Graphic
User
Interface

CM9760-GUI™
System 9760
Graphic User
Interface

Installation/User
Manual

C548M (12/97)

TABLE OF CONTENTS

LIST OF ILLUSTRATIONS

REVISION HISTORY

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Chapter One

CHAPTER ONE
System Overview

1. INTRODUCTION

The Pelco CM9760-GUI Graphics Controller is a new development in CCTV user interfaces. The Graphic Controller replaces a mimic panel with a windows based graphics system run on a PC.

The Graphic Controller contains maps that are used as backgrounds for installation/sites. Multiple maps can be used to represent divided or multistory complexes. Buttons are programmed onto these maps. When a button is clicked with the mouse, it activates a camera/monitor switch, or loads a new map onto the screen.

This manual details installation and operation instructions for the CM9760-GUI Graphic Controller program.

1.1 MAIN FEATURES

The main features of the CM9760-GUI Graphic Controller program are:

♦ Maps are designed by the site administrator to represent any desired layout. These maps are drawn using any standard draw/paint package.

♦ Programming of buttons and setting of workstation parameters are restricted to operators with the Administrator password.

♦ Commands and windows can be restricted from operators.

♦ Various camera-switching options are available to suit the requirements of operators.

♦ Pan/tilt/zoom facilities can be controlled, auxiliary functions operated and preset positions selected on cameras that possess these features.

♦ Alarms can be armed/disarmed and reset when they have been triggered.

1.2 OPTIONAL FEATURES

Optional features that increase the functionality of the Graphics Controller program include:

♦ A scaleable Video window that provides VGA resolution color pictures. An optional video card is required for this option.

♦ Warning sounds are produced when alarms are triggered or system errors occur.

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Chapter Two

CHAPTER TWO
Software and Hardware Installation

2. INTRODUCTION

The Graphics Controller software runs under Microsoft Windows Version 3.1 or above and requires an IBM compatible PC. Refer to System Requirements in Section 2.3 for full details on hardware and software requirements to run the CM9760-GUI Graphic Controller program.

2.1 HARDWARE INSTALLATION

2.1.1 PC
The Graphic Controller software runs on an IBM compatible PC. Refer to System requirements for detailed specifications.

2.1.1a Connection
Connection of a PC to a CM9760-CC1 is illustrated in Figure 2-1. Pin details are provided in Figure 2-2.

Figure 2-1: PC Connection to a 9760-CC1.
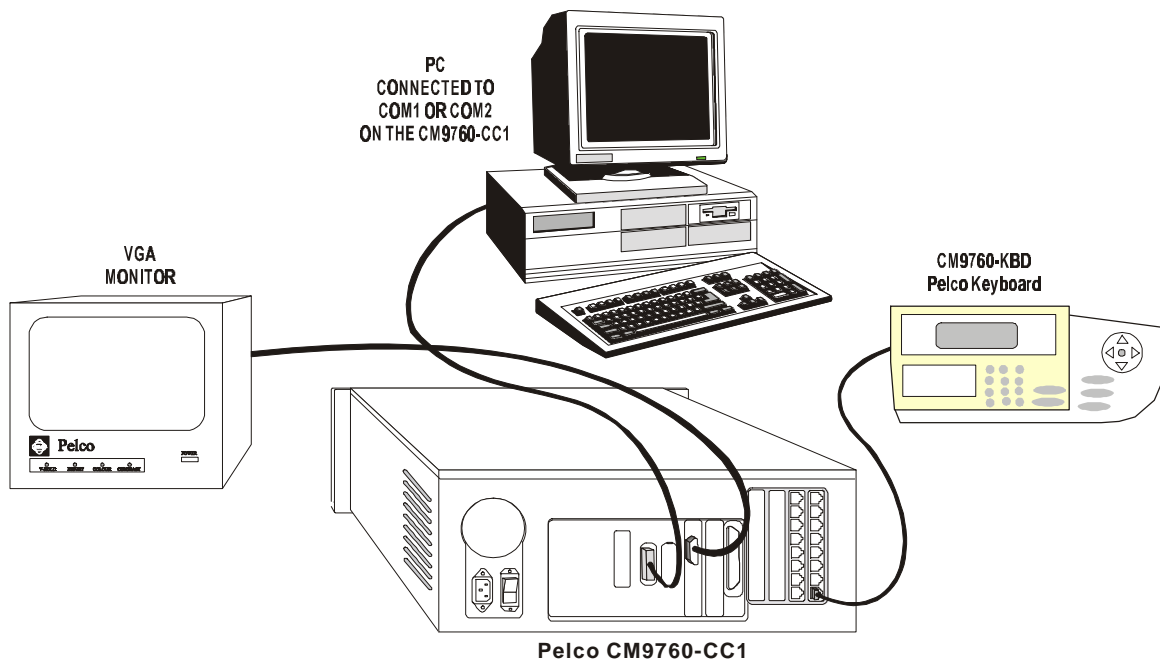
Figure 2-2: *Pin Details Between a PC and a 9760-CC1.*
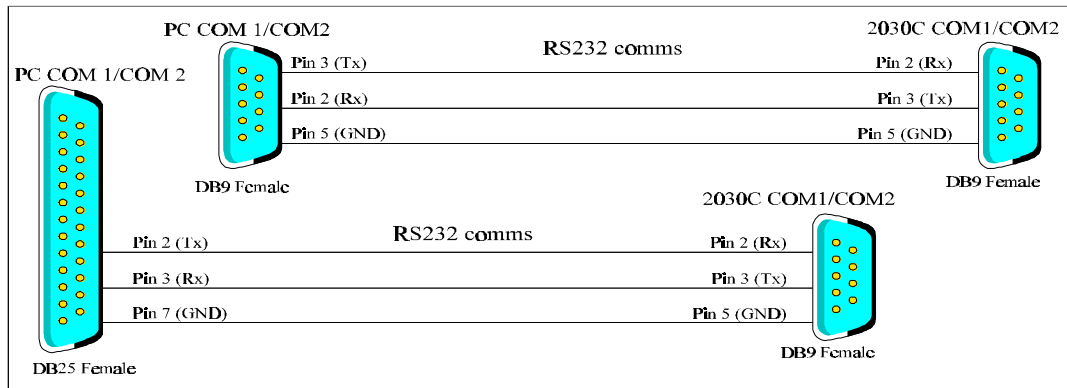
NOTE: *A level converter can be used to connect a PC to an RS422 Sercom port on the rear of the 9760-CC1.*

