is already in use, the camera is assigned the lowest available slot number.
8. Tap Finish.
   The camera should appear in the DashBoard tree, within the PTZ Cameras node (Figure 2).

   Figure 1 - The New PTZ Camera Connection dialog box

   Figure 2 - The PTZ Cameras node of the DashBoard tree
9. If the camera fails to appear in the DashBoard tree, or appears with a red dot, do the following:
   a. Ensure that power is connected to the camera, and that the cameras is turned ON.
   b. Check the IP address you typed in Step 4, and ensure that it matches the IP address of the camera.
   c. Ensure that no other application on the computer is already connected to, or trying to connect to the camera (for example, another instance of DashBoard).
      Tip: If an instance of DashBoard is already connected to the camera, the following error message may appear:
         Error - unable to bind to UDP port for camera

10. If this camera is a third-party camera and is the first such camera to be added to this computer, activate your software license:
   a. Expand the Slot node for the camera you just added.
   b. Double-tap Remote Control.
      The Enter License Key page appears.
   c. On the Enter License Key page, tap Copy to Clipboard.
      The request code is copied to the clipboard.
   d. Paste the request code into an e-mail to Ross Video (techsupport@rossvideo.com), requesting a corresponding license key. Be sure to include the original Ross Video sales order number.
      IMPORTANT: Do not do anything with the computer until you receive a license key from Ross Video. If you leave the Enter License Key page, the license key you receive will not work. It is valid only for the session during which it was generated.
   e. When you receive the license key, copy it, paste it into the License Key box, and then tap Install.
      The License Installed message appears. Tap OK.
   f. In DashBoard, close the PTZ Cameras tab.
   g. Close DashBoard, and then launch it again.

11. In the DashBoard tree, expand the PTZ Cameras > Slot node for the camera you just added, and then double-tap Remote Control.
    The PTZ Camera Control panel opens.

12. If the camera is ceiling-mounted (inverted), we recommend you turn On the Ceiling Mount option before you create any presets. Changing this setting renders existing presets useless.
    The Ceiling Mount option is available in the PTZ Camera Control panel at Config > Camera > Camera Options.
    For more information, see “Ceiling Mount” on page 36.
Establish Bank Structure (Rebuild Banks)

A bank is a grid of preset buttons, each of which represents a camera preset. The PTZ Camera Control panel can store multiple banks of preset buttons. You can configure the banks to suit your requirements.

For each camera, it is important to establish the structure of its banks (rebuild banks) BEFORE you start storing presets, because rebuilding banks requires all presets to be permanently discarded.

For information about establishing the bank structure for a camera, see “Rebuild Banks” on page 63.

**Note**: If you intend to configure a camera by importing a camera settings (.camera) file, rebuilding banks does not apply. The bank structure is imported as part of the camera settings file. For more information about importing camera settings, see “Load (Import) Banks, Presets, and Camera Settings (.camera file)” on page 66.

Specify Where Presets are Stored, and from Where they are Recalled

You can specify whether presets stored by the PTZ Camera Control panel are stored in local memory AND in the camera's memory, or only in local memory. You can also specify whether the PTZ Camera Control panel recalls presets from local memory or from the camera's memory.

By default, the PTZ Camera Control Plugin does not store presets on the camera, and recalls them from local memory only.

We recommend you configure these settings before creating presets:

- The setting to specify whether presets are stored locally is in the **Interface** area of the **Config** page (Config > Operation > Interface > Manage Presets on Camera).
- The setting to specify whether presets are recalled from local memory or from the camera's memory is in the **Interface** area of the **Config** page (Config > Operation > Interface > Recall Presets From).

For more information, see “Operation Settings Page” on page 39.
PTZ, Iris, and Focus Controls

This section contains topics about controls that are available on the **PTZ** page:

- “Pan/Tilt Control” on page 16
- “Zoom Control” on page 16
- “Iris Control” on page 17
- “Focus Control” on page 18

**Note:** Some features described in this section are not available on all cameras. The selection of features and the appearance of the interface may vary between camera models. Unless stated otherwise, figures and feature descriptions in this section describe the interface as it appears for Ross Video PIVOTCam-SE cameras. For information about controls for other camera brands, refer to the user manuals for those cameras.

To access the **PTZ** page, tap the **PTZ** button.

The PTZ page appears (Figure 3).

![Figure 3 - Pan/Tilt Control and Iris/Zoom/Focus controls](image)
Pan/Tilt Control

![Figure 4 - Pan/Tilt Control](image)

To pan and/or tilt the camera, do one of the following:

- Tap and drag the cross-hairs away from center. The farther the cross-hairs are from center, the faster the camera moves.
- Tap and drag either the pan slider or the tilt slider away from center. The farther the slider handle is from center, the faster the camera moves.

Zoom Control

![Figure 5 - Zoom controls](image)
To turn on Digital Zoom:

• Tap **Digital Zoom** > **On**.

To adjust the zoom setting, do one of the following:

• Tap and drag the **Zoom** slider handle upwards to zoom in (telephoto), or downwards to zoom out (wide). The farther the **Zoom** slider handle is from center, the faster the lens zooms.

• Tap and hold the **Tele** button or the **Wide** button.

  **Tip**: To adjust the zoom rate, go to the **Config** > **Operation** > **Joystick** area, and then adjust **Zoom Tele/Wide Button Sensitivity**.

Iris Control

![Iris controls](image)

To turn on Auto Iris:

• Tap **Auto Iris** > **On**.

To adjust the iris manually:

• Tap **Auto Iris** > **Off**, and then do one of the following:

  › On the **Iris** slider, tap either **Open** or **Close**. The iris moves one step with each tap.

  › Tap and drag the Iris slider handle upwards to open the iris, or downwards to close it.

  **Tip**: For Panasonic cameras, to adjust the iris step size, go to the **Config** > **Operation** > **Joystick** area, and then adjust **Iris Open/Close Button Sensitivity**.
Focus Control

![Focus controls](image)

**Figure 7 - Focus controls**

To turn on Auto Focus:
- Tap **Auto Focus > On**.

To automatically focus the lens once:
- Tap **Auto Focus > Off**, and then tap the **One Push Auto Focus** button.

To adjust focus manually:
- Tap **Auto Focus > Off**, and then do one of the following:
  - Tap and drag the **Focus** slider handle upwards (**Near**), or downwards (**Far**). The farther the **Focus** slider handle is from center, the faster the lens focuses.
  - Tap and hold the **Near** button or the **Far** button.

  **Tip:** To adjust the focus rate, go the **Config > Operation > Joystick** area, and then adjust **Focus Near/Far Button Sensitivity**.
Presets Page

The **Presets** page consists of banks of preset buttons, each of which can store a preset for future recall.

A preset is a record of all controllable axis positions and selected settings for a camera, including pan, tilt, focus, zoom, iris, exposure, white balance, etc.

To access the panel, tap the **Presets** button.

This section of the User Manual includes the following topics:

- “About Preset Modes” on page 19
- “Presets Page (in Panel Mode)” on page 19
- “Presets Page (in Shotbox Mode)” on page 22

About Preset Modes

The PTZ Camera Control interface has two operation modes, also known as **Preset Modes**, which define the behavior of the **Presets** page:

- **Panel mode** — In this mode, you tap a preset to select it, and then tap an action button (**Recall**, **Store**, **Edit Preset Options**, or **Delete**) at the bottom of the **Presets** page. When you select a preset, the border of the preset button turns purple.

- **Shotbox mode** — In this mode, you tap an action button at the bottom of the **Presets** page to enter an action mode (**Recall**, **Store**, **Edit Preset Options**, or **Delete**), and then tap the preset to which you want to apply the action.

**Tip:** If one of the action buttons is colored (purple, yellow, green, or red), the interface is in **Shotbox** mode.

For information about switching between operation modes, see “**Preset Mode**” on page 41.

Presets Page (in Panel Mode)

This section describes features of the **Presets** page. Information presented here applies only when the PTZ Camera Control interface is in **Panel** mode (as opposed to **Shotbox** mode).

**Figure 8** shows the **Presets** page in **Panel** mode. The yellow circles identify buttons and areas of the user interface that are described in the sections that follow. If you are reading this document on a computer, tap the numbered buttons or areas of the diagram to jump to the descriptions.
Manage Banks Button
Opens the Manage Banks page, which enables you to configure banks, import and export saved presets, and edit names and Recall Options for presets.
For more information, see “Managing Banks and Files” on page 61.
Tap HERE to return to the Presets page diagram.

Bank Tabs
Tap a bank tab to switch to that bank of presets. The bank tab turns purple.
Tap HERE to return to the Presets page diagram.

Preset Buttons
The Presets page displays banks of preset buttons:
• Blue preset buttons represent presets that can be run.
• Gray preset buttons are either empty, or contain data about deleted presets which can be edited, restored, or discarded.

To work with presets, tap a preset button to select a preset, and then tap an action button. When you select a preset, the border of its button turns purple.
For more information, see “Working with Presets in Panel Mode” on page 49.
Tap HERE to return to the Presets page diagram.
Recall Button
Recalls the selected preset.
Before you recall the preset, you can set Recall Options. For more information about recalling a preset in Panel mode, see “Recall a Preset” on page 51.
Tap HERE to return to the Presets page diagram.

Store Button
Stores the current camera position as a preset on the selected preset button.
Depending on the current Store mode, you may be able to review and modify the Preset Options that are stored as part of the preset.
For more information about storing presets in Panel mode, see “Store a Preset” on page 50.
Tap HERE to return to the Presets page diagram.

Edit Preset Options Button
Opens the Edit Options dialog box, which enables you to specify Preset Options for the selected preset.
For more information, see “Edit Preset Options“ on page 51.
Tap HERE to return to the Presets page diagram.

Delete Button
Deletes the local copy of the selected preset.
A deleted preset cannot be recalled, but its data persists. The deleted preset can later be edited, restored, or discarded. For more information, see “Manage Deleted Presets (Restore or Discard)” on page 53.
Note: The Delete button deletes the local copy of the preset, but does not delete presets stored on the camera. This note is relevant only if your system is configured to store presets locally and on the camera (Manage Presets on Camera setting is Enabled).
Tap HERE to return to the Presets page diagram.

