

ENGLISH

FRANCAIS

DEUTSCH

ESPAÑOL

ITALIANO



USER GUIDE

GUIDE DE L'UTILISATEUR

BENUTZERHANDBUCH

GUIA DEL USUARIO

GUIDA PER L'USO

M DEDICATED MICROS

Important Safeguards

READ INSTRUCTIONS All the safety and operating instructions should be read before the unit is operated.

POWER SOURCES This unit should be operated only from the type of power source indicated on the manufacturer's label.

SERVICING Do not attempt to service this unit yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

VENTILATION Ensure unit is properly ventilated to protect from overheating.

WARNING To prevent fire or shock hazard, do not expose this equipment to rain or moisture. The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user of this equipment that there are dangerous voltages within the enclosure which may be of sufficient magnitude to constitute a risk of electric shock.

REGULATORY NOTES FCC AND DOC INFORMATION (USA and Canadian Models Only)

WARNING This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

If necessary, the user should consult the dealer or an experienced radio/television technician for corrective action. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to identify and Resolve Radio-TV Interference Problems". This booklet is available from the US Government Printing Office, Washington, DC20402, Stock No. 004-000-00345-4.

This reminder is provided to call the CATV system installer's attention to Art. 820-40 of the NEC that provides guidelines for proper grounding and, in particular, specifies that the cable ground shall be connected to the grounding system of the building, as close to the point of cable entry as practical.

CE MARK

- This product is marked with the CE symbol and indicates compliance with the European Community EMC directive 89/336/EEC. A "Declaration of conformity" is held at Dedicated Micros Ltd., Pendlebury, Manchester M27 4FL.

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SYSTEM SPRITE

ENGLISH

Introduction

System Sprite video multiplexers provide multiscreen viewing and continuous, full-frame recording for standalone 9 & 16 camera, or multiple camera (c-bus/RS485) networked systems

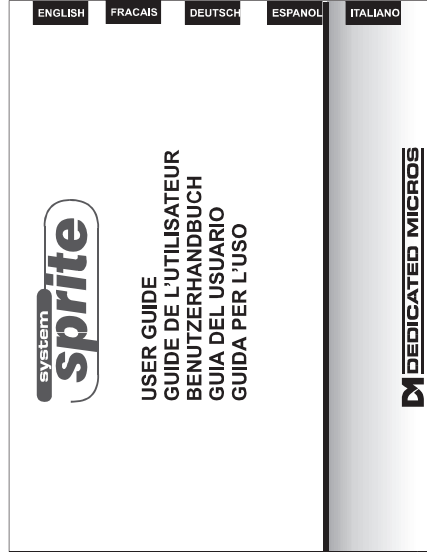
Standalone multiplexing is provided by front panel control keys. A variety of flexible networked systems can be developed by the integration of 3 key System Sprite 'building blocks'; a keyboard, a multiplexer and a monitor switcher. Fully integrated telemetry control of DM, BBV and Dennard receivers, as well as leading manufactures domes, is also available using the in-built telemetry joystick.

Benefits

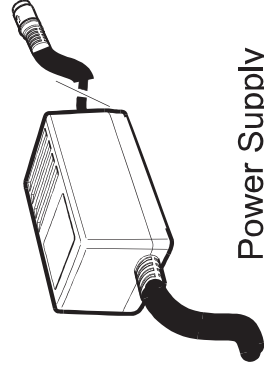
- **CHOICE OF FIVE LANGUAGES** - Menus can be displayed in English, French, German, Spanish and Italian.
- **FAST, AUTOMATED INSTALLATION** - With continuous ACD Automatic Camera Detection, VEXT VCR synchronisation and continuous camera signal sensing.
- **EASY PROGRAMMING AND OPERATION** - Delivered through user friendly menu system, intuitive keyboard design and scheduling options.
- **SOPHISTICATED ALARM RESPONSE** - Provides the ability to change the spot or main monitor on alarm, with automatic return to pre-alarm displays and user definable alarm duration.
- **INDIVIDUALLY PROGRAMMABLE ACTIVITY DETECTION** - Individual cameras can trigger minimum recording and individual relays, based on movement sensing.
- **MULTIPLE CAMERA C-BUS / RS485 NETWORKING** - Provides a simple way to link multiplexers and keyboards making it easy to extend or adapt installations.
- **INTEGRAL TELEMETRY CONTROL** - In-built telemetry joystick can control a range of DM, BBV and Dennard telemetry receivers for fixed and variable speed pan / tilt / zoom cameras as well as a number of leading manufacturers high and variable speed dome cameras.

Unpacking the System Sprite

Please check that all the items shown below are included.