2.1.2 SVGA PC Monitor

The default setting for monitors when using the Graphic Controller program is 800 x 600 resolution with 16 colors.

If a Video Blaster card is installed in the PC, a screen resolution of 800 x 600 is the highest recommended. Higher resolutions can be used if an optional Video Blaster card **has not** been installed. Monitor resolution effects what size maps can be imported, therefore the optimum monitor resolution should be determined before maps are exported.

2.1.3 Video Blaster Card

Video pictures can be displayed in the Video window in the Graphic Controller program if an optional Creative Labs SE100 Video Blaster card is installed. Refer to the manual accompanying the video blaster card for installation instructions.

The video output from the Video Matrix Bay connects to the input RCA connector on the Video Blaster card (illustrated in figure 2-3). No external termination is necessary.

An optional composite color video monitor can be connected between the 9760-MXB (Video Matrix Bay) and the PC so the same image displayed in the Video window is always displayed on a monitor.

2.1.4 Sound

Sound from the PC is required to warn operators when an alarm is triggered or when system errors occur. There are two options currently available.

2.1.4a Sound Blaster Card (optional)
An optional sound blaster card provides sounds for alarms and system errors. Refer to the manual accompanying the sound blaster card for installation instructions.

2.1.4b Windows Sound
Windows sound is standard with Windows software. It produces sounds for system events. However, this option slows processing and may result in the system momentarily halting while sounds are produced. Refer to your Windows manual for set up information.

2.1.4c Sound Driver (future)
Dedicated sound drivers may be produced in future versions if required.