Store Options > Edit Defaults Button
Opens a dialog box where you can specify default Preset Options. When an operator stores a preset, the default Preset Options are either presented for review and approval or automatically applied, depending on the current Store mode.
For more information, see “Edit Default Preset Options“ on page 52.
Tap HERE to return to the Presets page diagram.

Recall Options Area
Recall Options determine whether Preset Options specified in the preset are to be applied during recall.
The Recall Options settings enable you to Allow or Ignore the Preset Options for Focus, Exposure, and White Balance.
If Allow and Ignore buttons are not available for an option, it is because the mode/setting listed directly below it overrides that option.
For more information about recalling presets, see “Recall a Preset” on page 51.
Delete Options > Manage Deleted Presets Button

Opens the Manage Deleted Presets page, which enables you to restore or discard deleted presets.

For more information, see “Manage Deleted Presets (Restore or Discard)” on page 53

Tap HERE to return to the Presets page diagram.

Presets Page (in Shotbox Mode)

This section describes Preset panel features and how to use them. It applies only when the PTZ Camera Control interface is in Shotbox mode (as opposed to Panel mode).

Figure 9 shows the Presets page in Shotbox mode. The yellow circles identify buttons and areas of the user interface that are described in the sections that follow. If you are reading this document on a computer, tap the numbered buttons or areas of the diagram to jump to the descriptions.

Manage Banks Button

Opens the Manage Banks page, which enables you to configure banks, import and export saved presets, and edit names and Recall Options for presets.

For more information, see “Managing Banks and Files” on page 61.

Tap HERE to return to the Presets page diagram.

Bank Tabs

Tap a bank tab to switch to that bank of presets. The bank tab turns purple.

Tap HERE to return to the Presets page diagram.
Preset Buttons

The Presets page displays banks of preset buttons:

Colored buttons represent presets that have not been deleted. The color of all such buttons is the same at any given time, and represents the current action mode:

- **Purple** — Recall mode. Tap a preset button to recall its preset.

- **Yellow** — Store mode. Tap a preset button to store a preset on it.

- **Green** — Edit Preset Options mode. Tap a button to edit Preset Options for the preset.

- **Red** — Delete mode. Tap a preset button to delete its preset.

Gray buttons are either empty, or contain Preset Options data about deleted presets, which can be restored or discarded.

To work with presets, tap an action button at the bottom of the Presets page to enter an action mode (Recall, Store, Edit Preset Options, or Delete), and then tap the preset to which you want to apply the action.

For more information, see “Working with Presets in Shotbox Mode” on page 54.

Tap HERE to return to the Presets page diagram.
Recall Button (Recall Mode)

The **Recall** button places the **Presets** page into **Recall** mode. Preset buttons containing presets that can be recalled turn purple. Tap a purple preset button to recall its preset.

When the **Presets** page is in **Recall** mode, the **Recall Options** area is available (**Figure 10**).

![Figure 10 - The Recall Options area](image)

**Recall Options** determine whether **Preset Options** specified in the preset are to be applied during recall.

The **Recall Options** settings enable you to **Allow** or **Ignore** the **Preset Options** for **Focus**, **Exposure**, and **White Balance**.

If **Allow** and **Ignore** buttons are not available for an option, it is because the mode/setting listed directly below it overrides that option.

For more information about recalling presets, see “**Recall a Preset**” on page 55.

Tap **HERE** to return to the **Presets** page diagram.
Store Button (Store Mode)
Places the Presets page into Store mode. Preset buttons containing presets that can be recalled turn yellow. Tap any preset button to store the current camera position as a preset.

Store Options Area
When the Presets page is in Store mode, the Store Options area is available (Figure 11).

The Edit Defaults button opens the Edit Default Preset Options dialog box (Figure 12).

In this dialog box, you can define the default Preset Options, which are presented and/or applied each time you create a preset.
For more information, see “Edit Default Preset Options” on page 56.
Camera Control Area

When the Presets page is in Store mode, the Camera Control area is available (Figure 13).

The Camera Control area includes the following controls:

- **Pan/Tilt** — Tap and drag the cross-hairs away from center. The farther the cross-hairs are from center, the faster the camera moves.

- **Zoom** — Tap and drag the Zoom slider handle to the right to zoom in (telephoto), or to the left to zoom out (wide). The farther the Zoom slider handle is from center, the faster the lens zooms.

- **Focus** — Tap and drag the Focus slider handle to the right (near), or to the left (far). The farther the Focus slider handle is from center, the faster the lens focuses.

  **Note**: The Focus slider handle is available only if Auto Focus is Off. For more information, see “PTZ, Iris, and Focus Controls” on page 15.

- **Iris** — Tap and drag the Iris slider handle to the right to open the iris, or to the left to close it.

  **Note**: The Iris slider handle is available only if Auto Iris is Off. For more information, see “PTZ, Iris, and Focus Controls” on page 15.
• **One Push Auto Focus** — Tap this button to perform a one-time auto focus.
  
  **Note:** The One Push Auto Focus button is available only if **Auto Focus** is **Off**. For more information, see “PTZ, Iris, and Focus Controls” on page 15.

• **One Push White Balance** — Tap this button to perform a one-time white balance. Applies to PIVOTCam-SE and Sony BRC cameras.
  
  **Note:** The One Push White Balance button is available only if the **White Balance Mode** is set to **One Push**. For more information, see “Paint Controls” on page 29.

• **Trigger AWB** — Tap this button to perform a one-time white balance. Applies to Panasonic cameras.
  
  **Note:** The Trigger AWB button is available only if the **White Balance Mode** is set to AWB A or AWB A. For more information, see “Paint Controls” on page 29.

Tap [HERE](#) to return to the **Presets** page diagram.

For more information about storing presets in Shotbox mode, see “Store a Preset” on page 54.

---

### Edit Preset Options Button (Edit Preset Options Mode)

Places the **Presets** page into **Edit Preset Options** mode. Preset buttons containing presets that can be recalled turn green. Tap any preset button to update the name and preset options for that preset.

For more information, see “Edit Preset Options” on page 56.

Tap [HERE](#) to return to the **Presets** page diagram.

---

### Delete Button (Delete Mode)

Places the **Presets** page into **Delete** mode. Preset buttons containing presets that can be deleted turn red.

Tap any red preset button to delete its preset. The preset button turns gray. A deleted preset cannot be recalled, but its data persists. It can later be edited, restored, or discarded.

To manage deleted presets, in the **Delete Options** area, tap the **Manage Deleted Presets** button. The **Manage Deleted Presets** page appears. For more information, see “Manage Deleted Presets (Restore or Discard)” on page 57.

Tap [HERE](#) to return to the **Presets** page diagram.

**Note:** When you delete a preset, only the local copy is deleted. If your system is configured to store presets locally and on the camera (Manage Presets on Camera setting is Enabled), the camera still retains the preset in its memory.

---

### Options Area

The Options area contains options that are specific to the current action mode:

• **Recall** mode — Recall Options. For more information, see “Recall Button (Recall Mode)” on page 24.

• **Store** mode — Store Options and Camera Controls. For more information, see “Store Button (Store Mode)” on page 25.

• **Edit Preset Options** mode — No options are presented for this mode.

• **Delete** mode — Delete Options. For more information, see “Delete Button (Delete Mode)” on page 27.

Tap [HERE](#) to return to the **Presets** page diagram.
Paint Controls

This section contains topics about controls that are available on the Paint page:

• “Exposure Controls” on page 29
• “Color Controls” on page 30
• “Open On-Screen Menu Button” on page 31

Note: Some features described in this section are not available on all cameras. The selection of features and the appearance of the interface may vary between camera models. Unless stated otherwise, figures and feature descriptions in this section describe the interface as it appears for Ross Video PIVOTCam-SE cameras. For information about paint controls for other camera brands, refer to the user manuals for those cameras.

To access the Paint page, tap the Paint button.

Exposure Controls

Mode Buttons

• Full Auto — The exposure settings are automatic. Manual adjustment is not available.
• Manual — You can manually adjust Iris, Shutter, and Gain settings. To adjust exposure settings, either tap and drag the appropriate slider handle, or tap the buttons at the ends of the slider.
• **Shutter Priority** — You can manually adjust the shutters. The iris and gain settings are automatic.

• **Iris Priority** — You can manually adjust the iris. The shutter and gain settings are automatic.

**Backlight Button**

When the backlight setting is **on**, automatic exposure settings assume the subject is backlit, and adjust accordingly. **Backlight** mode is available only when **Full Auto Exposure** is enabled.

**Color Controls**

![Color controls](image)

*Figure 15 - Color controls*

Tap a button to select a **White Balance Mode**:

- In **Manual** mode, you can adjust **Red Gain** and **Blue Gain** manually.
- For most modes, the **Red Gain** and **Blue Gain** sliders adjust to predetermined positions automatically.
- **One Push** mode makes the **One Push White Balance** button available.
- On Panasonic cameras, **AWB A** mode or **AWB B** mode makes the **Trigger AWB** button available.
Open On-Screen Menu Button

The **Open On-Screen Menu** button (Figure 16) opens the **Menu Control** page, which enables you to adjust camera settings using the on-screen menu. For more information, see “On-Screen Menu” on page 48.

![Open On-Screen Menu](image)

*Figure 16* - The Open On-Screen Menu button
Configuration Settings and On-Screen Menu

This section contains topics about controls that are available on the Config page. To open the main Configuration Settings page, tap the Config button.

The main Configuration Settings page includes some or all of the following buttons:

- **Camera** button — Opens the Camera Settings page, which includes Camera Info settings and Camera Options settings. For more information, see “Camera Settings Page” on page 33.
- **Video Mode** — Enables you to set video modes for SDI Video, Mainstream Video, and Substream Video.
- **Operation** button — Opens the Operation Settings page, which includes Joystick settings and Interface settings. For more information, see “Operation Settings Page” on page 39.
- **Gateway** button — Opens the Gateway Settings page, which includes tally interface settings, as well as settings for establishing VISCA and/or Furio communication gateways that enable external systems to control the camera. For more information, see “Gateway Settings Page” on page 43.
- **Open On-Screen Menu** — Opens the Menu Control page, which enables you to adjust camera settings using the on-screen menu. For more information, see “On-Screen Menu” on page 48.
- **Refresh Camera** button — Retrieves updated status information from the camera.
- **Pan/Tilt Reset** button — Returns the camera to a known "home" position.