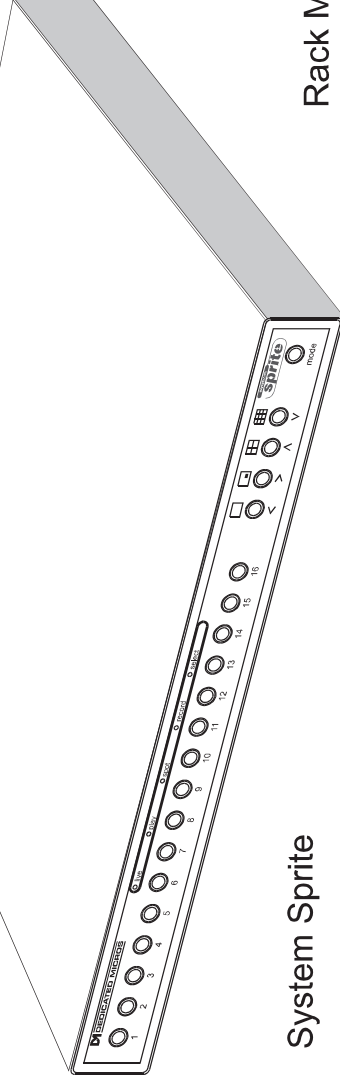
Handbook



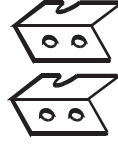
Power Supply



c-bus Cable



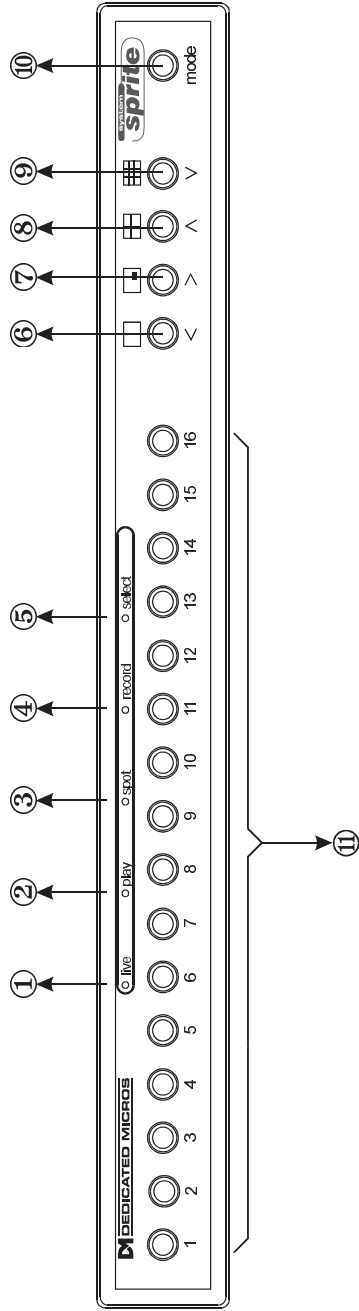
System Sprite



Rack Mounting Ears

System Sprite Front Panel

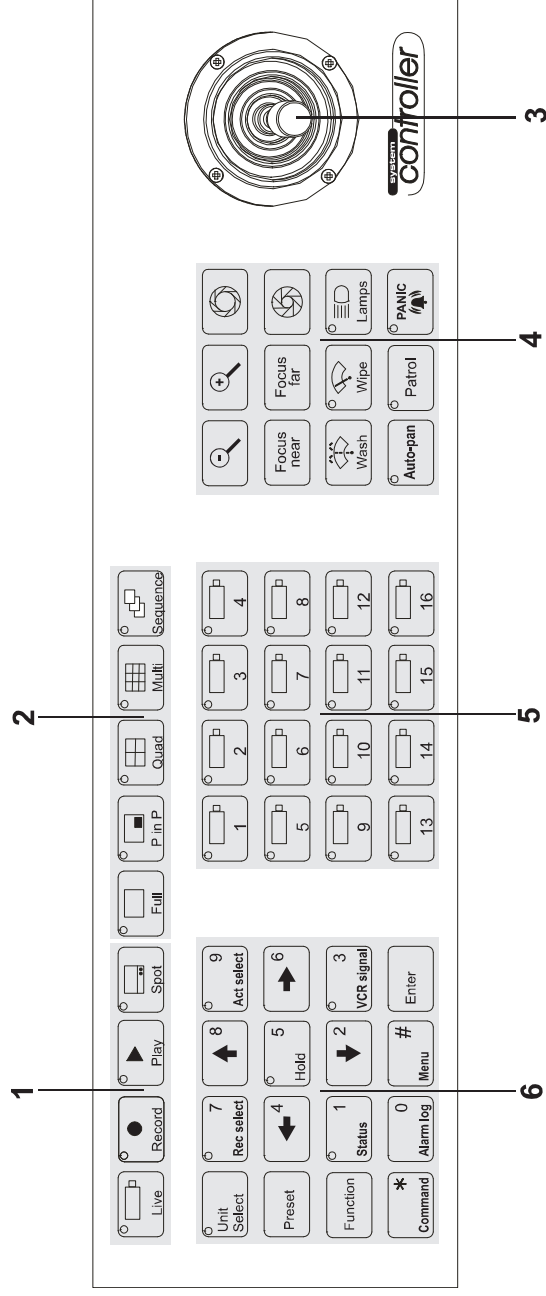
ENGLISH



1. Live mode indicator
2. Play mode indicator
3. Spot mode indicator
4. Record mode indicator
5. Select indicator, lights when editing the multi-screen choices.
6. First user selection key, used to select the Full screen options when operating the multiplexer or as the Left cursor key in the configuration menus.
7. Second user selection key, used to select the Picture in Picture (P in P) screen options when operating the multiplexer or as the Right cursor key in the configuration menus.
8. Third user selection key, used to select Quad (2x2) screen options when operating the multiplexer or as the Up cursor key in the configuration menus.

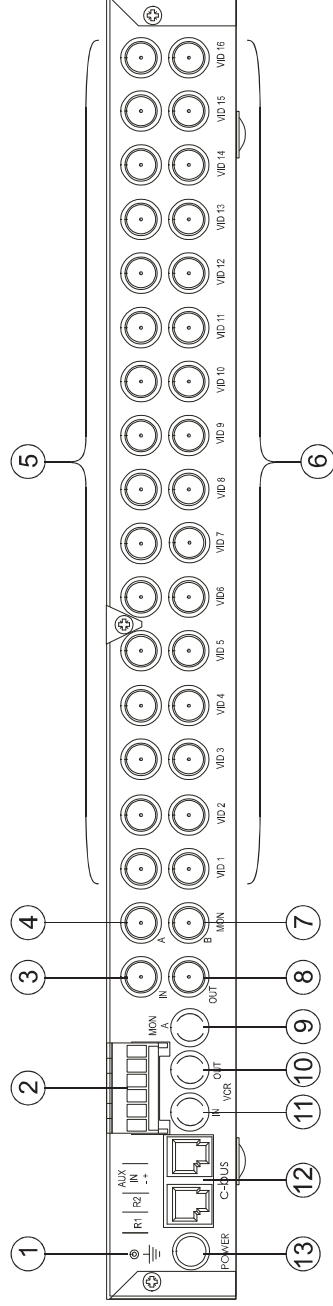
9. Fourth user selection key, used to select Multi screen options when operating the multiplexer or as the Down cursor key in the configuration menus.
10. Mode key. The mode key is used to change between the System Sprite modes at the touch of the button. Pressing and holding the mode key enters the System Sprite configuration menu system, it is then used to select the required menu or by pressing and holding again exits the menu system.
11. The Camera select buttons, mainly used when operating the multiplexer to select the camera to be viewed, but also used in the System Sprite configuration menus.

System Controller Keyboard



System Sprite Rear Panel

ENGLISH



1. Earth screw.
2. Video external pulse (VEXT) and Alarm Relays R1 and R2 contact connections.
3. VCR input connector, connected to the VCR's playback output connector.
4. Main monitor output, composite signal.
5. Nine or sixteen camera connectors, composite signal.
6. Nine or sixteen camera loop through connectors, composite signal. If used the 75Ω termination can be disconnected in software.
7. Spot monitor output, composite signal.
8. Video out, composite record signal to the VCR.
9. Main monitor S-VHS signal, Colour duplex models only.
10. VCR S-VHS out, record signal to the VCR. Colour models only.
11. VCR S-VHS in, playback signal from the VCR. Colour models only.
12. Dedicated Micros c-bus connectors, one of these two connectors is used for the optional System Controller keyboard. They are also used to simplify the connection of compatible components enabling flexible networks to be build using multiple multiplexers and controllers.
13. Power connector, the supplied power supply is connected here.

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System Sprite Rear Panel

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Installing your System Sprite

Connecting cameras

Connect cameras to System Sprite video inputs marked “VID 1 to VID9 or VID16” (item 5 on page 5). Each camera input is automatically terminated. Termination can be switched off in the configuration menus if the inputs require looping through to other equipment.

Connecting monitors

Main Monitor: Connect the Sprite video output marked “MON A” (item 4 on page 5) to the Main video monitor. The Main monitor displays full, picture in picture, quad and multi-screens. This output should be terminated at the video monitor.

Main Monitor (*S-VHS, Colour duplex models only*): The main monitor on colour models can be connected using S-VHS (sometimes called s-video). This option has to be configured on the System Sprite before it is available, therefore, when installing the multiplexer connect both composite, as detailed above, and the S-VHS connections (item 9 on page 5). Complete the installation and configuration and then, if required, remove the composite video connection.

Spot Monitor: Connect the Sprite video output marked “MON B” (item 7 on page 5) to the Spot monitor. The Spot monitor provides an independent full screen display, which can be set to display alarms. This output should be terminated at the video monitor.

Connecting the Video recorder

Composite video connections (all models)

Connect the System Sprite video output marked “VCR OUT” (item 8 on page 5) to “VIDEO IN” on the video recorder. This output should be terminated at the VCR.

Connect “VIDEO OUT” on the video recorder to the video input marked “VCR IN” (item 3 on page 5) on System Sprite.

S-VHS video connections (*colour models only*)

If the VCR supports S-VHS then System Sprite colour models can be connected using this type of connection.

Connect “VCR OUT” (item 10 page 5) to the “S-VHS IN” (S-video) on the VCR.

Connect “S-VHS OUT” on the VCR to the “VHS IN” (item 11 on page 5) on the multiplexer.

During configuration change the VIDEO RECORDER menu, video source option from composite to S-VHS.

Camera Switch Pulse (VEXT)

Connect the “Signal” from “CAMERA SWITCH OUT” on the video recorder, to the auxiliary terminal marked “AUX +” on the System Sprite (item 2 on page 5). Connect the “GROUND” from “CAMERA SWITCH OUT” on the video recorder, to the auxiliary terminal marked “AUX -” on multiplexer. These connections automatically synchronise the System Sprite to the current VCR speed.

Connecting System Controller keyboard

The System Sprite Controller keyboard is connected to either of the two c-bus connectors (item 12 on page 5).

Connecting power

Connect the power lead from the external PSU supplied with the System Sprite to the socket marked “Power” (item 13 on page 5) on the System Sprite. This should be done before applying mains power to the PSU.

Configuring your System Sprite

Accessing the menu system

Pressing and holding the MENU key (System Controller keyboard) or MODE key (front panel) for approximately 3 seconds provides access to the menu system (Menu text seen on Main monitor screen).

Note: You will be prompted for a password if one has previously been set. Use the camera keys to enter the password and the MENU or MODE key when done.

Navigating the menu system

The menu system is built up of 'Pages' each page has a collection of similar functions grouped together. Pages are presented sequentially, to select the next page press the MENU or MODE key.

Each menu page is provided with a highlighted cursor which can be moved around the page using the Up, Down Left & Right cursor keys.

Menu pages are divided into two columns: The subject column provides the title of the function that you can setup, the edit column presents the options that can be changed for each function listed. The data within the edit column can be selected by moving the highlight onto the edit field. Once selected the Up and Down cursor keys run through the available options.

Editing Drop down Lists

Menu items containing multiple options present data in the form of a drop down list, an example of this is selecting a language:

Language:	Espanol	
	Italiano	
	English	(present selection highlighted)
	Francais	
	Deutsch	

Selecting the required option is completed by scrolling to the required option (Up and Down keys), then using the Left cursor key to select it. In this example the language in which the menus are displayed will immediately change to match your selection.