Figure 2-3: *Connecting a Video Blaster Card.*
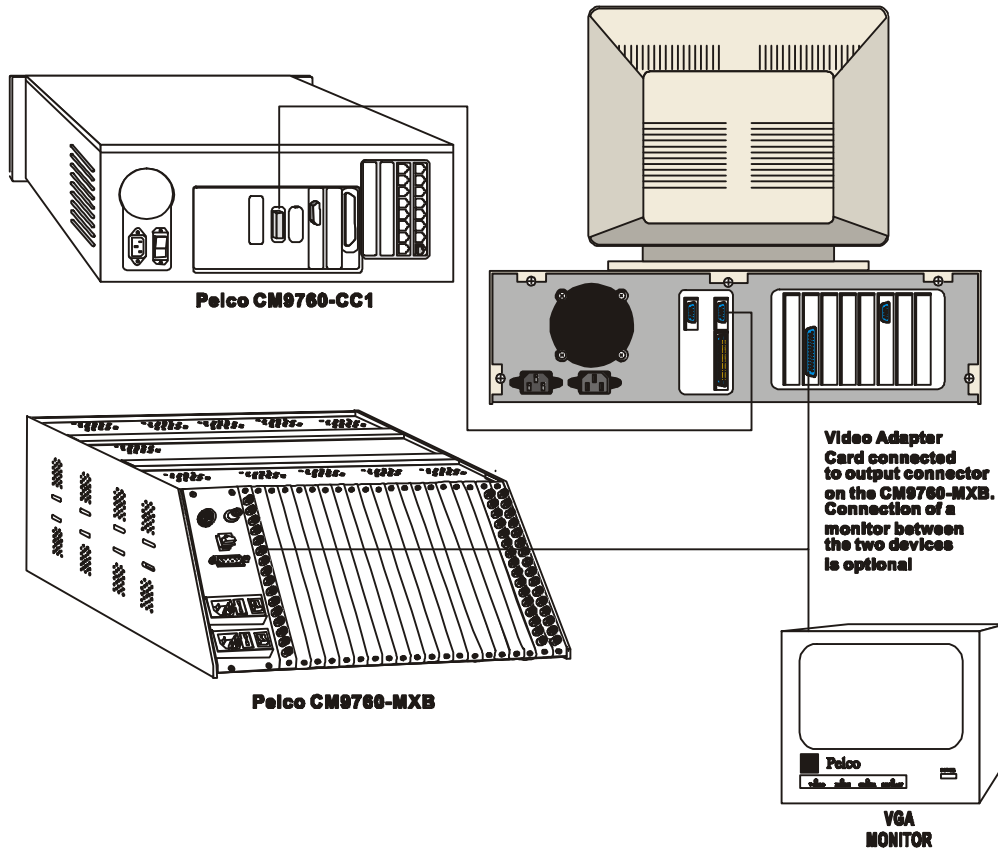
2.2 SOFTWARE INSTALLATION

2.2.1 Loading Software

All data on the Graphic Controller program disc should be stored in a directory on the hard drive, C:\Gcon is suggested. All maps and associated files must be stored in the same directory as the Graphic Controller program.

2.2.2 Installing Software

1. Install Windows and DOS software onto the computer and ensure both are operating correctly. Refer to manuals accompanying the software for installation instructions.

2. Create a **GCON** directory in C: drive (e.g., C:\GCON) and copy all files on the Graphic Controller software disk into this directory. Windows File Manager can be used to complete this step. Refer to the Windows manual for instructions on using File Manager.

3. The Graphic Controller program icon must be placed into the StartUp window in Program Manager in Windows. This automatically starts the Graphic Controller program whenever windows is started. The GCON.EXE file is used to create the icon. Refer to the Windows manual for instructions.

4. Using File Manager, copy the GCON.INI file from the Graphic Controller software disk into the Windows subdirectory.

5. To display your company logo on the Graphic Controller Log On window, rename your company logo bitmap **logo.bmp** and copy it to the same directory as the Graphic Controller program (e.g., C:\GCON).

NOTE: *The company logo should be sized to match the size of the default logo.bmp. The Graphic Controller program is ready to be customized. Refer to Chapter 3 for full details.*

NOTE: *The Graphic Controller program can also be started using Windows File Manager (Run). Select GCON.EXE in the directory where all Graphic Controller files are stored.*

2.3 SYSTEM REQUIREMENTS

IBM compatible PC

Motherboard:	Minimum 386DX- 40 MHz.
Memory:	4 Mb RAM (8 Mb RAM recommended).
Hard disk:	100 Mb minimum recommended. 2 Mb required for Graphic Controller program. Estimate 200 Kb per map (bitmap diagram). MS Windows and MS DOS requirements. Optional Sound and Video card requirements.

Serial ports: COM1:   Address: 2F8   IRQ: 4 (to CM9760-CC1)
                  COM2:   Address: 3F8   IRQ: 3 (to Mouse)

Parallel port:	1 x LPT1
Mouse:	1 x PC mouse (3 button mode supported and required).
Keyboard:	1 x AT compatible.
DOS:	Version 5.0 or later.
Windows software:	Version 3.1 or later.
GUI Software:	Graphics Controller software.

Monitor

Type:	Super VGA, 16 colors minimum (e.g. Trident 1 Meg Card).
Screen resolution:	800 x 600 (recommended).

Video option   Hardware: Video Blaster card — Creative Labs SE100.
                  Coax cable to matrix with BNC to RCA adapter.
                  Address: 2AD6
                  IRQ: 10

Software: Video Blaster Pro software.

Sound option
Hardware: Sound Blaster Pro Card.
                  Speaker system with 3 mm audio plug.
                  Address: 220 H
                  IRQ: 5
                  DMA: 1

Software: Sound Blaster Pro software.

