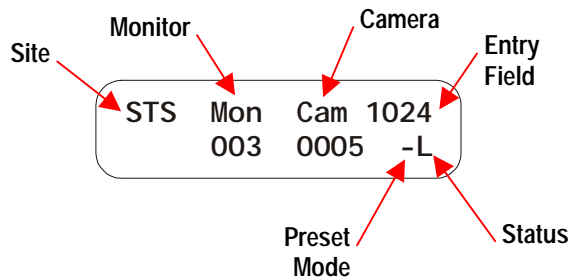# ADTTE TOUCH TRACKER®

Operator's Manual Addendum

This document updates information found in the ***ADTTE Operator's Manual*** (8000-2675-02). Keep this document with the Operator's Manual.

LCD Display

The LCD is divided into six functional areas: site, monitor, camera, entry field, status, and ***preset mode***. The following illustration provides an overview of the LCD.

Site (STS)	Three-digit field that provides the current status of the connected switching system. Refer to your switching system's operating instructions for information about the displayed status.
Monitor (MON)	Three-digit field that shows the monitor number currently being controlled by the TOUCH TRACKER. This monitor is also referred to as the "called" monitor.
Camera (CAM)	Four-digit field that shows the camera number currently being controlled by the TOUCH TRACKER. The information from the camera appears on the called monitor.
Entry Field	Displays the numbers entered by an operator from the TOUCH TRACKER numeric keypad. This field is limited to four digits.
Status	One-character field that shows the current state of the system. "P" appears during normal operation, "M" appears during system menu programming, and "L" appears when the keyboard lock is enabled.
Preset Mode	One-character field that shows the current state of the Shot function. Either "**-**" or "**+**" appears in this field. "**-**" indicates that the **Shot** button will recall a previously defined preset. "**+**" indicates that the **Shot** button will save the current position of the dome as a preset.

Locking / Unlocking Cameras

After calling a pan/tilt camera to view and control on a system monitor, press the **Lock** button to prevent other operators from controlling the movements of the camera. Other operators may call the locked camera, but they cannot control its movements.

Regardless of keyboard prioritization, only the keyboard that locks a camera can unlock it. To unlock the camera, call the camera to the monitor and press the **Lock** button again.

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Working with Shots

A shot is a programmed video scene, based on a specific pan, tilt, zoom and focus setting, that can be recalled automatically. Shots are also referred to as *presets* or *targets*. Depending upon your system, you can have multiple pre-defined shots. Refer to the system operating instructions for additional information.

Setting Up Shots

Note: Shot programming is under keyboard lock protection. Refer in Chapter 2 for information about disabling the keyboard lock.

To set up a shot, do the following:

1. If the LCD displays *L*, enter the keyboard lock password, then press **Lock**. This switches the TOUCH TRACKER to programming mode.

2. Press the **+** button (located next to the upper right corner of the LCD). This switches the TOUCH TRACKER Shot function to "set" mode.

3. Use the number buttons to enter the camera number, then press the **Camera** button to select the camera.

4. Adjust the camera using the Tracker Ball, zoom, focus, and iris controls until you have the scene that you want to save.

5. Use the number buttons to assign a number this shot. Press **Shot** to save the scene.

When finished programming, enter the keyboard lock password and press **Lock** to prevent unauthorized access to the programming features.

Viewing Preset Shots

Note: If the lower right corner of the LCD displays *+P*, you must press **-** (located next to lower right corner of LCD) to switch the TOUCH TRACKER Shot function to "recall" mode.

To display a preset shot:

1. Use the number buttons to select the camera whose shot you want to display, then press the **Camera** button.

2. Use the number buttons to enter the shot number that you want to display, then press the **Shot** button.

The camera will immediately point to the preset shot, then zoom and focus automatically.

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