**Note**: Some features described in this section are not available on all cameras. The selection of features and the appearance of the interface may vary between camera models. Unless stated otherwise, figures and feature descriptions in this section describe the interface as it appears for Ross Video PIVOTCam-SE cameras. For information about configuration controls for other camera brands, refer to the user manuals for those cameras.

### Camera Settings Page

The Camera Settings page includes the Camera Info area and the Camera Options area (Figure 18).

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**Figure 17 - Buttons at the top of the Configuration Settings page**

- **Camera** button — Opens the Camera Settings page, which includes Camera Info settings and Camera Options settings. For more information, see “Camera Settings Page” on page 33.
- **Video Mode** — Enables you to set video modes for SDI Video, Mainstream Video, and Substream Video.
- **Operation** button — Opens the Operation Settings page, which includes Joystick settings and Interface settings. For more information, see “Operation Settings Page” on page 39.
- **Gateway** button — Opens the Gateway Settings page, which includes tally interface settings, as well as settings for establishing VISCA and/or Furio communication gateways that enable external systems to control the camera. For more information, see “Gateway Settings Page” on page 43.
- **Open On-Screen Menu** — Opens the Menu Control page, which enables you to adjust camera settings using the on-screen menu. For more information, see “On-Screen Menu” on page 48.
- **Refresh Camera** button — Retrieves updated status information from the camera.
- **Pan/Tilt Reset** button — Returns the camera to a known "home" position.

**Note**: Some features described in this section are not available on all cameras. The selection of features and the appearance of the interface may vary between camera models. Unless stated otherwise, figures and feature descriptions in this section describe the interface as it appears for Ross Video PIVOTCam-SE cameras. For information about configuration controls for other camera brands, refer to the user manuals for those cameras.

### Camera Settings Page

The Camera Settings page includes the Camera Info area and the Camera Options area (Figure 18).
Note: Configuration settings vary between camera models. Some settings shown and described in this section may not apply to your camera.

Camera Info Area

The **Camera Info** area displays camera information, as provided by the camera (Figure 19). This section describes camera information provided by PIVOTCam-SE cameras. For more information about information from a different type of camera, see the User Manual that came with the camera.

---

**Figure 18** - Camera Settings page for a PIVOTCam-SE camera

**Figure 19** - Camera Info area for a PIVOTCam-SE camera
Name
The name of the camera, as it appears in the DashBoard tree and in the PTZ Camera Control Plugin. The camera name is defined when you add the camera to DashBoard.

Type
The model of camera.

ARM, CAM, MD, and FPGA
The version numbers for components of the camera firmware.
The latest firmware upgrade package for PIVOTCam-SE cameras is available at https://www.rossvideo.com/support/software-downloads/pivotcam/.

Role
A unique identifier for the camera, as a reference to enable the capture and storage of thumbnail images in camera control systems such as SmartShell, via the Furio gateway.
The Role value can be edited. By default, the Role value is PTZx, where x is the camera's slot number in the DashBoard tree. Other device types, such as Ross Video pan & tilt heads, have different default prefixes instead of PTZ. It is important to ensure that all Role values are unique, and conform to the requirements of the system(s) using them.
Valid characters are limited to alpha-numeric characters and the underscore (_) symbol. Other characters are automatically removed.
Notes: If you set a Role value that is already in use for another camera, the new Role value is ignored, and the previous camera retains its role value.

Status
The operational status of the camera.

IP
The IP address of the camera.

Port
The port number used to communicate with the camera.
Camera Options Area

The **Camera Options** area (Figure 20) includes camera settings, some of which may be specific to the model of camera you are configuring. Some settings described in this section of the manual are not available on all camera models.

For detailed information about camera settings, consult your camera manual.

![Camera Options](image)

**Figure 20 - Camera Options area for a PIVOTCam-SE camera**

### Power

Tap **On** to turn the camera on. Tap **Standby** to put the camera in standby (non-operational) mode.

### IR

Controls whether the camera can receive commands from the IR (infra-red) remote control unit.

Tap **On** to turn on the IR receiver. Tap **Off** to turn off the IR receiver.

### Ceiling Mount

Rotates the camera image 180 degrees.

**Note:** If you change the **Ceiling Mount** setting for a Sony camera, you must power cycle the camera afterwards to apply the change. All presets are erased.

### Tips:

- Configure the **Ceiling Mount** setting before you create any presets. Changing camera orientation makes existing presets useless.
- For cameras mounted upside-down on the ceiling, set **Ceiling Mount** to **On**.
- If you change the **Ceiling Mount** setting, remember to configure the **Horizontal Axis** and **Vertical Axis** joystick settings (Config > Operation > Joystick) so the direction of joystick motion corresponds with the direction of camera movement.
Flicker Compensation
Compensates for light flicker caused by disparity between the video frame rate and the frequency of the AC power supply for lighting.

2D Noise Reduction
2D noise reduction creates clearer images in low light conditions through temporal noise reduction, which is based on analysis of differences between video frames.
You can turn this feature Off, or select one of five levels from Level 1 (weak) to Level 5 (Strong).

3D Noise Reduction
3D noise reduction creates clearer images in low light conditions through both temporal and spatial noise reduction:
• Temporal noise reduction is based on analysis of differences between video frames.
• Spatial noise reduction reduces noise within each video frame without comparison to other frames.
You can turn this feature Off, or select one of five levels from Level 1 (weak) to Level 5 (Strong).

Variable Zoom
Varies the speed of the pan and tilt axes when you control them manually, based on the zoom position. When the lens is zoomed in, the affected axis moves more slowly. When the lens is zoomed out, the affected axis moves more quickly.

Video Mode Page
The Video Mode page enables you to define the video formats for SDI video output, mainstream video streaming, and substream video streaming.
This section describes the Video Mode page for the PIVOTCam-SE camera (Figure 21).

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Figure 21 - Video Mode page for a PIVOTCam-SE camera
SDI Video Area

The **SDI Video** area (**Figure 22**) enables you to set the resolution and frequency for SDI video output.

![Figure 22 - SDI Video area](image)

Select a **Resolution** and a **Frequency**, and then tap the **Apply Changes** button.

**Note:** Some combinations of resolution and frequency are non-standard and not supported. The **Apply Changes** button is available only if the selected combination is supported.

Mainstream Video Area and Substream Video Area

These areas (**Figure 23**) enable you to specify video output properties for mainstream and substream video streams.

![Figure 23 - Mainstream Video area and Substream Video area](image)
Configurable video properties are as follows:

- **Enable / Disable buttons** — These buttons turn the video streams on and off.
- **Resolution buttons** — Tap a button to select the desired image resolution:
  - For mainstream video, the options are 2160p and 1080p.
  - For substream video, the options are 720p, 576p, and 360p.
- **Encode mode** — Tap a button to select either H264 or H265 encoding.
- **Bit Rate Control** — Select either Constant or Variable bit rate:
  - Constant bit rate: Suitable for limited-capacity transmission channels because the maximum bitrate is constant. More data is transferred overall.
  - Variable bit rate: Allows a higher bitrate to be used when required, but transfers less data overall. The transmission channel must be capable of handling the maximum bit rate. Some receiving devices may not be capable of processing variable bitrate video.
- **Bit Rate** — Specify a bit rate for the stream, in Megabytes per second (Mbps):
  - For mainstream video, the valid range is 1024 to 20480.
  - For substream video, the valid range is 1024 to 10240.
- **Frame Rate** — Specify a video frame rate (15 to 60)
- **I-Frame Rate** — Streaming video is encoded as a series of keyframes, which are full video frames, and interframes, which record changes since the previous keyframe. The I-Frame interval defines the number of interframes between each pair of keyframes. Valid values are 5 to 120.

**Operation Settings Page**

The Operation Settings page (Figure 24) includes the **Joystick** area and the **Interface** area.

![Figure 24 - Operation Settings page for a Panasonic PTZ camera](image-url)
Joystick Area

The **Joystick** area (Figure 25) includes settings related to joystick behavior, and to the
sensitivity of Zoom and Focus buttons on the PTZ page.

![Joystick Area Diagram](image)

**Figure 25 - Joystick area for a Panasonic PTZ camera**

**Horizontal Axis and Vertical Axis**

You can co-ordinate the direction of joystick motion with the direction of camera motion:

- **Horizontal Axis** — Determines which direction (right/left) you need to push the joystick to
  pan the camera right or left.

- **Vertical Axis** — Determines which direction (forward/back) you need to push the joystick to
  tilt the camera up or down.

Use the joystick to move the camera, observe the camera motion, and then adjust these
settings as desired.

**Note:** For PIVOTCam-SE and Sony BRC cameras, these axis direction settings also affect the
**Pan/Tilt Control** in the camera control panel, and any external controllers.

**Note:** For Panasonic cameras, these axis direction settings apply within DashBoard only, and
do not change any settings on the camera or affect control by any external controllers.

**Zoom Tele/Wide Button Sensitivity**

The **Zoom** control on the **PTZ** page includes **Tele** and **Wide** buttons that enable you to
manually zoom the camera lens. Use the **Zoom Tele/Wide Button Sensitivity** slider to set
how quickly the camera zooms.
Focus Near/Far Button Sensitivity
The **Focus** control on the PTZ page includes **Near** and **Far** buttons that enable you to manually focus the camera lens. Use the **Focus Near/Far Button Sensitivity** slider to set how quickly the camera focuses.

Iris Open/Close Button Sensitivity (Panasonic cameras only)
The **Iris** control on the PTZ page includes **Open** and **Close** buttons that enable you to manually adjust the aperture. Use the **Iris Open/Close Button Sensitivity** slider to set how quickly the iris opens and closes.

**Note:** This sensitivity slider affects the behavior of iris controls within DashBoard, but does not change any settings on the camera.

Interface Area
The **Interface** area (**Figure 26**) includes settings related to the behavior of the user interface.

![Figure 26 - Interface area](image)

**Preset Mode**
Tap one of the following **Preset Mode** buttons to define the behavior of the **Presets** page:

- **Panel** — In this mode, you tap a preset to select it, and then tap an action button (**Recall**, **Store**, **Edit Preset Options**, or **Delete**). When you select a preset, the border of the preset button turns purple.