Chapter Three

CHAPTER THREE
Maps and Administrator Features

3. INTRODUCTION

This chapter details how to customize the Graphic Controller program to suit an installation. The commands and windows detailed in this chapter can only be accessed by operators with Administrator authority (refer to Administrator Log On).

Normal operation of the Graphic Controller program is detailed in Chapter 4.

3.1 SET UP PROCEDURE

Before operators can begin normal operations, the following procedures must be completed:

1. The Graphic Controller software and hardware must be installed correctly (refer to Chapter 2 for instructions).

2. Maps that represent the installation must be designed (refer to Installation Maps).

3. Buttons for camera switching, alarms and areas (map loading) need to be programmed (refer to Buttons).

4. The Graphic Controller workstation needs to be set up; e.g., Comms port configured, access to menus and functions allocated/restricted from users (refer to Work Station Set Up).

5. The Pelco CM9760-CC1 must be operating correctly and configured to support the Graphic Controller (refer to the CM9760-CC1 manual).

3.2 ADMINISTRATOR LOG ON

3.2.1 Logging on as an Administrator

There are two log on options available to administrators:

1. To be able to add and program buttons, e.g.,. camera buttons:

   ⇒ (a) Ensure a checkmark appears in the box next to **Design** in the Enter PIN window. If no cross appears in the box, place the mouse cursor over the Design box and press the left hand mouse button once — a checkmark will appear in the box.

   ⇒ (b) Enter the Administrator password (default password is **Pelco**), then press **Enter**.

   ⇒ (c) Design Mode - Comms feature has been disabled**...** message will appear. This means the system cannot be accessed during this log in session; e.g., cameras can not be selected. Press **Enter** or click on **OK**.

2. To be able to access normal system features; e.g., camera switching, while in Administrator mode:

NOTE: *A PIN must be allocated to the Administrator for system features to be accessible (refer to Work Station Set Up).*

⇒ (a) Ensure the box next to **Design** in the Enter PIN window is not selected (i.e., no checkmark appears in the box). If a checkmark appears in the box, place the mouse cursor over the Design box and press the left hand mouse button once — the checkmark will disappear.

⇒ (b) Enter the Administrator password (default password is **PACOM**), then press **Enter**. All Administrator features are available in this mode with the exception that no buttons can be placed or programmed.

NOTE: *Refer to Change Administration Password to change the default password from PACOM.*

3.2.2 Administrator Screen

The screen illustrated in figure 3-1 appears when the administration password is used to log on to the system. This screen provides access to all programming features available in the Graphic Controller program (i.e., the Map, Button and Setup menu commands are available).

Figure 3-1: *Administration Main Screen*
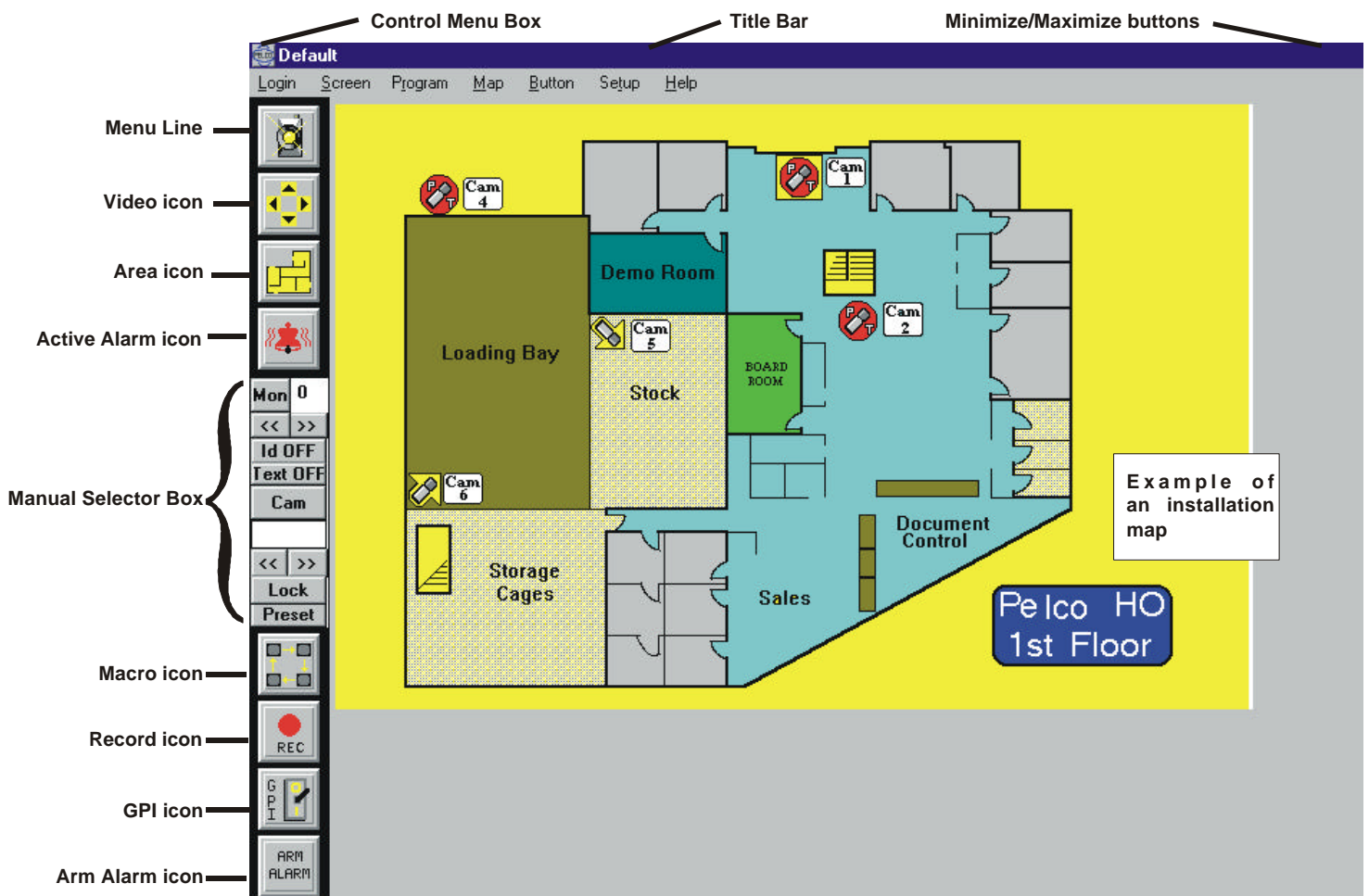
3.3 INSTALLATION MAPS