Editing Alpha Numeric options

Other menus, such as setting the time have multiple edit fields, i.e. each character is edited individually:

Time: 03:14

The Left and Right cursor keys are used to move the highlight onto the desired character. Use the Up and Down keys until the desired character is displayed. The Up and Down keys will auto repeat if they are held.

Pop up Box Menu

Menu items that require data entry or have several associated parameters provide an additional pop up menu into which the data is entered. An example of this is entering a password:

Menu Password Off

Again the highlight is moved onto the edit field (Off in this example) and the UP or DOWN key used to toggle the data within the field (On in this example). The menu item then requires data entry, in this example a password needs to be entered:

New password
Enter using CAM keys
Press MODE when done

Exiting the menu system

The menu system is automatically exited after all the pages have been viewed. You can however exit the menu system at any time by pressing and holding the MENU or MODE key for two seconds.

Time, Date And Language

This menu is used to setup the Time, Date, Language, and provides an option to change the format in which the date is displayed.

Time

The time should be entered in 24 hour format (HH:MM).

If the System Sprite has been installed as part of a multi-unit system, Unit 01 continuously updates both the Time and Date on all other networked units. The words “External Clock” will therefore appear against the Time and Date fields on unit 02 upwards.

Date

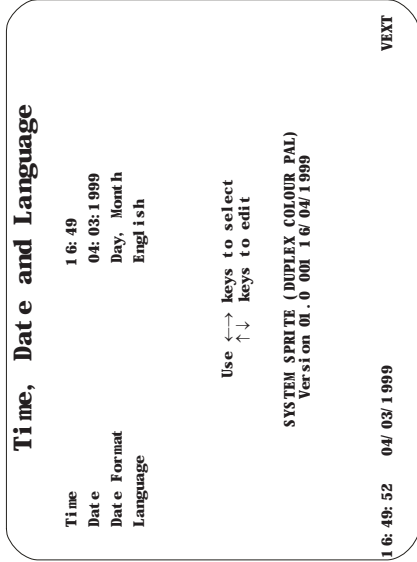
As default, the date is entered DD:MM:YYYY on PAL models and MM:DD:YYYY on NTSC models, although this can be changed using the Date format option below.

Date Format

The date format can be changed from Day, Month to Month, Day depending on regional preference.

Language

The System Sprite is capable of displaying the menus in a number of languages. Upon selection these are presented as a drop down list. The default is English.



- To Navigate

1

Use the UP/Down keys to select Option

2

Use the Right key to enter Edit Field

3

Use the Up/Down keys to edit.
- To Exit

Press the MODE key to select next Menu

or

Press and Hold the MODE key to leave menus.

Video Recorder

This menu is used to setup all the Video recorder options, such as Time lapse modes, recording speeds, and VCR type.

Aux Input use

The Auxiliary input can be configured for a number of uses:

- VEXT (VCR Signal)*** Allows the multiplexer to acquire its Time lapse mode information directly from the VCR (default).
- End of tape signal** Indicates that the VCR has no tape loaded or the tape has ended.
- Global alarm** Provides the multiplexer with a global alarm input, which on alarm will close the alarm relay. Recording then continues at the alarm record speed.
- None** The input is not used.

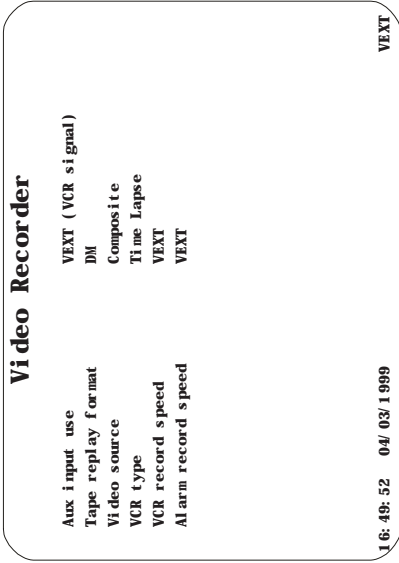
***Note:** If the VEXT (VCR Signal) is used in conjunction with the relevant connection to the VCR, the “VCR type”, “VCR record speed” and “Alarm record speed” settings are all automatically setup and should not be altered.

Tape replay format

The System Sprite is capable of replaying tapes recorded on DM (Dedicated Micros),default, and Robot type multiplexers.

Video source

- Composite** The default video source is composite, which is supported by all VCR’s.
- S-VHS** A S-VHS VCR can be connected using the S-VHS connectors and selecting the S-VHS option. (Colour models only)



To Navigate ① Use the UP/Down keys to select Option ② Use the Right key to enter Edit Field ③ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

VCR type*

The System Sprite will need to be configured for the VCR being used. The options available are:

Time lapse	Standard Time lapse recorders (default).
Real time	Standard virtual real time recorders.
User defined	Allows the installer to specify non-standard Time lapse settings. Selection of this option will pop up an edit screen which allows you to change the default time lapse (i.e. 3hr, 12hr, 24hr etc.) and the field delay (002, 005, 009 etc.) settings.

VCR record speed*

The record speed (Time lapse mode) on the multiplexer has to be adjusted to match that of the VCR.

This option provides a drop down list of popular Time lapse modes. Scroll to the required mode then select it by using the Left or Right cursor key. If the required Time lapse mode is not available, then select and edit the User defined Time lapse modes following the instructions above.

Alarm record speed*

The Alarm record speed (Time lapse mode) on the multiplexer has to be adjusted to match that of the VCR on alarm. Alarm recording options should be configured in conjunction with the Alarm relay output. This switches the VCR on alarm to its alarm time lapse mode. See page 18 for Relay R1 configuration details.

Camera Titles

The Camera titles can be up to twelve (12) characters in length and configured using the following available characters:

A-Z 0-9 / *) (& % # ! , . + and space.

Pressing and holding the Up or Down key will scroll through the characters quickly.

Pressing a camera key will provide a short cut to that camera's title.

Note: As default the camera titles are displayed on the main monitor and recorded to the VCR. If required, titles can be switched off, refer to the "Display Options" menu page 21.

On duplex models camera titles are always displayed, in double height format, on the Spot monitor display.

On simplex models camera titles are displayed, in double height format, on the spot monitor display in "Live" and "Play" modes only.

ENGLISH

Camera	Camera Titles
1	Camera 1
2	Camera 2
3	Camera 3
4	Camera 4
5	Camera 5
6	Camera 6
7	Camera 7
8	Camera 8
9	Camera 9
16:49:52	04/03/1999
TEXT	

To Navigate	1	Use the UP/Down keys to select Option	2	Use the Right key to enter Edit Field	3	Use the Up/Down keys to edit.
To Exit		Press the MODE key to select next Menu	or	Press and Hold the MODE key to leave menus.		

Version 1.0

Camera Titles

13

Camera Recording

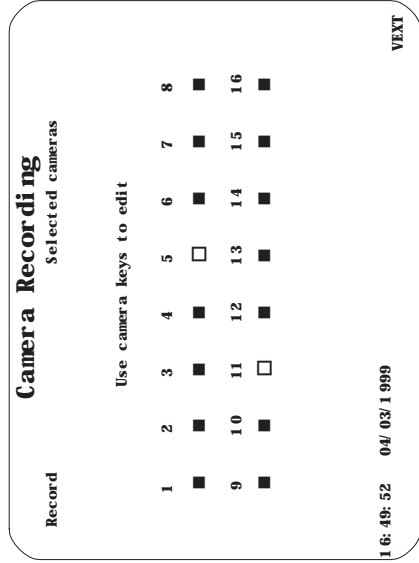
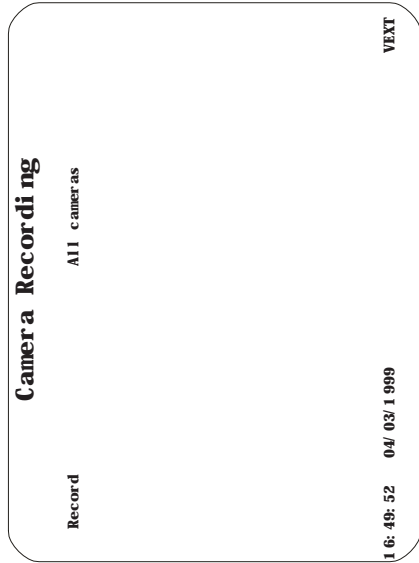
The System Sprite can be setup to record all cameras or selected cameras. All the cameras are recorded by default (upper menu).