- **Shotbox** — In this mode, you tap an action button at the bottom of the **Presets** page to enter an action mode (**Recall**, **Store**, **Edit Preset Options**, or **Delete**), and then tap the preset to which you want to apply the action.
**Store Mode**

There are two store modes:

- If *Store Mode* is set to **Confirm**, the operator can review and modify **Preset Options** when they store a preset.
- If *Store Mode* is set to **Don't confirm**, default **Preset Options** are automatically stored with the preset.

**To access settings to define the default Preset Options:**

- Tap **Presets**, and then do one of the following:
  - If the *Store Options* area is visible (top right corner), tap the **Edit Defaults** button. The **Edit Default Preset Options** dialog box appears.
  - If the *Store Options* area is not visible, tap the **Store** button. The **Store Options** area appears. Tap the **Edit Defaults** button. The **Edit Default Preset Options** dialog box appears.

**Preset Number Display Offset**

Presets are numbered. You can set the numbering to start at **0** or at **1**.

This is an aesthetic choice; changing between **0** and **1** does not change how presets are stored in DashBoard or on the camera. The setting can be changed at any time.

For many external VISCA controllers, such as Carbonite, preset numbering starts at **1**. If such a VISCA controller recalls preset **1**, the first preset is recalled, regardless of whether the PTZ Camera Control panel shows it as preset **0** or **1**. To avoid confusion, when using an external VISCA controller we recommend you set **Preset Number Display Offset** to match the controller's numbering.

**Manage Presets on Camera**

You can specify whether presets stored by the PTZ Camera Control panel are stored in local memory AND in the camera's memory, or only in local memory:

- **Disable** — Presets are stored in local memory only.
- **Enable** — Presets are stored in local memory and on the camera.

**Note:** Each camera can store only a limited number of presets. Any presets numbered higher than the storage capacity of the camera are stored in local memory only.

**Tip:** The PIVOTCam-SE can store up to 128 presets.

**Recall Presets From**

You can specify whether presets are recalled from the camera or from local memory:

- **Local** — Presets are recalled from local memory only, not from the camera.
- **Camera** — Presets are recalled from camera memory. Presets numbered higher than the storage capacity of the camera are recalled from local memory. For example, if the camera capacity is 128 presets, then presets 1 to 128 are recalled from camera memory, and presets 129 onwards are recalled from local memory.

**Tip:** If there is no preset stored in a given preset memory on the camera, and that preset is recalled, nothing happens. The camera position does not change, and there is no error message to tell you the preset is empty.
Number of Presets on Camera
You can limit the number of camera-memory presets the PTZ Camera Control panel interacts with.

If Manage Presets on Camera is set to Enable, we recommend setting the Number of Presets on Camera to a quantity that fills a number of banks precisely.

For example, if camera can store up to 128 presets, and you want each bank to contain 40 shots, then we recommend that you set Number of Presets on Camera to 120. This results in the first three banks (3 x 40 = 120) consisting entirely of presets stored on camera. Any presets numbered higher than the Number of Presets on Camera are stored in local memory only.

Log Level
You can set the level of detail recorded in system activity logs. More intensive logging consumes CPU capacity and results in more logging data.

The default setting is Normal. There is no need to adjust the logging level unless requested to do so by Ross Video.

Gateway Settings Page
The Gateway Settings page (Figure 27) includes settings for establishing VISCA and/or Furio communication gateways, to enable external systems to control the camera. It also includes tally interface settings.

VISCA Gateway
VISCA Gateway settings (Figure 28) enable you to open a server port to connect VISCA controllers, such as a Carbonite switcher, to the camera via the camera control panel.
The communication protocol is serial VISCA over TCP. Only a subset of VISCA commands is supported. This VISCA gateway implementation is not compatible with the legacy PIVOTCam Control Panel.

**Tip:** In the PTZ Camera Control panel, you can configure whether the numbering of presets starts at 0 or 1. The setting is purely aesthetic, and can be changed at any time. For many external VISCA controllers, such as Carbonite, preset numbering starts at 1. If such a VISCA controller recalls preset 1, the first preset is recalled, regardless of whether the PTZ Camera Control panel shows it as preset 0 or 1. To avoid confusion, when using an external VISCA controller we recommend you set **Preset Number Display Offset** to match the controller’s numbering. For more information, see “**Preset Number Display Offset**” on page 42, which is within the section, “Operation Settings Page” on page 39.

![VISCA Gateway settings](image)

**Figure 28 - VISCA Gateway settings**

VISCA Gateway settings include the following:

- **Control** — To open a server port, set **Control** to **Enable**.
- **Port** — The port number. Can be edited only when **Control** is set to **Disable**.
- **Status** (read-only):
  - **Closed** — The port is closed, either because the gateway is disabled or because DashBoard is not connected to the target camera.
  - **Ready** — The port is open, but no controllers are currently connected to it.
  - **Connected** — The port is open and one or more controllers are connected to it.
  - **Error** — Typically means that the selected port is unavailable. For example, it may be in use by a different service or as a gateway for a different camera.
- **Connections** (read-only) — When status is **Connected**, shows how many connections are established.
- **Focus Mode**:
  - **Pass** — External controllers are allowed to send focus mode control messages through the gateway.
  - **Block** — Prevents focus mode control messages from being passed through the gateway to the camera. External controller can still read the current state of camera auto focus mode from the camera control panel. This is done because Carbonite always pushes its desired auto focus mode, which means that when Carbonite is connected, no other controller can set auto focus.

**Note:** If a VISCA controller triggers a preset store in an empty DashBoard slot, the preset is given the name “**Remote**”, and default store options are applied. If a preset is stored to a location that already has name and preset options set, that name and preset options are retained and the preset is updated with the current camera position.
Furio Gateway

Furio Gateway settings (Figure 29) enable you to open server ports to allow external devices to control the camera using Furio API commands. You can control the camera using SmartShell, an Acuity production switcher, or another device that sends Furio API commands.

![Figure 29 - Furio Gateway settings]

Both the DashBoard computer running the PTZ Camera Control Plugin, and the external Furio control device must be properly configured to establish control of the camera.

The Command Channel and Status Channel are ports on the DashBoard computer that must be opened to enable an external Furio control device to communicate with the PTZ Camera Control Plugin.

The UDP Direct Control Channel consists of a Port and IP Address on the DashBoard computer. The Furio Joystick Panel must be able to access the port and IP address.

The Status box for each channel may display any of the following messages:

- **Closed** — The port is closed, either because the gateway is disabled or because DashBoard is not connected to the target camera.
- **Ready** — The port is open, but no controllers are currently connected to it.
- **Connected** — The port is open and one or more controllers are connected to it.
- **Error** — Typically means that the selected port is unavailable. For example, it may be in use by a different service or as a gateway for a different camera.

When the gateway is enabled, the Connections box in the Command Channel area and in the Status Channel area display the number of established connections.

**Tip:** Port numbers and IP addresses for the Furio Gateway can be configured only while the gateway is Disabled.
Tally Interface

Settings in the **Tally Interface** area (**Figure 30**) enable listeners to receive tally signals, assign a tally ID for the camera, and specify control of the tally indicator on the camera.

The top of the PTZ Camera Control interface features a tally indicator (ON-AIR / PREVIEW / OFF-AIR).

![Tally Interface settings](image)

**Figure 30 - Tally Interface settings**

Settings in the **Tally Interface** work in conjunction with the **DashBoard Tally Service**. You must enable the **DashBoard Tally Service** and then configure tally settings for your camera.

To enable the DashBoard Tally Service:

1. From the DashBoard Tree, expand **DashBoard Services** and the double-tap **Tally**.

![DashBoard Tree, showing DashBoard Services > Tally](image)

**Figure 31 - DashBoard Tree, showing DashBoard Services > Tally**

The **DashBoard Tally Service** interface appears (**Figure 32**).

![DashBoard Tally Service interface](image)

**Figure 32 - DashBoard Tally Service interface**
2. Tap the **Configuration** button, and then turn **ON** the tally listener type used in your facility (Figure 33).

![Figure 33 - Specifying a Tally Listener](image)

**Tip**: To observe incoming tally data, tap the **Production** button.

To configure tally settings for your camera:

1. In the **PTZ Camera Control** interface, navigate to **Config > Gateway**.
2. In the **Tally Interface** area, specify tally settings for the camera:
   a. Set **Listener** to **Enable**.
      
      Enabling a listener activates the tally indicator (**ON-AIR** / **PREVIEW** / **OFF-AIR**) at the top of the PTZ Camera Control interface. Whenever the tally state changes, the tally indicator responds accordingly. Notification of each state change is also delivered to SmartShell over the Furio Gateway (if configured).
   b. In the **Tally ID** box, type the tally number for the camera.
   c. If you want DashBoard to control the camera's tally light, set **Camera** to **Enable**:
      
      › For **PIVOTCam-SE**, the tally light is red when the camera is **ON-AIR**, and green when the camera is in **PREVIEW**.
      
      › For **Sony BRC**, there is a single tally light on the camera, which is illuminated when the camera is **ON-AIR**.
      
      › For **Panasonic**, there are separate tally lights for **ON-AIR** (red) and **PREVIEW** (green).

**Note**: If you enable control of the camera tally light, the ability to directly control the tally light through the VISCA gateway or from a DashBoard CustomPanel is disabled.
On-Screen Menu

The on-screen menu, controlled through the Menu Control page, enables you to adjust camera settings without using the remote control unit that came with the camera. For information about which settings are available in the on-screen menu, consult the User Manual that came with your camera.

To access the on-screen menu:

• Tap the Open On-Screen Menu button.

The Menu Control interface appears (Figure 34).

![Menu Control interface](image)

**Figure 34 - Menu Control interface**

To adjust settings in the on-screen menu:

1. Connect the SDI video output from the camera to a video monitor so you can see the menu options.

2. Tap the up/down and left/right arrows to navigate to the desired setting, and then tap OK button to select it.

Tips:

• If you want to go up one level in the menu hierarchy, tap the Back button.

• After one minute of inactivity, the on-screen menu closes automatically. You must close and re-open the Menu Control page to continue using the on-screen menu.

• While the on-screen menu is active, all other camera activity is paused.
Working with Presets

A preset is a saved camera position. It can record all controllable axes and some settings, including pan, tilt, focus, zoom, iris, white balance, etc.