Maps are drawn for each location/site where a Graphic Controller program is installed. These maps are designed to accurately represent the physical installation.

3.3.1 Creating Maps

Any draw/paint package that can export bitmap (.BMP) files can be used to create an installation map (e.g., Paint Brush which is supplied with Windows). Some drawing packages provide more features and therefore are better than others.

NOTE: *Image resolution may drop in quality during the export filtering process.*

When creating installation maps, the following should be considered:

⇒ What areas should be illustrated? Should parking and other areas around the buildings be included?

⇒ How detailed should the map be? Details like doorways, tables, stairs etc. should be included if they make the map easier to identify.

⇒ What alarm and area buttons are required? All camera locations should be illustrated.

⇒ Can all the information fit onto one map? There are limitations on the number of buttons that can be added to each map (refer to Adding Buttons).

⇒ How much space should the map occupy on the main screen? If windows (e.g., the Video window) need to remain open, vacant space around the map may be required.

To create/edit a map:

1. Open the draw/paint software package that will be used to draw the installation map.

2. Draw the installation map. Architects drawings or plans of the building(s) may be helpful during this process.

3. Illustrate all camera positions on the map (dark blue is suggested). Area buttons (yellow is suggested) and alarm buttons (red is suggested) should be included as required. It should be remembered any shape or color can be used to depict items.

NOTE: *Buttons cannot be positioned on top of each other. If they are, only the top one can be activated.*

4. When complete, save the file to the same directory as the Graphic Controller program (C:\Gcon). The map should be given a meaningful filename; e.g., **first_fl.*** (DOS limits the length of the filename to eight characters, with a three character extension).

5. The map must now be exported as a bitmap (.BMP). Refer to Exporting Maps for detailed instructions.

3.3.2 Exporting Maps

When maps are exported they must be the correct size for the screen resolution of the PC monitor the Graphic Controller program is displayed on.

To export a map from a draw/paint package.

1. Follow the instructions on exporting provided in the graphics package being used. The file must be exported with the following parameters:

⇒ BMP format.

⇒ 16 colors.

⇒ 75 DPI. This is the maximum resolution possible with a Video Blaster card. If a Video Blaster card is not connected, higher resolutions can be selected.

⇒ Pixels = 640 x 531. If windows are required to remain open (e.g., Video window), the size of the map can be reduced so windows can be placed in the vacant space around the map. The reduction in size will depend on user requirements.

⇒ If the screen resolution of the monitor **is not** 800 x 600, the pixel size will need to be selected to suit the monitor.

2. Save the file to the same directory as the Graphic Controller program (e.g., C:\Gcon).

NOTE: *If maps are edited or changed at a later stage, remember to export an updated *.BMP file.*

3.4 FILES

The following files are required for each installation map:

♦ ***.bmp** = bitmap file of the installation map.