To change the cameras to be recorded:

1. Press the Up cursor key to change the edit field to Selected cameras.
2. A menu will display the cameras to be recorded (Lower menu)
3. Press the camera key to toggle the camera in or out of the record sequence. This camera will be displayed behind the menu. (Cameras in the record sequence are denoted by a filled box).

In the example shown cameras 5 and 11 are not normally recorded.

Note: Any cameras taken out of the normal recording sequence will be recorded during an alarm or activity period, if it has an associated alarm or it has been set up for activity detection.



To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

Camera Viewing

The System Sprite can be setup to view all cameras or selected cameras. All the cameras are viewable by default (Upper menu).

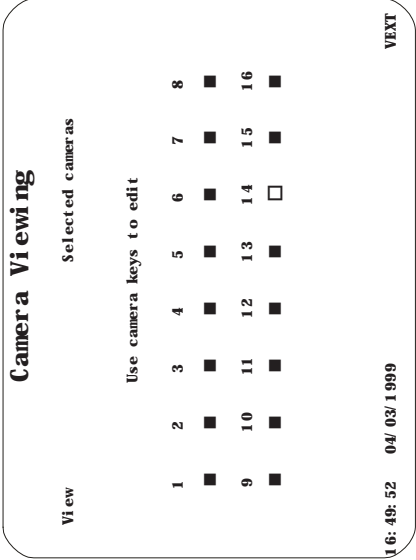
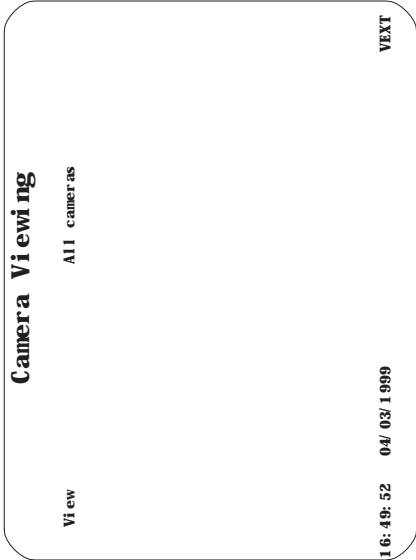
All cameras removed from viewing will not be seen on the main or spot monitors during “Live” or “Play” modes. Camera recording will continue as per the recording menu page 14.

To change the cameras to be viewed:

1. Press the Up cursor key to change the edit field to Selected cameras.
2. A menu will display the cameras to be viewed. (Lower menu).
3. Press the camera key to toggle the camera in or out of the viewed sequence. This camera will be displayed behind the menu. (Cameras in the view sequence are denoted by a filled box).

In the example shown camera 14 is hidden from view.

ENGLISH



- To Navigate

1

Use the UP/Down keys to select Option
- To Exit

2

Use the Right key to enter Edit Field
- 3

Use the Up/Down keys to edit.
- Press the MODE key to select next Menu
- or

Press and Hold the MODE key to leave menus.

Detection Periods

This menu is used to enable or disable the activity and alarm detection systems.

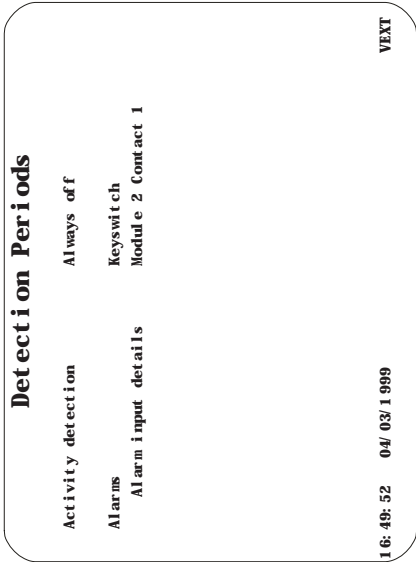
Options

The System Sprite has the ability to activate alarms and activity detection between specific times, the options include:

- Always off Disables alarms and activity detection (default).
- Always on Enables alarms and activity detection.
- On between This option allows the Alarms or Activity detection to be enabled between certain times of the day.
- Keyswitch Allows an alarm contact (keyswitch) or alarm panel set/reset trigger to enable and disable alarms and activity detection.

To change the detection periods:

1. Use the cursor keys to highlight the Activity detection or Alarm option.
2. Press the right cursor key to move the highlight onto the Activity detection or Alarm mode to be changed.
3. Use the up and down cursor keys to change the Activity detection or Alarm mode.
4. Selecting Keyswitch or On between modes, will display additional options (see below).
5. To exit the Activity detection or Alarms options setup press the right cursor until the next option is highlighted.



To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

To set up the c-bus Alarm module for keyswitch operation:

Note: The keyswitch contact can be wired into any of the 16 inputs of a c-bus alarm module.

- 1. Select the Keyswitch option in the activity detection or alarm mode.
- 2. Use the left or right cursor keys to highlight the module or contact to change.
- 3. Use the up and down cursor keys to change the module or contact number.

Refer to the Alarm module manual for connection details.

For example, if the keyswitch was wired into input 16 on alarm module 1, this option would be setup as":
Module 1 Contact 16.

Enabling the alarms and activity detection between certain times:

- 1. Select the On between option in the activity detection or alarm mode.
- 2. Use the left or right cursor keys to highlight the digits to be changed.
- 3. Use the up and down cursor keys to change the digits. Ensure the time is in 24 Hour format (HH:MM).

For example, to enable alarms at 18:30 (6:30pm) until 07:30 (7:30 am) this option would be setup as:

On between 18:30 and 07:30.

Alarm Actions

This menu is not displayed if the Alarms option in the Detection Period menu (page 16) is set to always off.

This menu is used to determine what action the multiplexer will take when an alarm is triggered.

Alarm dwell

The Alarm dwell is used to extend the length of the original alarm trigger. The dwell time range available is 000 (default) to 999 seconds.

Main and Spot monitor displays

The Main and Spot monitor displays can be selected to switch to a full screen image of the armed camera(s). The options available are:

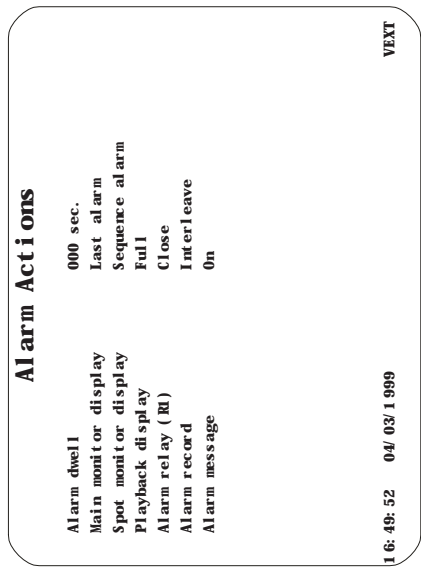
- Last alarm Displays pictures from the last alarmed camera (default).
- Sequence alarms Displays any simultaneous camera alarms in a sequence.
- Unchanged No change to the monitor on alarm.

Note: The Main monitor will automatically return to the previously displayed image when the alarm clears.

Playback display

All alarm events detected by the system are tagged when recorded to the VCR. When the tape is played back using a multi screen display, this recorded alarm tag can be made to switch the main monitor to Full screen. The options available are:

- Full Displays the alarm in Full screen (display).
- Unchanged Display remains unchanged on alarm.



To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

Alarm relay (R1)

The alarm relay (R1) is normally used to trigger a time lapse VCR into alarm record mode. The relay contact can be configured to trigger in a number of different ways:

- | | |
|---------------|---|
| Close | Relay closes on alarm (default). |
| Open | Relay opens on alarm. |
| Always closed | Relay always stays closed (relay will only open if power is removed). |

Alarm record

An alarm can change the way in which the multiplexer normally records, the available options are:

- | | |
|------------|--|
| Interleave | Alarmed cameras are recorded more often than non-alarmed cameras by inserting additional images from the alarmed cameras into the record sequence (default). |
| Exclusive | Records images only from alarmed cameras. |
| Unchanged | Alarmed cameras do not affect the recording sequence. |

When the alarm is cleared the multiplexer will return to its normal recording sequence.

Alarm message

On alarm the word “ALM” is normally displayed on the Main monitor or Spot monitor displays. This provides an additional prompt that alarm images are being viewed. If required the alarm message can be switched off. The options are:

- | | |
|-----|--|
| On | Alarm notification is displayed on screen (Default). |
| Off | Alarm notification is not displayed on screen. |

Note: If the Main or Spot monitors displays are set to be “unchanged” then the alarm message will not be displayed on the corresponding monitor.