This section describes how to work with presets, including creating, editing, and recalling them. It includes the following major topics:

- “About Preset Modes” on page 49
- “Working with Presets in Panel Mode” on page 49
- “Working with Presets in Shotbox Mode” on page 54
- “About Preset Options and Recall Options” on page 58

About Preset Modes

The PTZ Camera Control interface has two operation modes, also known as **Preset Modes**, which define the behavior of the **Presets** page:

- **Panel mode** — In this mode, you tap a preset to select it, and then tap an action button (Recall, Store, Edit Preset Options, or Delete) at the bottom of the **Presets** page. When you select a preset, the border of the preset button turns purple.

- **Shotbox mode** — In this mode, you tap an action button at the bottom of the **Presets** page to enter an action mode (Recall, Store, Edit Preset Options, or Delete), and then tap the preset to which you want to apply the action.

**Tip:** If one of the action buttons is colored (purple, yellow, green, or red), the interface is in **Shotbox** mode.

For information about switching between operation modes, see “**Preset Mode**” on page 41.

Working with Presets in Panel Mode

This section describes how to work with presets in **Panel** mode. Information presented here applies only when the PTZ Camera Control interface is in **Panel** mode (as opposed to **Shotbox** mode).

Unless stated otherwise, tasks described in this section are performed from the **Presets** page.

To access the **Presets** page, tap the **Presets** button.

Before you attempt these procedures, we suggest you review the various controls available on the **Presets** page. For a description of these controls, see “**Presets Page (in Panel Mode)**” on page 19.

This section includes information about performing the following tasks in panel mode:

- “**Switch Between Banks of Presets**” on page 50
- “**Store a Preset**” on page 50
- “**Recall a Preset**” on page 51
- “**Edit a Preset to Change Camera Position or Settings**” on page 51
- “**Edit Preset Options**” on page 51
- “**Delete a Preset**” on page 52
- “**Edit Default Preset Options**” on page 52
- “**Manage Deleted Presets (Restore or Discard)**” on page 53
Switch Between Banks of Presets
The PTZ Camera Control panel can store multiple banks of preset buttons.
Banks are represented by bank tabs above the preset buttons. The current bank tab is always purple.

To switch to a different bank:
• Tap the bank tab representing the desired bank.
  The bank tab turns purple, and the presets in that bank are accessible.

Store a Preset
A preset is a record of all controllable axis positions and selected settings for a camera, including pan, tilt, focus, zoom, iris, exposure, white balance, etc.
When a preset is stored, it includes a set of Preset Options. In addition to the name of the preset, these options define whether the Focus, Exposure, and White Balance settings that are saved with the preset can be applied when the preset is later recalled. The final decision to Allow or Ignore these defaults is made when the preset is recalled. For more information about Preset Options, see “About Preset Options and Recall Options” on page 58.
Depending on the current Store Mode, you may be required to review the Preset Options. For more information, see “Store Mode” on page 42.
Note: For PIVOTCam-SE and Sony BRC cameras, a preset does not store the on/off status of automatic camera modes, such as Auto Focus, Exposure (Full Auto), and White Balance. It stores the actual values for these settings, but not the fact that the camera is in an automatic mode. For example, if you save a preset while Auto Focus is ON, the focus value is stored but the fact that Auto Focus was ON is not stored. When the preset is recalled, the focus value is applied, unless the camera is in Auto Focus mode. Recalling a preset does not override automatic mode settings. For Panasonic cameras, Auto Focus mode is not stored, but exposure and white balance modes are stored and recalled with presets.
Tip: Before you store presets, specify where they are stored and from where they are recalled. For more information, see “Specify Where Presets are Stored, and from Where they are Recalled” on page 14.

To store a preset:
1. Adjust the camera position and settings to prepare the shot.
2. Tap the preset button that you want to use to store the shot.
3. Tap the Store button.
4. If the Store Preset dialog box appears, review and/or modify the Preset Options as follows:
   a. In the Preset Name box, type a name for the preset. The name appears on the preset button.
   b. Specify whether the Focus, Exposure, and White Balance values stored with the preset can be applied when the preset is recalled.
      Note: The final decision to Allow or Ignore these defaults is made when the preset is recalled.
   c. Tap Store.
Recall a Preset
When you recall a preset, its stored pan, tilt, and zoom settings are applied to the camera. Other stored settings may also be applied.

To recall a preset:
1. Tap the preset button that represents the preset you want to recall.
2. In the Recall Options area, specify whether to Allow or Ignore the Preset Options for Focus, Exposure, and White Balance.
   
   Tip: If Allow and Ignore buttons are not available for an option, it is because the mode/setting listed directly below it overrides that option. Recalling a preset does not always override automatic mode settings.

   For more information about Recall Options, see “About Preset Options and Recall Options” on page 58.
3. Tap the Recall button.

Edit a Preset to Change Camera Position or Settings
To change the camera position or other settings that are recorded as part of the preset, recall the original preset, change the camera position and/or settings as required, and then Store on the same preset button.

For information about recalling a preset, see “Recall a Preset” on page 51.
For information about storing a preset, see “Store a Preset” on page 50.

Edit Preset Options
When a preset is stored, it includes a set of Preset Options. In addition to the name of the preset, these options define whether the Focus, Exposure, and White Balance settings that are saved with the preset can be applied when it is later recalled. The final decision to Allow or Ignore these recall defaults is made when the preset is recalled. For more information about how Preset Options are applied, see “About Preset Options and Recall Options” on page 58.

You can edit preset options for any preset button, even if the preset on that button has been deleted, or is empty. If you edit Preset Options for a deleted or empty preset button (a gray button), those options are presented as defaults when you later store a preset on that button.

To edit the Preset Options for a preset:
1. Tap the preset button for which you want to edit Preset Options.
2. Tap the Edit Preset Options button.
   
   The Edit Options dialog box appears.
3. In the Edit Options dialog box, review and/or modify the Preset Options as follows:
   a. In the Preset Name box, type a name for the preset. The name appears on the preset button.
   b. Specify whether the Focus, Exposure, and White Balance values stored with the preset can be applied when the preset is recalled.
      
      Note: The final decision to Allow or Ignore these defaults is made when the preset is recalled.
   c. Tap Update.
Delete a Preset
When you delete a preset, it can no longer be recalled.
Data about the preset is stored until the preset is restored or discarded. For more information, see “Manage Deleted Presets (Restore or Discard)” on page 53.

To delete a preset:
1. Tap the preset button that represents the preset you want to delete.
2. Tap the Delete button.
   The preset is deleted. The preset button turns gray.

Edit Default Preset Options
When you store a preset, Preset Options are also stored. Depending on the Store Mode, you may or may not have an opportunity to review and edit the Preset Options before they are stored with the preset. For more information about Store Modes, see “Operation Settings Page” on page 39.

You can edit the default values for the Preset Options, which are the values presented for review or automatically applied each time you store a preset.

To define the default Preset Options:
1. In the Store Options area, tap the Edit Defaults button.
   The Edit Default Preset Options dialog box appears (Figure 35).

   ![Figure 35 - Edit Default Preset Options dialog box](image)

2. Review and/or modify the default Preset Options as follows:
   a. In the Default Preset Name box, type a default name for presets.
   b. Specify whether, by default, the Focus, Exposure, and White Balance values stored with the preset can be applied when the preset is recalled.
      
      Note: The final decision to Allow or Ignore these defaults is made when the preset is recalled.
   c. Tap Update.


Manage Deleted Presets (Restore or Discard)

When you delete a preset, it can no longer be recalled. Data about the preset is stored until the preset is restored or discarded.

To Manage Deleted Presets (Restore or Discard):

1. In the Delete Options area, tap the Manage Deleted Presets button.

   The Manage Deleted presets page appears (Figure 36), and displays a button for each of the deleted presets on the current bank.

![Manage Deleted Presets for Bank 1 - Evening News](image)

   **Figure 36 - The Manage Deleted Presets page**

2. Select the deleted preset(s) you want to manage.

   **Tip**: If you want to select deleted presets from a different bank, tap that bank button to switch banks.

   **Tip**: If you want to select deleted presets from multiple banks, tap the ALL BANKS button. The Manage Deleted Presets page displays all deleted presets from all banks.

3. If you want to restore the selected presets, tap Restore Selected.

4. If you want to permanently discard the selected presets, tap Discard Selected.

5. When you are finished managing deleted presets, tap the X button to close the Manage Deleted Presets page.
Working with Presets in Shotbox Mode

This section describes how to work with presets in Shotbox mode. Information presented here applies only when the PTZ Camera Control interface is in Shotbox mode (as opposed to Panel mode).

Unless stated otherwise, tasks described in this section are performed from the Presets page. To access the Presets page, tap the Presets button.

Before you attempt these procedures, we suggest you review the various controls available on the Presets page. For a description of these controls, see “Presets Page (in Shotbox Mode)” on page 22.

This section includes information about performing the following tasks in Shotbox mode:

- “Switch Between Banks of Presets” on page 54
- “Store a Preset” on page 54
- “Recall a Preset” on page 55
- “Edit a Preset to Change Camera Position or Settings” on page 55
- “Edit Preset Options” on page 56
- “Delete a Preset” on page 56
- “Edit Default Preset Options” on page 56
- “Manage Deleted Presets (Restore or Discard)” on page 57

Switch Between Banks of Presets

The PTZ Camera Control panel can store multiple banks of preset buttons. Banks are represented by bank tabs above the preset buttons. The current bank tab is always purple.

To switch to a different bank:

- Tap the bank tab representing the desired bank.
  
  The bank tab turns purple, and the presets in that bank are accessible.

Store a Preset

A preset is a record of all controllable axis positions and selected settings for a camera, including pan, tilt, focus, zoom, iris, exposure, white balance, etc.

When a preset is stored, it includes a set of Preset Options. In addition to the name of the preset, these options define whether the Focus, Exposure, and White Balance settings that are saved with the preset can be applied when the preset is later recalled. The final decision to Allow or Ignore these defaults is made when the preset is recalled. For more information about Preset Options, see “About Preset Options and Recall Options” on page 58.

Depending on the current Store Mode, you may be required to review the Preset Options. For more information, see “Store Mode” on page 42.