♦ ***.map** = details the position and function of camera/Macro buttons. This file is created by the Graphic Controller program when camera buttons are programmed.

♦ ***.alm** = details the position and function of alarms buttons. This file is created by the Graphic Controller program when alarm buttons are programmed.

♦ ***.are** = details the position and function of area buttons. This file is created by the Graphic Controller program when area buttons are programmed.

Where * is the name of each installation map (e.g., first_fl).

Large sites may require many installation maps to completely cover the entire installation.

All files should be stored in the same directory as the Graphic Controller program (e.g., C:\Gcon).

3.4.1 Saving Files

Whenever changes are made to buttons or the work station set up in the graphic Controller program, the file must be saved.

To save files:

1. Complete changes to the buttons and the work station set up as required.

2. When all changes are complete, select **Save Map** from the Map menu option. The Save Map & Details window (illustrated in figure 3-2) will appear. This command saves the *.MAP, *.ALM and *.ARE files (where * is the filename of the map currently displayed).

Figure 3-2: *Save Map and Details Window.*
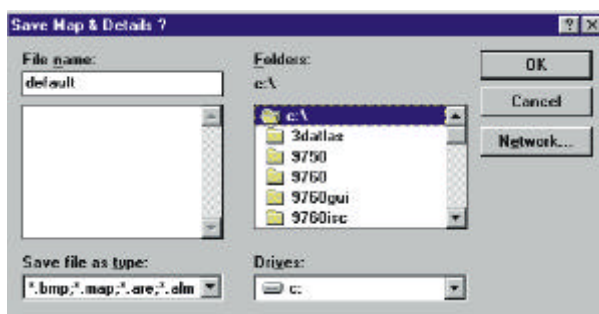
3. Ensure the correct drive is selected in the Drives box.

4. Ensure the directory where the Graphic Controller program is stored is selected in the Directories box (e.g., C:\Gcon).

5. Enter the name for the file in the File Name box. This name should describe the map; e.g., **first_fl**.

6. Click **OK** to save the changes. Click **Cancel** to abort the changes.

If the current session is exited and changes have not been saved, the Map/Screen Changed window (illustrated in Figure 3-3) will appear. Click **OK** to save the changes. Click **Continue** to abort the changes.

Figure 3-3: *Map/Screen Changed Window.*
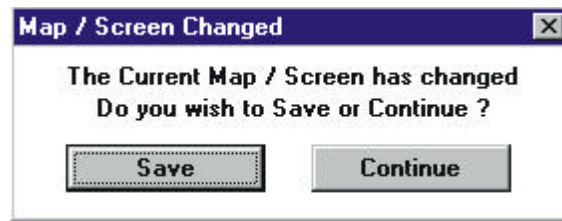
3.4.1a Default.bmp

The map that is to be used most frequently should be renamed **default.bmp**. The map, which is located in the same directory as the Graphic Controller program (e.g., C:/Gcon), will automatically be loaded when the Graphic Controller program is started. If a map called **default.bmp** cannot be found, a map will need to be loaded manually.

3.4.2 Loading Files

Files (maps) that have been saved previously can be loaded whenever required.

To load files (map):

1. Log on to the system using the Administrator password.

2. The default map should appear (i.e., the map named Default.bmp).

3. Select **Load Map** from the Map menu option. The Load Map & Details window (illustrated in Figure 3-4) will appear.

Figure 3-4: *Load Map and Details window.*
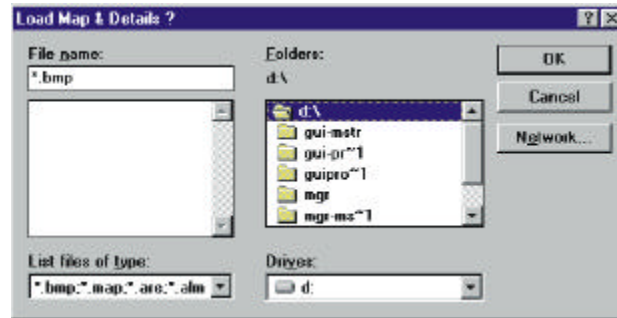
4. Ensure the correct drive is selected in the Drives box.

5. Ensure the directory where the file is stored is selected in the Directories box (e.g., C:\Gcon).

6. Enter the name of the required file in the File Name box.

7. Click to load the file. This command also loads the *.MAP, *.ALM and *.ARE files (where * is the name of the file loaded)

3.5 BUTTONS

Buttons are added to maps to perform commands on the 9760 system. There are three types of buttons:

1. **Camera/Macro buttons** are used to select cameras, move the cameras to a preset position and start/stop auxiliary functions on the camera.