Alarm to Camera Presets

This menu is not displayed if the Alarm option is set to “Always off” in the Detection Periods menu. (Page 16).

The System Sprite is capable of recalling a Telemetry preset position when an alarm is triggered.

To select the alarm preset position:

1. Use the up and down cursor keys to highlight the camera number you wish to change or press the camera key.
2. Press the right cursor key to move the highlight onto the Alarm to preset option.
3. Use the up and down cursor keys to change the Alarm to preset option to On.
4. Press the right cursor key to highlight the Preset No. Option.
5. Use the up and down cursor keys to change the preset number.

Repeat the instructions above for all cameras to be edited then press the MODE key to go to the next menu or press and hold the MODE key to exit the menu system.

Alarm to Camera Presets		
Camera	Alarm to Preset	Preset No.
1	off	00
2	off	00
3	off	00
4	off	00
5	off	00
6	off	00
7	off	00
8	off	00
9	off	00
16:49:52	04/03/1999	VEXT

To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

Display Options

This menu allows adjustments to the way the screen is presented.

P in P position

The System Sprite can present the Picture in Picture segment as follows:

- Bottom right Picture in picture displayed in bottom right corner (Default).
- Bottom left Picture in picture displayed in bottom left corner.
- Top right Picture in picture displayed in top right corner.
- Top left Picture in picture displayed in top left corner.

Quad sequence

This option determines how a Quad display will sequence, the options available are:

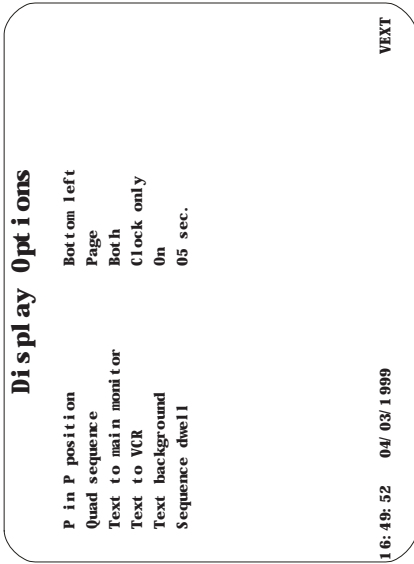
- Segment Only one of the Quad segments will sequence (Default).
- Page The whole quad page will sequence at the same time, showing cameras 1-4, 5-8 etc.

Text to main monitor

This option allows time and date and camera titles to be added or removed from the main monitor display. The options available are:

- Both Time and date and camera titles are displayed on the main monitor (Default).
- Title only Only the camera titles are displayed on the main monitor.
- Clock only Only the time and date are displayed on the main monitor.
- None Neither the camera titles or the time and date are displayed.

To Navigate	1	Use the UP/Down keys to select Option	2	Use the Right key to enter Edit Field	3	Use the Up/Down keys to edit.
To Exit		Press the MODE key to select next Menu	or	Press and Hold the MODE key to leave menus.		



Text to VCR

This option allows time and date and camera titles to be added or removed from the VCR output. The options available are:

- | | |
|------------|---|
| Both | Time and date, and camera titles are displayed on the VCR output (Default). |
| Title only | Only the camera titles are displayed on the VCR output. |
| Clock only | Only the time and date are displayed on the VCR output. |
| None | Neither the camera titles or the time and date are recorded. |

Text background

This option allows the text background to be enabled or disabled on the main and spot monitor displays.

The options available are:

- | | |
|-----|--------------------------------------|
| On | A black bar appears behind the text. |
| Off | The text background is transparent. |

For convenience menu text is always presented as foreground to a black bar.

Sequence dwell

The Sequence dwell timer is a global timer for all sequence displays on both the main and spot monitors.

The range is: 01 to 99 seconds.

System Options

Unit number

Up to 16 System Sprites can be connected together and controlled from one or more keyboards. Each multiplexer needs a unique unit number. The Unit number is between 01 (default) and 16.

Note: The Unit number is only applicable if multiple System Sprites are connected on the same network. An example of a network is shown in Appendix A.

Menu Password

A password can be set to prohibit unauthorised access to the menu systems. The default setting is off.

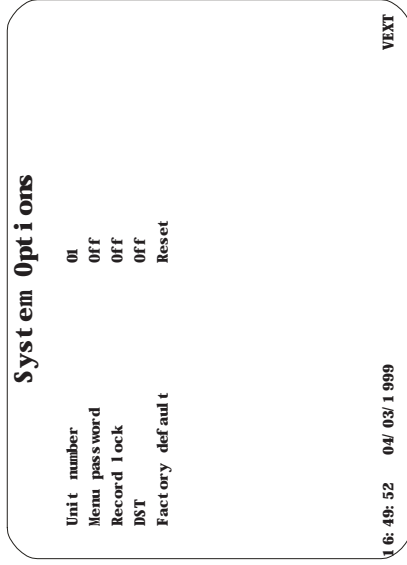
1. To set or change the menu password:
2. Use the cursor keys to highlight the Menu password option.
3. Press the right cursor key to highlight the Menu password selection.
4. Use the up or down cursor keys to bring up the New Password menu.
5. Use the Camera key numbers to enter a password of up to eight numbers.
6. Press the MODE/MENU key to enter the password.
7. When prompted re-enter the password to confirm and press the MENU/MODE key when complete.

Record Lock

A password can be set to prevent users from taking a simplex (SX) System Sprite out of record mode. The default setting is off. To set or change the record lock password:

1. Use the cursor keys to highlight the Record Lock option.

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New password

Enter using CAM keys
Press MODE when done

To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
To Exit Press the MODE key to select next Menu **or** Press and Hold the MODE key to leave menus.

2. Press the right key to highlight the Record lock selection, and press either the up or down key to show the password menu, then follow the instructions in steps 5 to 7 above.

DST (daylight saving time)

The DST function provides advance programming of the date and time for the next DST adjustment.

1. Use the cursor keys to highlight the DST option.
2. Press the right cursor key to highlight the DST selection.
3. Use the up or down cursor keys to bring up the Daylight saving menu (Shown right).
4. Use the up or down cursor keys to highlight the option to be changed.
5. Press the right cursor key to highlight the DST selection to be changed.
6. Use the cursor keys to edit the date field, this will be in the date format set in the Time, Date and Language menu.
7. Press the right cursor key to move to the time field and use the cursor keys to set the time the change is to happen.

Daylight saving			
DST	off	00:00	00:00
DST spring	00:00	00:00	00:00
DST autumn	00:00	00:00	00:00
Press MODE when done			

Factory Default

FULL SYSTEM RESET	
To reset system, press and hold CALL for 5 seconds	
Press MODE to exit without resetting	

WARNING: The FULL SYSTEM RESET will return the unit to the factory settings. All previously defined settings will be discarded.

The Factory default option is used to clear the multiplexer of all user defined settings. On selecting the reset option, the reset instructions are displayed, as shown left.

Press and hold CAMERA 1 key for 5 seconds to reset the unit or press the MODE/MENU key to cancel the operation.

Camera Setup

This menu detects if a camera is present, and gives the user the ability to setup camera related parameters. Press the required camera key to edit that cameras properties.

Title

Each camera title can be up to 12 characters long and include:
A-Z 0-9 / *) (& % # ! , . + and space.

Input termination

If the cameras are to be 'looped through' to other devices, the camera will need to be unterminated (75Ω termination disabled). The System Sprite software has the ability to set the termination On or Off. The default setting is On.

Alarm input/polarity

The Alarm input/polarity option allows alarm inputs to be set as either normally open, normally closed, or off (default). Normally open alarms are open circuit when no alarm is present and close circuit when an alarm is present. Likewise, Normally closed alarms are close circuit when no alarm is present and open circuit when an alarm is present.

Alarm connection

If alarms are to be used, each camera needs to be configured with the alarm module and contact number. By default module 1 is used and the contact number is the same as the camera number, e.g. camera 2 would be:

Module 1 Contact 2.

Camera 1 detected

Title

Input termination

Alarm input/polarity

Alarm connection

Telemetry protocol

Camera video input

Camera 1

On

Normally open

None

None

Connected

Use camera keys to select the next camera

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To Navigate

1

Use the UP/Down keys to select Option

2

Use the Right key to enter Edit Field

3

Use the Up/Down keys to edit.