Note: For PIVOTCam-SE and Sony BRC cameras, a preset does not store the on/off status of automatic camera modes, such as Auto Focus, Exposure (Full Auto), and White Balance. It stores the actual values for these settings, but not the fact that the camera is in an automatic mode. For example, if you save a preset while Auto Focus is ON, the focus value is stored but the fact that Auto Focus was ON is not stored. When the preset is recalled, the focus value is applied, unless the camera is in Auto Focus mode. Recalling a preset does not override automatic mode settings. For Panasonic cameras, Auto Focus mode is not stored, but exposure and white balance modes are stored and recalled with presets.
**Tip:** Before you store presets, specify where they are stored and from where they are recalled. For more information, see “Specify Where Presets are Stored, and from Where they are Recalled” on page 14.

**To store a preset:**
1. Adjust the camera position and settings to prepare the shot.
2. Tap the **Store** button to place the interface into **Store** mode.
   
3. Tap the present button that you want to use to store the shot.
4. If the **Store Preset** dialog box appears, review and/or modify the **Preset Options** as follows:
   
   a. In the **Preset Name** box, type a name for the preset. The name appears on the preset button.
   
   b. Specify whether the **Focus**, **Exposure**, and **White Balance** values stored with the preset can be applied when the preset is recalled.

   **Note:** The final decision to **Allow** or **Ignore** these defaults is made when the preset is recalled.
   
   c. Tap **Store**.

**Recall a Preset**
When you recall a preset, its stored pan, tilt, and zoom settings are applied to the camera. Other stored settings may also be applied.

**To recall a preset:**
1. Tap the **Recall** button to place the interface into **Recall** mode.
   
2. In the **Recall Options** area, specify whether to **Allow** or **Ignore** the **Preset Options** for **Focus**, **Exposure**, and **White Balance**.

   **Tip:** If **Allow** and **Ignore** buttons are not available for an option, it is because the mode/setting listed directly below it overrides that option. Recalling a preset does not always override automatic mode settings.

   For more information about **Recall Options**, see “About Preset Options and Recall Options” on page 58.

3. Tap the preset button that represents the preset you want to recall.

**Edit a Preset to Change Camera Position or Settings**
To change the camera position or other settings that are recorded as part of the preset, recall the original preset, change the camera position and/or settings as required, and then **Store** on the same preset button.

For information about recalling presets, see “**Recall a Preset**” on page 55.
For information about storing presets, see “**Store a Preset**” on page 54.
Edit Preset Options

When a preset is stored, it includes a set of Preset Options. In addition to the name of the preset, these options define whether the Focus, Exposure, and White Balance settings that are saved with the preset can be applied when it is later recalled. The final decision to Allow or Ignore these recall defaults is made when the preset is recalled. For more information about how Preset Options are applied, see “About Preset Options and Recall Options” on page 58.

You can edit preset options for any preset button, even if the preset on that button has been deleted, or is empty. If you edit Preset Options for a deleted or empty preset button (a gray button), those options are presented as defaults when you later store a preset on that button.

To edit the Preset Options for a preset:

1. Tap the Edit Preset Options button to place the interface into Edit Preset Options mode.
   The Edit Preset Options button turns green.
2. Tap the preset button for which you want to edit Preset Options.
   The Edit Options dialog box appears.
3. In the Edit Options dialog box, review and/or modify the Preset Options as follows:
   a. In the Preset Name box, type a name for the preset. The name appears on the preset button.
   b. Specify whether the Focus, Exposure, and White Balance values stored with the preset can be applied when the preset is recalled.
      Note: The final decision to Allow or Ignore these defaults is made when the preset is recalled.
   c. Tap Update.

Delete a Preset

When you delete a preset, it can no longer be recalled.

Data about the preset is stored until the preset is restored or discarded. For more information, see “Manage Deleted Presets (Restore or Discard)” on page 57.

To delete a preset:

1. Tap the Delete button to place the interface into Delete mode.
   The Delete button turns red.
2. Tap the preset button that represents the preset you want to delete.
   The preset is deleted. The preset button turns gray.

Edit Default Preset Options

When you store a preset, Preset Options are also stored. Depending on the Store Mode, you may or may not have an opportunity to review and edit the Preset Options before they are stored with the preset. For more information about Store Modes, see “Operation Settings Page” on page 39.

You can edit the default values for the Preset Options, which are the values presented for review or automatically applied each time you store a preset.
To define the default Preset Options:

1. Tap the **Store** button to place the interface into **Store** mode.
   The **Store** button turns yellow.

2. In the **Store Options** area, tap the **Edit Defaults** button.
   The **Edit Default Preset Options** dialog box appears (**Figure 37**).

![Figure 37 - Edit Default Preset Options dialog box](image)

3. Review and/or modify the default **Preset Options** as follows:
   a. In the **Default Preset Name** box, type a default name for presets.
   b. Specify whether, by default, the **Focus**, **Exposure**, and **White Balance** values stored with the preset can be applied when the preset is recalled.
      **Note:** The final decision to **Allow** or **Ignore** these defaults is made when the preset is recalled.
   c. Tap **Update**.

Manage Deleted Presets (Restore or Discard)

When you delete a preset, it can no longer be recalled. Data about the preset is stored until the preset is restored or discarded.

To Manage Deleted Presets (Restore or Discard):

1. Tap the **Delete** button to place the interface into **Delete** mode.
   The **Delete** button turns red.

2. In the **Delete Options** area, tap the **Manage Deleted Presets** button.
   The **Manage Deleted Presets** page appears (**Figure 38**), and displays a button for each of the deleted presets on the current bank.
3. Select the deleted preset(s) you want to manage.
   
   **Tip:** If you want to select deleted presets from a different bank, tap that bank button to switch banks,
   
   **Tip:** If you want to select deleted presets from multiple banks, tap the **ALL BANKS** button. The **Manage Deleted Presets** page displays all deleted presets from all banks.

4. If you want to restore the selected presets, tap **Restore Selected**.

5. If you want to permanently discard the selected presets, tap **Discard Selected**.

6. When you are finished managing deleted presets, tap the **X** to exit the **Manage Deleted Presets** page.

**About Preset Options and Recall Options**

The PTZ Camera Control panel has flexible options for managing **Focus**, **Exposure**, and **White Balance** values that are recorded as part of a preset.

These options enable you to control how the values are applied. For example, if the lighting conditions have changed since a preset was stored, you may not want to apply the stored **Exposure** values when you recall the preset.

When you store a preset, values for **Focus**, **Exposure**, and **White Balance** settings are always recorded. For Panasonic cameras, **Exposure Modes** (auto iris, shutter mode, and AGC) and the White Balance Mode are also recorded.

You can specify whether each type of recorded values is a recallable part of the preset, meaning that it is made available to be applied when the preset is recalled. The options to make the values available for recall are called **Preset Options**.

When you recall a preset, you can specify whether the **Preset Options** that were stored with the preset are to be **Allowed** (honored) or **Ignored**. The options to **Allow** or **Ignore** the **Preset Options** are called **Recall Options**.
It is important to note that **Recall Options** you **Allow** do not always override automatic camera modes:

- **If Auto Focus** is **ON** when the preset is recalled, the **Focus** value stored in the preset is not applied. The **Auto Focus** mode remains active.

- For PIVOTCam-SE and Sony BRC cameras, if the **Exposure Mode** is set to **Full Auto** when the preset is recalled, the **Exposure** values (**Iris, Shutter, Gain**) stored in the preset are not applied. The exposure mode remains set to **Full Auto**.

- For Panasonic cameras, the **Exposure** modes stored with the preset are applied. If a stored mode (**Iris, Shutter, AGC**) is a manual mode, its manual values stored with the preset are applied.

- For PIVOTCam-SE and Sony BRC cameras, if **White Balance** is set to anything other than **Manual** when the preset is recalled, the **Color** values stored in the preset (**Red Gain, Blue Gain**) are not applied. The **White Balance** mode remains active.

- For Panasonic cameras, the **White Balance** mode stored with the preset is applied. If the stored mode is a manual mode, the **Color** values stored in the preset (**Red Gain, Blue Gain**) are applied.

**Preset Options and Recall Options: An Example**

This section presents an example of how **Preset Options**, **Recall Options**, and automatic camera modes can affect how recorded **Focus**, **Exposure**, and **White Balance** values are applied.

This example is based on a PIVOTCam-SE camera.

**Figure 39** shows a set of **Preset Options**, which are specified when the preset is stored. In this example, **Recall Exposure** and **Recall White Balance** are selected. **Recall Focus** is not. When the preset is recalled, the recorded **Focus** value will not be available for recall.

![Figure 39 - Preset Options, stored as part of a preset](image)
Figure 40 shows a set of Recall Options, which are specified immediately before the preset is recalled. Focus and White Balance are set to Allow. The Exposure Recall Option is not available, because the Exposure Mode for the camera is set to Full Auto.

The combination of Preset Options in Figure 39 and Recall Options in Figure 40 would result in the following:

- The Focus value is not applied because the Focus preset option was not selected when the preset was stored.
- The Exposure values (Iris, Shutter, Gain) are not applied because the camera setting for Exposure Mode is set to Full Auto.
- The stored Color values (Red Gain, Blue Gain) are applied because the camera's White Balance Mode is set to Manual, and White Balance was selected as a Preset Option and Allowed as a Recall Option.
Managing Banks and Files

A bank is a grid of preset buttons, each of which represents a camera preset. The PTZ Camera Control panel can store multiple banks of preset buttons. You can configure the banks to suit your requirements. For more information, see “Managing Banks” on page 61.

A camera settings file (.camera file) contains data about camera settings, banks, and presets. You can import or export .camera files. For more information, see “Managing Files” on page 66.

Managing Banks

This section includes the following topics:

- “View Edit Bank Properties and Edit Bank Settings (ALL BANKS)” on page 62
- “Add a New Bank” on page 62
- “Remove a Bank” on page 63
- “Rebuild Banks” on page 63
- “Discard All Presets on a Bank, or Discard All Presets” on page 64
- “View and Edit Preset Options for All Presets on a Bank” on page 65

Note: All procedures in this section are performed from the Manage Banks page.

To access the Manage Banks page:

1. Tap the Presets button.
   The Presets page opens.

2. Tap the Manage Banks button.
   The Manage Banks page appears (Figure 41).

![Figure 41 - Manage Banks page, showing the ALL BANKS tab](image)
To close the Manage Banks page:

• Tap the X button.