2. **Alarm buttons** contain information on alarms. When an alarm is activated, the associated alarm button flashes to illustrate to the operator which alarm has been activated.

3. **Area buttons** provide a quick method of selecting another map. Area buttons are illustrated on in-stallation maps. When they are selected using the mouse, the appropriate map is instantly loaded.

3.5.1 Adding Buttons

To place a button:

1. Log on to the system using the Administrator password. The default map should appear.

2. If buttons need to be added to the map currently displayed, go to Step 4. If buttons need to be added to another map, go to Step 3.

3. To load another map, complete Steps 3 to 6 from Loading Files.

4. Ensure **Show Buttons** from the Screen menu option has been selected (i.e., a checkmark will ap-pear next to the option). All buttons will be displayed with their allocated number.

5. Select the required **place** option from the Buttons menu:
    ⇒ **Place Cam/Mim** to add a camera/Macro button.

    ⇒ **Place Area** to add an area button.

    ⇒ **Place Alm** to add an alarm button.

6. Place the mouse arrow in the top left most position that the button will occupy on the screen.

7. Press and hold down the left mouse button, then drag the mouse down and to the right until a rectangle appears where the button should be located. This rectangle can be resized as long as the left mouse button remains depressed.

NOTE: *If a button is placed on top of another button, only the top button can be activated in normal operation. When the black rectangle is the correct size, release the left mouse button. A button will appear on the map. This button cannot be resized any more. Refer to Removing Buttons if the placement is incorrect. The number on the button is the physical number of the button. The color of the button corresponds with its function:*

⇒ gray = camera/Macro button.

⇒ red = alarm button.

⇒ yellow = area button.

NOTE: *If unusually shaped buttons are required, multiple buttons can be placed on the map and then programmed to complete the same action; e.g., load the same map.*

9. Repeat Steps 6 to 9 to add more buttons. Up to 80 Camera/Mimic buttons, 24 Area buttons and 30 Alarm buttons can be added to each map.

10. When complete, select **Stop Placing** from the button menu option.

11. To add another type of button, repeat Steps 5 to 10.

12. When complete, save the file (refer to Saving Files).

NOTE: *If you attempt to to exceed the number of buttons allowed per map a "Limited to xx buttons" warning will appear on the screen.*

3.5.2 Removing Buttons

To delete a button from a map:

1. Log on to the system using the Administrator password.

2. If buttons on the map currently displayed need to be removed, go to Step 4. If buttons on another map need to be removed, go to Step 3.

3. To load another map, complete Steps 3 to 6 from Loading Files.

4. Select the required delete option from the Button menu:

⇒ **Delete Cam/Mim** to remove camera/Macro buttons.

⇒ **Delete Area** to remove area buttons.

⇒ **Delete Alm** to remove alarm buttons.

5. The Delete Button window will appear.

6. **a) To delete all buttons**:

⇒ Click on **>>All**. All button numbers will move from the From List to the Delete List.

⇒ Click on **OK**. Go to Step 7.

b) To delete selected buttons:

⇒ Position the mouse cursor over the button number that needs to be removed, then press the left hand mouse button to highlight the number.

⇒ When the required button number is highlighted, click on >>. The button number will move from the From List to the Delete List.

⇒ Repeat Steps (b)(i) and (ii) until all buttons that need to be deleted appear in the Delete List.

⇒ Click on .

NOTE: *Button numbers can be moved back from the Delete List to the From List by using the << and the << All buttons.*

7. Repeat Steps 4 to 7 to delete another type of button from the current map.

8. When complete, save the changes (refer to Saving Files).

3.5.3 Programming Buttons

Once buttons are placed on a map, they need to be programmed to perform the required function.

3.5.3a Alarm Buttons

To program an alarm button:

1. Log on to the system using the Administrator password.

2. If alarm buttons on the map currently displayed require programming, go to Step 4. If alarm buttons on another map require programming, go to Step 3.

3. To load another map, complete Steps 3 to 6 from Loading Files.

4. Ensure **Show Buttons** from the Screen menu option has been selected (i.e., a checkmark appears next to the option). All buttons will be displayed with their allocated number.

5. Select **Alarm Setup** from the Map menu option. The Alarm Setup window (illustrated in Figure 3-5) will appear.

Figure 3-5: *Alarm Setup Window*

6. Press << or >> until the required alarm button number is selected in the Button Number box.

7. When the required button number is displayed, click **Log. Alarm No**. The Select window (illustrated in figure 3-6) will appear.