To Exit

Press the MODE key to select next Menu

or

Press and Hold the MODE key to leave menus.

Telemetry protocol

If telemetry cameras are being used, the camera will need to be configured to the correct telemetry signalling method. The telemetry options available are:

None	Telemetry not installed.
BBV	For use with BBV style coaxial telemetry receivers or dome interface RX100.
Pelco	For use with Pelco Spectra domes (coaxial).
DR4+/DTMF	For use with Dedicated Micros telemetry, c-bus or DTMF. Note the latter is connected to the System Sprite via the advance cti adapter.

Camera video input

Note: This menu option only appears if the selected camera has not been detected.

The System Sprite has an automatic camera detect (ACD) function, which can determine if a camera has been added or removed from the system. When a camera fails or is disconnected from the multiplexer, a camera fail alarm is triggered, and an onscreen “FAIL” message will be provided on the main monitor when that camera is selected or displayed. The associated camera indicator will flash on the System Controller keyboard.

To remove the camera fail alarm, select ‘Disconnected’ from the options.

As soon as the camera signal is re-connected, the System Sprite will automatically detect it and update its status to ‘detected’ and remove all camera fail indications.

Activity System Setup

This menu is not displayed if the Activity detection option in the Detection Periods menu is set to always off.

This menu is used to determine what action the multiplexer will take when activity is triggered.

Dwell time

The dwell time is used to extend the time of the initial period of activity. The dwell time range available is 00 to 99 seconds (the default is 5 seconds).

Activity record method

An activity event can change the way in which the multiplexer records, the available options are:

- Interleave Cameras with activity are recorded more often than non-activity cameras by inserting additional images from these cameras into the record sequence (default).
- Exclusive Records images only from cameras with activity for the duration of the event.
- Unchanged Cameras with activity do not affect the recording sequence.

On completion of all detected activity and associated dwell time periods the System Sprite will return to its normal multiplexing sequence.

Activity record speed

The Activity record speed (Time lapse mode) can be configured to match that set up as the Alarm record speed (see page 11). This is configured in conjunction with the Activity relay (R2) output to switch the VCR to its alarmed record mode. The default setting is 'unchanged'.

Activity System Setup

Dwell time	05 sec
Activity record method	Interleave
Activity record speed	Unchanged
Activity relay (R2)	Close
Extended relay function	Off
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NEXT	

- To Navigate ❶ Use the UP/Down keys to select Option ❷ Use the Right key to enter Edit Field ❸ Use the Up/Down keys to edit.
- To Exit Press the MODE key to select next Menu or Press and Hold the MODE key to leave menus.

Activity relay (R2)

The activity relay (R2) can be configured to trigger in a number of different ways:

- | | |
|-----------|-------------------------------------|
| Close | Relay closes on activity (default). |
| Open | Relay opens on activity. |
| Unchanged | Relay is not affected by activity. |

Extended relay function

Provides a single contact closure for each camera with activity detected. This option works in conjunction with a c-bus relay box. The length of time the relay closes depends on the dwell time in the Activity system setup menu. The default setting is off, module 1 to 16 can be selected, depending on the address of the relay module used. Please refer to the c-bus relay module for details on how to set this accessories address.

Activity Camera Setup

This menu is used to setup activity detection parameters for each individual camera input. Press the required camera key to edit that cameras properties.

Detection

Allows activity detection to be disabled for the chosen camera. Default setting is On.

Sensitivity

This option is used to set up the level of movement required to trigger the activity detection alarm. The settings available are:

- Indoor high (highest sensitivity, default).
- Indoor low.
- Outdoor high.
- Outdoor low.
- Very low (lowest sensitivity).

Activity grid

The System Sprite has an 8 by 16 activity detection grid, which can be adapted to produce a mask for each camera. Moving into this field automatically brings up the instructions for setting up the activity grid. Press the mode key to enter the activity grid set-up. Use the cursor keys to highlight a block and press a camera key to add or remove each block. On completion press mode to return to the menu above.

Activity test

This option is used to test the sensitivity and activity grid set-up. Use this option to tune the activity detection system for each camera. Moving into this field will display the selected camera full screen, with visual indication of the activity detected.

- To Navigate

1

Use the UP/Down keys to select Option
- To Exit

2

Use the Right key to enter Edit Field
- 3

Use the Up/Down keys to edit.
- Press the MODE key to select next Menu
- or

Press and Hold the MODE key to leave menus.

Version 1.0

Activity Camera Setup

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Activity Camera Setup

Camera 1

Detection
Sensitivity
Activity grid
Activity test

On
Indoor high
Set up
Walk test

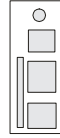
Use camera keys to select the next camera

16:49:52 04/03/1999

NEXT

Operating Your System Sprite

System Sprite can be operated from the front panel of the multiplexer, or from the System controller keyboard. The System controller gives user access to additional features that are not supported on the front panel keyboard. In these instances or where the operation differs from that of the front panel keyboard the keyboard icon will precede the following operational guidelines. E.g.



– System controller operation

The System Sprite can operate in the following modes of operation:

Live Mode

Provides ‘Live’ viewing of all camera images, denoted as available, for viewing in either Full screen, Picture in Picture, Quad or 9, 10 and 16 way Multi-screens. The setup menu is also accessed from ‘Live’ mode.

Record Mode

On Simplex (SX) models ‘Record Mode’ provides the full screen multiplex recording functions to the VCR. The user can select “Full” screen picture from any available camera or a full screen sequence of all available cameras on the Main video monitor.

On Duplex (DX) models ‘Record Mode’ is permanently enabled. This means that full screen multiplexed images are always sent to the VCR. This is indicated by the ‘Record’ LED being permanently illuminated.

Play Mode

Provides full play back of images that have previously been recorded to tape.

Spot Mode

Allows control of the Spot monitor display.

Operating in Live and Play Mode

Live mode provides access to various multiscreen displays, sequencing, and the Setup Menus. Entering 'Live' or 'Play' mode on a simplex unit will interrupt the full screen recording process. In this case the VCR will record the images displayed on the main monitor.

When in Live or Play mode you may want to:

- Change Screen modes.
- Change the camera positions in PIP, QUAD or multiscreen views.
- Freeze or hold an image.
- Electronically zoom into an image.
- Sequence cameras.
- Change the cameras in a sequence.
- Control Telemetry (System controller).
- Select another unit for control (System controller).

When in Live mode you may want to:

- Access the Menu system.
- View the system status.
- View the Alarm log (System controller).
- Use the short cut key to select the cameras to record (System controller).
- Use the short cut key to select the cameras with activity detection (System Controller).
- Use the Panic alarm (System controller).
- View the VCR signal (System controller).

Changing the screen modes

A System Sprite multiplexer is capable of displaying the cameras in various ways; full screen, Picture in Picture (P in P), as a quad (2x2), 9-way (3x3), 10-way (8+2) or 16-way (4x4). Each of these modes can display a sequence of cameras.

Full

To display a camera in full screen, press the required camera key.

Picture in Picture

The P in P key provides a picture in picture display on the main monitor. As default the PIP segment will display a sequence of all cameras excluding the one already displayed in the main picture area. Subsequent presses of the P IN P key will toggle the segment and main area camera images.

Quad

Pressing the Quad key provides a 2 x 2 picture display on the main monitor. Subsequent presses of the QUAD key will start and stop the quad sequence. As default the lower right segment of the quad display will sequence through all cameras excluding the three already displayed onscreen.

Multiscreen

Pressing the Multi-screen key displays a 9-way 3 x 3 display, subsequent presses will display a 16-way (4x4), and 10-way 8 + 2 display. As default the lower right segment of the 3 x 3 and the 8 + 2 displays will sequence through all cameras excluding the ones already displayed onscreen.

Screen editing within PiP, Quad and the Multiscreen displays

As default cameras are presented in numerical order within all multiscreen displays. This can be changed to suit individual customer or operator preferences.

To change the camera displayed within in a segment:

1. Select the PiP, QUAD or multiscreen format to be changed.
2. Press and hold the corresponding to the onscreen display. Eg: With a quad view displayed press and hold the QUAD key to edit it.

Confirmation of entry into screen setup mode is provided through both an onscreen prompt, and illumination of the “Select” LED on the front panel keyboard.

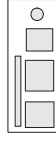
3. The camera number associated with the top left-hand segment is highlighted. Use the cursor keys to move this highlight to the desired screen segment.
4. Press the camera key to enter that camera into the highlighted segment.