View Edit Bank Properties and Edit Bank Settings (ALL BANKS)

To view bank properties and edit their settings:

1. On the Manage Banks page, tap the All BANKS button.
   
   A table of bank properties and settings appears.

2. View and edit the following properties and settings as required:

   • Bank ID — Unique identifier for the bank identifier (not editable).
     
     On the Presets page, banks appear in the order of their Bank IDs. If you create a new bank, it
     is assigned the lowest available Bank ID.
   
   • Bank Name — The name of the bank (editable). Bank name appear on bank tabs on the
     Presets page.
   
   • Presets — The number of presets the bank can store (not editable).
   
   • First Preset ID — The Preset ID number of the lowest-numbered preset on the bank
     (not editable). Each preset has a unique Preset ID, regardless of which bank it’s on. A
     preset retains its Preset ID, even if lower numbered banks are removed.
   
   • Stored Presets — The number of stored (recallable) presets on the bank (not editable).
     This number does not include deleted or empty presets.
   
   • Bank Format — The display format for text that appears on preset buttons.
     
     Available formats are as follows:
     › number only — Preset ID number only
     › name only — Preset Name only
     › name & number, 1 line — Preset ID and Preset Name, all on one line
     › name & number, 2 lines — Preset ID on one line and Preset Name on another
   
   • Text size for preset name — Font size for text that appears on preset buttons.
     (editable).
     The size range is 4 to 20.

Add a New Bank

To add a new bank:

1. On the Manage Banks page, tap the All BANKS button.
   
   A table of bank properties and settings appears, with a row of buttons beneath it.

2. Tap the Add Bank button.
   
   The Add Bank dialog box appears.

3. Specify the following:

   • Bank Name — The name of the bank, as you want it to appear on its Bank tab on the
     Presets page.
   
   • Bank Format — The display format for text that appears on preset buttons.
     
     Available formats are as follows:
     › number only — Preset ID number only
     › name only — Preset Name only
     › name & number, 1 line — Preset ID and Preset Name, all on one line
4. Tap OK.

The Manage Banks page closes, and on the Presets page, a new tab for the bank appears.

Remove a Bank

When you remove a bank, the bank tab and all presets on it are permanently discarded.

To remove a bank:

1. On the Manage Banks page, tap the All BANKS button.

   A table of bank properties and settings appears, with a row of buttons beneath it.

2. In the table, tap the row representing the bank you want to remove.

3. A WARNING message appears.

   The message indicates how many presets are stored on the bank. All presets will be permanently discarded if you remove the bank.

4. In the WARNING message box, tap Discard to permanently discard the bank and its presets.

Rebuild Banks

A bank is a grid of preset buttons, each of which represents a camera preset. The PTZ Camera Control panel can store multiple banks of preset buttons.

When you rebuild banks, you specify how many banks there are and how many rows and columns of preset buttons are on each bank. When rebuilt, all banks are identical.

When you rebuild banks, all existing banks and presets are permanently discarded. If you want to retain the current banks and presets for future use, save them in a camera settings (.camera) file. For more information, see “Save (Export) Banks, Presets, and Camera Settings (.camera file)” on page 66.

Before you can rebuild banks, all existing banks must be empty. You can discard all presets at once. For more information, see “Discard All Presets on a Bank, or Discard All Presets” on page 64.

To rebuild banks:

1. Tap the Presets button.

   The Presets page opens.

2. Tap the Manage Banks button.

3. Tap the Rebuild Banks button.

4. If a WARNING message appears, one or more banks are not empty. Delete or discard all presets, and then start this procedure again.

   For information about discarding all presets at once, see “Discard All Presets on a Bank, or Discard All Presets” on page 64.

5. In the Rebuild Banks dialog box, specify the following properties for the new banks:

   • Number of Banks: The number of bank tabs (banks) to create.

   Tip: You can add more banks later. For more information, see “Add a New Bank” on page 62.
• **Bank rows** and **Bank columns**: These two settings define the size of the preset banks (grids), expressed as the number of buttons tall (**Bank rows**) and the number of buttons wide (**Bank columns**) the rectangular grid is.

• **Bank Format**: The display format for text that appears on preset buttons.
  
  Available formats are as follows:
  
  › number only — Preset ID number only
  › name only — Preset Name only
  › name & number, 1 line — Preset ID and Preset Name, all on one line
  › name & number, 2 lines — Preset ID on one line and Preset Name on another

• **Text Size** — Font size for text that appears on preset buttons. The size range is 4 to 20.

• **Preset Number Display Offset** — Specify whether the lowest-numbered **Preset ID** should be 0 or 1. This is an aesthetic choice; changing between 0 and 1 does not change how presets are stored in DashBoard or on the camera. For more information, see “Preset Number Display Offset” on page 42, which is within the section, “Operation Settings Page” on page 39.

6. Tap OK.

   The existing preset banks are permanently removed, and a new set of preset banks is created.

Discard All Presets on a Bank, or Discard All Presets

You can discard all presets on a bank at once.

Alternatively, you can discard all presets on all banks at once.

After you discard presets, they cannot be restored.

**Note**: Presets are discarded locally only. If the presets are stored on the camera, they are not deleted from the camera.

To discard all presets on a bank:

1. On the **Manage Banks** page, tap the **All BANKS** button.

   A table of bank properties and settings appears, with a row of buttons beneath it.

2. In the table, tap the row representing the bank that contains the presets you want to discard.

3. Tap the **Discard All on Bank** button.

   A **WARNING** message appears. The message indicates how many presets are stored on the bank. If you proceed, all presets on the bank will be permanently discarded.

4. In the **WARNING** message box, if you want to retain the **Preset Options** settings on the preset buttons, select the **Preserve preset options** box.

5. Tap **Discard**.

To discard all presets on all banks:

1. On the **Manage Banks** page, tap the **All BANKS** button.

   A table of bank properties and settings appears, with a row of buttons beneath it.
2. Tap the **Discard All on Camera** button.

   A **WARNING** message appears. If you proceed, all presets on all banks will be permanently discarded.

3. In the **WARNING** message box, if you want to retain the **Preset Options** settings on the preset buttons, select the **Preserve preset options** box.

4. Tap **Discard**.

View and Edit Preset Options for All Presets on a Bank

You can view the **Preset Options** for all the presets on a bank at once. You can also edit them.

**To view and edit Preset Options:**

1. On the **Manage Banks** page, tap a bank button.

   A table listing the bank's presets appears, listing the **Preset Options** for each.

   ![Manage Bank 1 - Evening News](image)

   **Figure 42 - Manage Banks page, showing recall settings for individual presets**

2. In the table, tap the row representing the preset you want to edit.

3. Edit the **Preset Options** as required:

   a. In the **Preset Name** box, type a name for the preset. The name appears on the preset button.

   b. Specify whether the **Focus**, **Exposure**, and **White Balance** values stored with the preset can be applied when the preset is recalled.

   **Note:** The final decision to **Allow** or **Ignore** these defaults is made when the preset is recalled.
Managing Files

The PTZ Camera Control panel can save (export) and load (import) camera settings files (.camera files). These files contain data about preset banks, camera settings, and presets. This section describes how to import and export data from and to camera settings files. It includes the following topics:

- “Load (Import) Banks, Presets, and Camera Settings (.camera file)” on page 66
- “Save (Export) Banks, Presets, and Camera Settings (.camera file)” on page 66

Load (Import) Banks, Presets, and Camera Settings (.camera file)

When you load a camera settings (.camera) file, current camera settings, banks, and presets are permanently discarded and replaced.

**IMPORTANT:** The .camera file you load must contain data for the same model of camera. If you load a .camera file that contains data for a different model of camera, the import fails.

To load (import) a camera settings (.camera) file:

1. On the Manage Banks page, tap the All BANKS button.
   A table of bank properties and settings appears, with a row of buttons beneath it.
2. Tap the Import button.
   The Import Camera Settings dialog box appears.
3. Tap the Browse button.
   The Open File dialog box appears.
4. Navigate to the .camera file you want to load, select it, and then tap Open.
   The name of the file appears in the yellow box on the Import Camera Settings dialog box.
5. Tap Import.
   If the file is valid, it is imported.

Save (Export) Banks, Presets, and Camera Settings (.camera file)

When you save (export) a camera settings (.camera) file, current camera settings, banks, and presets are copied to the file. You can later load (import) the file when configuring any camera of the same model.

To save (export) a camera settings (.camera) file:

1. On the Manage Banks page, tap the All BANKS button.
   A table of bank properties and settings appears, with a row of buttons beneath it.
2. Tap the Export button.
   The Export Camera Settings dialog box appears.
3. Tap the Save button.
   The Save File dialog box appears.
4. Navigate to the folder where you want to save the file, and then do one of the following:
   • If you are replacing an existing file, select it.
   • If you are saving the file with a new name, in the File Name box, type the file name.
5. Tap Save.
6. If a **Replace File** dialog box appears, asking you whether you want to replace an existing file, tap **Yes**.

The **Confirm File Replace** dialog box appears. Tap **Yes**.
Adding USB Joysticks or Other USB Controllers

This section describes how to set up a USB joystick or other USB controller to select and control supported PTZ cameras, in conjunction with the PTZ Camera Control Plugin.

Camera functions that can be controlled by a USB controller fall into three groups; camera selection, camera motion (pan, tilt, zoom, and focus), and paintbox controls (lens iris and shading/paint controls). Depending on the USB controller(s) available, you can control all functions with a single controller, or add a separate controller for each group of functions.

You can also configure otherwise unassigned buttons on the controller to open DashBoard device views or panels.

The main steps are as follows:

• “Add a USB Controller in DashBoard” on page 69
• “Add Device Classes, and Map Controls to Parameters” on page 71
• “Map Device Classes to Controllers” on page 76
• “Configure Relationship Between Camera Selection and UI Focus” on page 76
• “Map Buttons for Camera Selection” on page 78

Add a USB Controller in DashBoard

To add a USB controller to control PIVOTCam-SE cameras:

1. Close DashBoard.
2. Plug the USB controller into a USB port on the DashBoard computer.
3. Start DashBoard.
   When DashBoard starts, it detects the controller.
   **Tip:** DashBoard can detect the controller only if the controller is plugged in when DashBoard starts.
4. In DashBoard, on the **File** menu, select **New**, and then select **Other**.
   The **New** dialog box appears (**Figure 43**).
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 44).

6. In the Display Name box, type a name for the controller.

7. In the Controller list, select the type of USB controller you plugged in.

Note: If the controller type is not on the list, either it was not detected or it is already registered in DashBoard.
8. Click **Finish**.

A node for the controller appears within the **Game Controllers** node in the DashBoard Component Tree. The node has the name you provided for the controller.

### Add Device Classes, and Map Controls to Parameters

A USB controller typically has buttons and axis controls. A button is either on or off, and therefore returns one of two data values. An axis control, such as a joystick, can return any value within a range of data values, depending on how far the joystick is moved in one direction or the other.

You can configure each axis control on the USB controller to operate a robotic axis, or operate a control that accepts a continuous range of data values, such as a Master Black paint control.

Additionally, you can configure buttons to return single values. For example, if you often want to pan right or left at half speed, you can configure one button to return a value of -50 while pressed, and another to return a value of 50 (pan axis range is -100 to 100).

This section describes how to map a wide variety of commonly-used axis controls and button controls. You can decide which controls you want to map, based on your preferences and the available physical controls on your USB device(s).

To add device classes, and map controls to DashBoard parameters (OIDs):

1. In the DashBoard Component Tree, expand the **Game Controllers** node, and then double-tap the controller node you added.

   The configuration interface for the controller appears (Figure 45). The **ptzjoystick** Device Class is present by default.

![Figure 45 - Mapping USB controller inputs (shown with Device Classes added and OIDs mapped)](image)
**Tip:** The number and types of axis controls and buttons vary between different models of USB controllers.

2. In the **Device Classes** list, add a new device class and name it **paintbox**.

3. In the **Device Classes** list, add a new device class named **selector**.

4. In the **Axis Controls** table, create mappings for the velocity parameters that you want the USB controller’s axis controls (such as joysticks) to operate.

When you create mappings, you link data items reported by the controller to parameters (OIDs) in the PTZ Camera Control panel.

**Tip:** To determine which **Axis Controls** and **Buttons** correspond to physical controls on the controller, move the controller’s joystick and push its buttons while observing changes in the **Value** column.

Relevant columns in the **Axis Controls** mapping table are as follows:

- **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 camera is ceiling mounted, select **Invert** for pan and tilt so when you move the joystick, the camera moves 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 PTZ Camera Control panel to be mapped to the control.

**Table 1** lists parameters that are commonly mapped to axis controls.

<table>
<thead>
<tr>
<th>Parameter (Mapped OID)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ptzjoystick.vel.tilt</code></td>
<td>Tilt axis velocity</td>
</tr>
<tr>
<td><code>ptzjoystick.vel.pan</code></td>
<td>Pan axis velocity</td>
</tr>
<tr>
<td><code>ptzjoystick.vel.zoom</code></td>
<td>Zoom axis (lens zoom) velocity</td>
</tr>
<tr>
<td><code>ptzjoystick.vel.focus</code></td>
<td>Focus axis (lens focus) velocity</td>
</tr>
<tr>
<td><code>paintbox.vel.shutter.preset</code></td>
<td>Shutter control velocity</td>
</tr>
<tr>
<td><code>paintbox.vel.iris.control</code></td>
<td>Iris axis (lens iris) velocity</td>
</tr>
</tbody>
</table>
5. In the **Buttons** table, create mappings for the parameters that you want the USB controller’s buttons to operate.

When you create mappings, you link data items reported by the controller to parameters (OIDs) in the PTZ Camera Control panel.

**Tip:** To determine which **Axis Controls** and **Buttons** correspond to physical controls on the controller, move the controller’s joystick and push its buttons while observing changes in the **Value** column.

For an example showing the **Buttons** mapping table completed, see **Figure 45 on page 71**.

Relevant columns in the **Buttons** mapping table are as follows:

- **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).
- **Action** — The type of action to be performed when the button is pressed.
- **Value (Off)** — This is the value of the parameter when the button is not pressed.
- **Value (On)** — This is the value of the parameter when the button is pressed.
- **Value** — Shows the current data value reported by the controller. This is useful for testing.
- **Mapped OID** — Specify the parameter OID from the PTZ Camera Control panel to be mapped to the control.

**Tip:** If you are configuring multiple controllers and dividing the control functions among them, the controls within each device class must be assigned to a single controller. The name of each parameter OID starts with the name of its device class (**selector**, **ptzjoystick**, or **paintbox**).

### Table 1 - Parameters that are commonly mapped to axis controls

<table>
<thead>
<tr>
<th>Parameter (Mapped OID)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>paintbox.vel.whitebalance.gain.g</td>
<td>Green Gain paint control velocity</td>
</tr>
<tr>
<td>paintbox.vel.whitebalance.gain.b</td>
<td>Blue Gain paint control velocity</td>
</tr>
<tr>
<td>paintbox.vel.whitebalance.gain.r</td>
<td>Red Gain paint control velocity</td>
</tr>
</tbody>
</table>
Table 2 lists parameters that are commonly mapped to button controls.

**Note:** The values required for some mappings may vary between camera models.

<table>
<thead>
<tr>
<th>Parameter (Mapped OID)</th>
<th>Description</th>
</tr>
</thead>
</table>
| 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.auto_on**:  
  - Set **Action** to **Toggle**.  
  - Set **Value (On)** to 2.  
  - Set **Value (Off)** to 3.  
  **Note:** Focus mode must be set to One Push Auto Focus. For more information, see “Focus Control” on page 18. |
| 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. |
| 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.  
  For more information about auto exposure modes, see “Exposure Controls” on page 29. |
### Parameters that are commonly mapped to button controls

<table>
<thead>
<tr>
<th>Parameter (Mapped OID)</th>
<th>Description</th>
</tr>
</thead>
</table>
| 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.  
For more information about white balance modes, see "Color Controls" on page 30. |
| paintbox.whitebalance.onepush.trigger | White balance one-push trigger.  
To map `paintbox.whitebalance.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. For more information, see "Color Controls" on page 30. |
| paintbox.shutterpreset | 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.g, paintbox.whitebalance.gain.b, paintbox.whitebalance.gain.r | Green Gain paint control (paintbox.whitebalance.gain.g), 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. |

6. If you want to save the mappings in a file that can be loaded onto other DashBoard computers, click the **SAVE** button and specify a file name and path.  
**Note:** The mappings are specific to the controller(s) you configured. You can use the mappings on other DashBoard computers only if their controllers are the same model, or report the exact same controls.
Map Device Classes to Controllers

Camera functions that can be controlled by a USB controller fall into three groups; camera selection, camera motion (pan, tilt, zoom, and focus), and paintbox controls (lens iris and shading/paint controls). Depending on the USB controller(s) available, you can control all functions with a single controller, or add a separate controller for each group of functions.

To map device classes to one or more controllers:

1. In the **Component Tree**, within the **DashBoard Services** node, double-tap **Device Class Mappings**.

   The **Device Class Mappings** interface appears (**Figure 46**).

   ![Device Class Mappings](image)

   **Figure 46 - Device Class Mappings for a USB controller**

2. If you plan to use the controller to adjust lens iris, in the **paintbox** row set **Selected Device** to the controller you are configuring.

   **Tip:** If a class you want to map is already mapped, click **Clear Selection** and then map it to the controller.

3. If you plan to use the controller to move cameras (pan, tilt, zoom, focus), in the **ptzjoystick** row set **Selected Device** to the controller you are configuring.

4. If you plan to use buttons on the controller to select cameras in the PIVOTCam panel, in the **selector** row set **Selected Device** to the controller you are configuring.

Configure Relationship Between Camera Selection and UI Focus

You can configure how the user interface interacts with the controller, to achieve your choice of the following options:

- The controller can select and control cameras **ONLY IF** the PTZ Camera Control panel is the active DashBoard application (in focus).
- The controller can controller to select and control cameras regardless of what DashBoard application is active (in focus).
- If a controller button configured to open a device view or panel is pushed, that device view or panel becomes active (in focus)
To configure the relationship between camera selection and UI focus:

1. In the **Component Tree**, expand the **DashBoard Services** node, and then double-tap **Selector UI Mappings**.
   
   The **Selection Mapping** interface appears (Figure 47).

   ![Figure 47 - UI Follow and Autowire settings](image)

2. Choose one of the following options and tap the corresponding button:

   - **Autowire Follows UI ON**
     
     If you select this option, you cannot use the controller to select and control cameras unless the PTZ Camera Control panel is the active DashBoard application (in focus).
     
     This option helps prevent accidental movement of cameras while the operator is using other DashBoard panels or device views. It also ensures that the PTZ Camera Control panel is always readily available while you are controlling cameras.

   - **UI Follows Selection OFF**
     
     If you select this option, you can use the controller to select and control cameras regardless of which panel or device view is active (in focus).
     
     This option enables you to use the PTZ Camera Control panel and other DashBoard panels or device views for other tasks while you use the controller to select and control cameras.

   - **UI Follows Selection ON**
     
     If you select this option, whenever a configured button opens a DashBoard panel or device view, that panel or device view becomes active (in focus). If the PTZ Camera Control panel is active and you press a controller button to open a different panel or a device view, the PTZ Camera Control panel loses focus.
     
     Use this option if you want to configure otherwise unassigned controller buttons to open DashBoard panels and device views on demand, such as Carbonite control, or the PTZ Camera Control panel.
Map Buttons for Camera Selection
This procedure applies if your system has multiple cameras and you want to configure controller buttons to select them.

To map camera selector buttons:

1. In the **Selection Mapping** interface (Figure 48), tap the **Add Mapping** button.
   A new mapping row appears in the **Selection Mapping** table.

   ![Selection Mapping](image)
   
   **Figure 48** - Mapping cameras to camera selector buttons

2. In the new mapping, set **ID** to the camera ID number for a camera. Each mapping requires a unique ID.
   
   **Tip:** You defined the camera ID numbers as **Value on** settings for buttons, in a previous procedure (“Add Device Classes, and Map Controls to Parameters” on page 71).

3. Specify a **Name** for the mapping (optional).

4. For **UI Primary Identifier**, navigate to **Remote Control** for the camera to be selected.

5. Repeat the preceding steps for each camera selector button you want to configure.

6. If you want to save the mappings in a file that can be loaded onto other DashBoard computers, click the **SAVE** button and provide a file name and path.