5. Continue until the screen is set up as required.
6. Exit screen setup mode by pressing and holding the MENU/MODE key for approximately 3 seconds.

Note: If an actual camera is placed into the segments allocated for sequence within either the P in P or Multiscreen displays these sequences will not be available from the front panel keyboard. To return these sequence functions repeat the screen edit procedure above without selecting cameras into these segments.

Freezing the image

An image can be frozen in live and playback modes by double pressing (in rapid succession) the camera key in any screen mode. The word 'HOLD' is displayed in the top left hand corner of each held image. Pressing the camera key again will unfreeze the image, and remove the 'HOLD' text.



An image can be frozen in live and playback modes by simply pressing the HOLD key in any screen mode. The word 'HOLD' is displayed in the top left hand corner of each image. Pressing the HOLD key again will unfreeze the image, and remove the 'HOLD' text.

Electronically zooming into an image

The zoom function can be enabled by pressing the selected camera key again whilst in full screen mode. The cursor keys are used to move around the zoomed image. Pressing the camera key again will exit zoom mode.

Sequencing cameras

A sequence of cameras can be displayed on the main, spot, or both video monitors.

With a full screen image displayed on the main monitor, pressing the Full key will start a full screen sequence. Pressing any camera key will immediately stop the sequence.



To start the sequence on the main monitor, press the SEQUENCE key.

Pressing the SEQUENCE key within P in P, Quad and Multiscreen modes will start their allotted segment to sequence. All multiscreen sequences comprise all cameras excluding those already displayed onscreen. Releasing the SEQUENCE key will stop the multiscreen sequence.

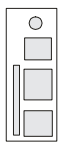
Changing the cameras in a sequence

Cameras can be included or excluded from the main monitor sequence by pressing and holding the FULL key. A menu item is displayed onscreen showing the cameras currently in the sequence. Press the desired camera key to include (filled box) or exclude (empty box) cameras from the sequence. Pressing and holding the MODE key exits the menu and returns the keyboard to normal operation.



The cameras can be included or excluded from the main monitor sequence by pressing and holding the SEQUENCE key. A menu item displayed showing the cameras in the sequence, press the desired camera key to include (filled box) or exclude (empty box) from the sequence. Pressing and holding the MENU key will remove the sequence menu.

Using telemetry



The System Controller is capable of controlling telemetry functions, see (page 38) 'A guide to operating telemetry'.

Accessing the Menu System

The menu system can only be accessed from live mode. Pressing and holding the MENU key (System controller) or MODE key (front panel) accesses the menu system.

Note: You will be prompted for a password if one has previously been set. Use the camera keys to enter the password, press the Menu or Mode key when done.

Viewing the System Status

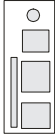
If an alarmed camera, or a camera fail is detected the first menu screen displayed when accessing the Menu System will be the Status information page. (shown upper right)



The system status can be viewed at any time during alarm or camera fail periods by pressing the STATUS key.

The example shown upper right shows an alarm on camera 5 and camera fail on camera 11.

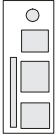
Viewing the Alarm log



The Alarm log (shown lower right) can be used to view the previous 100-alarm history log. These can be either ALARM01 – ALARM16 (individual alarm cameras), Panic Alarm, Global Alarm, or Tape out alarm. Each alarm is logged with a time, date set (ON) or reset (OFF) reference.

To remove the Alarm log from the screen, press and hold the MENU key.

Selecting another unit to control



Individual System Sprite selection and control in multiple networked unit applications is carried out using the “UNIT SELECT” key. To select another unit:

1. Press the UNIT SELECT key, the currently selected unit number will flash on the corresponding camera key, i.e. Unit 2 selected, camera 2 will flash.
2. Press the camera key of the corresponding unit number, the camera LED will flash quickly until the unit is logged on. The selected multiplexer is now under control. Should audible ‘beeps’ be heard whilst attempting to operate the keyboard, the log on process has not been successful and should be repeated.

System Status

Alarm Status															
1	2	3	4	5	6	7	8								
☐	☐	☐	☐	☒	☐	☐	☐								
9	10	11	12	13	14	15	16								
☐	☐	☐	☐	☐	☐	☐	☐								

Camera Status							
1	2	3	4	5	6	7	8
☐	☐	☐	☐	☐	☐	☐	☐
9	10	11	12	13	14	15	16
☐	☐	☒	☐	☐	☐	☐	☐

16:49:52 04/03/1999

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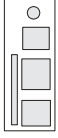
Alarm Log

13/04/99	14:56:35	Alarm 01	Off
13/04/99	14:50:29	Alarm 01	On
12/04/99	13:20:12	Panic	Off
12/04/99	13:16:43	Panic	On

16:49:52 04/03/1999

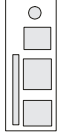
VEXT

Select the Cameras to Record



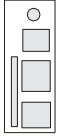
Pressing the “REC. SELECT” button provides a short cut to the “Camera Recording” set up menu, refer to page 14. Press and hold the MENU key to exit setup.

Select the Cameras with Activity Detection



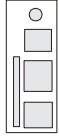
Pressing the “ACT SELECT” button provides a short cut to the “Activity System” setup menu, refer to page 27. Press and hold the MENU key to exit setup.

Using the Panic Alarm



The PANIC alarm button toggles the System Sprite into global alarm mode. When the PANIC button is enabled (LED illuminated) the System Sprite completes the actions associated with the Alarm relay (R1), and switches the VCD to alarm record speed. Refer to page 18 - Alarm Actions. Activation of the “panic Key” is also recorded within the Alarm log. A second press of the PANIC key clears the global alarm, extinguishes the LED and returns the multiplexer back to its normal operational status.

Using the VCR signal key



The VCR signal key provides user verification of the images being recorded to tape. Pressing and holding the key will display a quick succession of images that are being recorded. Releasing the key returns the keyboard back to normal operation.

Operating in Spot Mode

Spot mode is used to change the cameras displayed on the Spot monitor. The cameras can be displayed in full screen or as a full screen sequence.

To enter Spot Mode

Press the mode key until the Spot mode is activated (indicated by the Spot LED illuminating on the front panel).



Press the SPOT key on the keyboard.

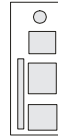
To Change the Camera viewed on the Spot Monitor

Enter Spot Mode as detailed above.

Press the desired camera key to display it on the Spot monitor.

To Show a Sequence on the Spot Monitor

To start the sequence on the Spot monitor, first select Spot Mode as shown above, then press the Full key to start the sequence.



To Start the sequence on the Spot monitor, first select Spot Mode as shown above, then press the SEQUENCE key.

To change the cameras in the Spot monitor sequence refer to the instructions in Live and Play mode, page 34.

To Exit Spot Mode

To exit spot mode, press the mode key until you have entered the desired mode.



Pressing the 'LIVE', 'RECORD' or 'PLAY' keys will exit 'Spot Mode'.

Guide to Operating Telemetry

The System controller keyboard is used to control the telemetry functions of the System Sprite. Telemetry will operate on both live main monitor and spot monitor modes.

Keyboard Controls

Joystick

The joystick is used to control the pan and tilt functions of telemetry cameras. It also provides proportional control of high and variable speed camera heads and domes. Speed control is gradual depending on the amount of movement on the stick towards its end stops.



Lens Keys

			There are six lens function switches on the keyboard, these provide zoom in, zoom out, focus near, focus far and iris expand and contract.
---	---	---	--

Note: Iris functions are only available on lenses that support auto-iris override functions.

		
---	---	---

Auxiliary Function Keys

There are four auxiliary functions supported by the keyboard:

Wash	Press and hold for washer motor to run.			
Wipe	Press to switch the wiper motor On, the LED illuminates, press again to switch the wiper motor Off.			
Autopan	Press to start camera autopan, the LED illuminates, press again to switch Off autopan. Note: Using the joystick temporary overrides the autopan facility.			
Lamps	Press to switch the lamps On, LED illuminates. Press again to extinguish the camera lamps.			

Please check the telemetry receiver manual for the auxiliary functions that it supports.

Presets

Presets are used to store the pan, tilt, zoom, and focus positions of a telemetry camera with a receiver with preset functions. The preset key has two functions recall and store.

To recall a preset: a single press displays an onscreen request to enter the preset number to be recalled.

To store a preset: pressing and holding the preset key displays an onscreen request to enter the preset number to store.

Preset numbers: The preset numbers are entered using the numeric keypad in 2 digit format. i.e. to enter preset 1 key in 01. Presets 01 - 16 can be entered using the camera keys.

Patrol

The patrol function provides a sequential run through all stored presets. Direct patrol facilities are not supported by the Pelco telemetry system, however, if patrol functions are required then the BBV RX100interface can be used.

The following will need to be setup before the Patrol function will operate:

- 1. Setup all required presets for the camera, see above.
- 2. Enter a delay or dwell period that the camera pauses for before continuing to the next preset, see patrol delay time below.

Entering a Patrol Delay Time

- 1. For DM/DTMF Use the * key symbol and the numeric keypad to enter the command:

*853xxx where xxx = 000 to 999 seconds

- 2. For BBV Use the * key symbol and the numeric keypad to enter the command:

*853xxx where xxx corresponds to the table below.

001	Random 0 - 100sec.	005	48sec.	009	96sec.	013	144sec.
002	12sec.	006	60sec.	010	108sec.	014	156sec.
003	24sec.	006	72sec.	010	129sec.	014	168sec.
004	36sec.	006	84sec.	010	132sec.	014	180sec.

- 3. For Pelco units using the RX100 interface follow the instructions in 2 above.

Additional telemetry commands can be sent to the camera head using star (*) commands, please refer to the table below.

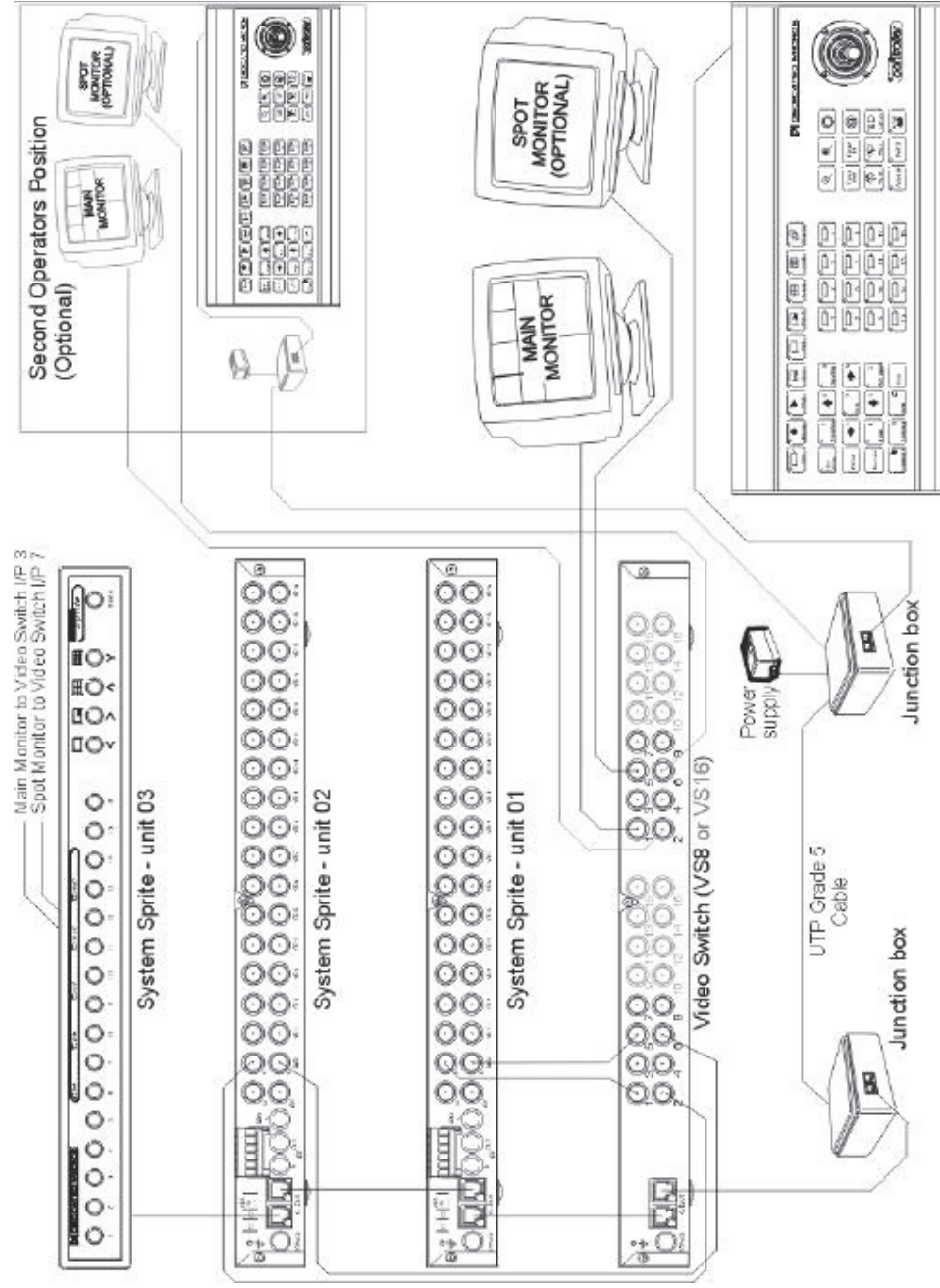
Additional Telemetry Commands

Please refer to the specific telemetry receiver manuals for a more detailed explanation of the functions listed below. The DM/DTMF receiver has an extended telemetry feature set that is beyond the scope of this manual, refer to the DR4 Receiver manual for full details.

Command	Range, if applicable	DM/DTMF	BBV	Pelco
*862005	-	Performs auto setup procedure including detection of all pan, tilt, lens feedback cabling and alarm contacts.	Performs self test of all telemetry receive functions	Performs a remote reset
*883xxx	DM/DTMF 000 to 099 BBV 000 to 015 Pelco 000 to 031	Erases a preset 000 = Preset 0 (Home) 099 = Preset 99	Erases a preset 000 = Preset 1 015 = Preset 16	Erases a preset 000 = Preset 1 031 = Preset 32
*881001	-	Clear all presets	Clear all presets	Clear all presets
*853xxx	001 to 999	Sets the delay time within a Patrol that the camera dwells on a preset before continuing. Range 001 - 999 seconds.	Sets the delay time within Patrol. Range 001 to 016, sets delay in increments of 12 seconds.	No Patrol supported.
*857xxx	001 - 099	Used to change the number of presets in a patrol from the default. "All presets stored". Range 001 to 099	Used to change the number of presets in a patrol from the default. "All presets stored". Range 001 to 015	No Patrol supported.
*889xxx	002 - 005	Not supported	All 4 commands used with the BX100 dome interface to set up receiver dome parameters, enter/exit menus etc.	Not supported

Appendix A: System Sprite Network

ENGLISH



Appendix B: Technical Specification

Video Inputs

9 or 16 individual 1.0V p-p composite 75ohm BNC inputs, termination can be disconnected in software, with loop through BNC connectors..

Video Outputs

Main Monitor (Mon A) Composite video, BNC connector, or S-video, 4pin mini DIN connector (Colour models only)
Spot Monitor (Mon B) Composite video, BNC connector.

VCR connections

Inputs and Outputs

1.0V p-p composite 75ohm BNC input
or S-video 4pin mini DIN (Colour models only)

Alarm connections

Input: Rear panel AUX-/+ screw terminals for VCR pulse, tape out or global alarm.
Outputs: Two light duty relay outputs R1 and R2 (500mA 12V - 48V max.) can be used to set/reset VCR to a faster record mode or trigger external audible/visual alarms.

c-bus connections

Two MMJ connectors providing RS485 “A and B” signalling with an 8V dc output for local c-bus accessories.

Power Requirements

Supplied separate power supply with 5pin mini DIN connector.
Input: 90 - 240V AC 50-60Hz.

Temperature Range

Operating range: 0° to 40°C, 32° to 104°F.

Frame Stores

Colour

Sample rate 13.5MHz
S-video component type frame store
Recording method: UV(R-Y), (B-Y)
PAL sample/line: 720h x 512v, 256 grey levels 8bit luma
NTSC sample/line: 720h x 448v, 256 grey levels 8bit luma
NTSC & PAL: 16.8Million colours to CCIR 4:2:2 standard.

Monochrome

Sample rate 16MHz
CCIR sample/line 832h x 512v, 1024 grey levels 10bit luma
EIA sample/line 832h x 448v, 1024 grey levels 10bit luma.

Language Options

English, Francais, Deutsch, Espanol, Italiano

Physical characteristics

Height, Width, Depth
48mm(1¾") x 432mm(17") x 325mm(12¾")
Weight: 2kg (4.4lbs)
Colour: Warm grey.