Figure 3-6: Select Window.
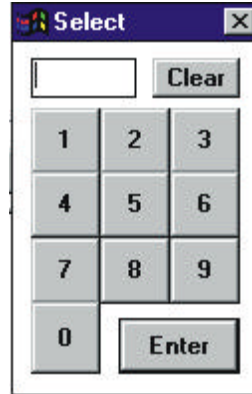
8. Position the mouse cursor over the digits in the Select window and press the left mouse button to enter the digits corresponding to the logical number of the required alarm. If an incorrect number is selected, click clear and repeat Step 8.

9. When the correct number appears in the number display, click **Enter**. Check that the correct alarm number appears in the Current Alarm box.

10. To program more alarms buttons on the current map, repeat Steps 6 to 10.

11. When all alarm buttons on this map have been programmed, click **Done**.

12. When complete, save the changes (refer to Saving Files).

3.5.3b Area Buttons
To program area buttons:

1. Log on to the system using the Administrator password.

2. If an area button on the map currently displayed needs to be programmed, go to Step 4. If an area button on another map needs to be programmed, go to Step 3.

3. To load another map, complete Steps 3 to 6 from Loading Files.

4. Ensure **Show Buttons** from the Screen menu option has been selected (i.e., a checkmark will appear next to the option). All buttons will be displayed with their allocated number.

5. Select **Area Setup** from the Map menu option. The Area Button to Map Allocation window (illustrated in figure 3-7) will appear.

Figure 3-7: *Area Button to Map Allocation Window.*
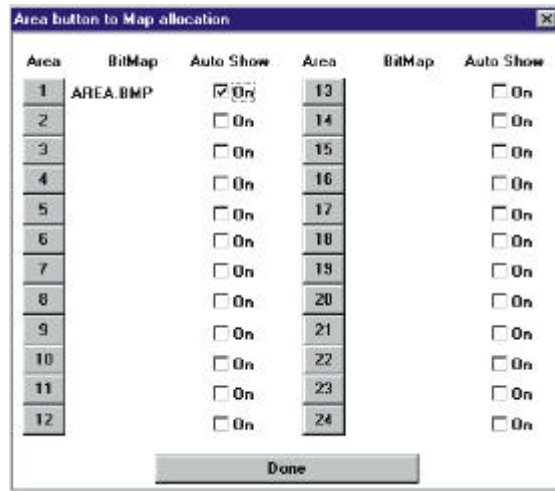
6. Click on an Area button that requires programming. The Save Map and Details for Area Window (Figure 3-8) will appear.

Figure 3-8: *The Save Map and Details for Area Window.*
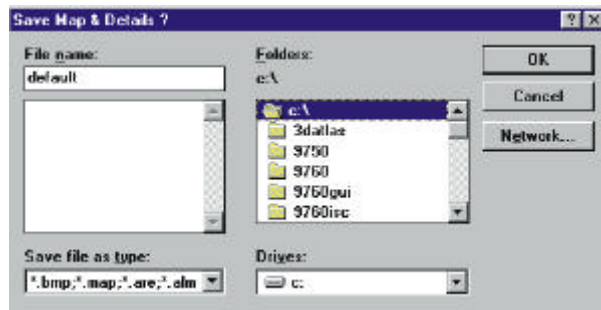
7. To select the installation map that will be loaded when this area button is clicked.

   ⇒ Ensure the correct drive is selected in the Drives box.

   ⇒ Ensure the directory where the map is stored is selected in the Directories box (e.g., C:\Gcon).

   ⇒ Ensure (*.BMP) is selected in the File Type box.

   ⇒ Enter the name for the file in the File Name box.

   ⇒ Click **OK** when complete. Click **Cancel** to cancel the command.

8. To program more area buttons on the current map, repeat Steps 6 to 8.

9. When all area buttons on this map have been programmed, click .

10. When complete save the changes (refer to Saving Files).

3.5.3c Camera/Macro Buttons
To setup Camera/Macro buttons:

1. Log on to the system using the Administrator password.

2. If the camera/mimic buttons on the map currently displayed need to be programmed, go to Step 4. If camera/mimic buttons on another map need to be programmed, go to Step 3.

3. To load another map, complete Steps 3 to 6 from Loading Files.

4. Ensure **Show Buttons** command from the Screen menu option has been selected (i.e., a check-mark appears next to the option). All buttons will be displayed with their physically allocated number.

5. Select **Cam/Mimic Button Setup** from the Map menu option. The Cam Button Setup window (illustrated in Figure 3-9) will appear.

Figure 3-9: *Cam Button Setup*

Current Cam/Mimic Box

"Auto Show"
Click this box if individual buttons are always to be displayed on maps
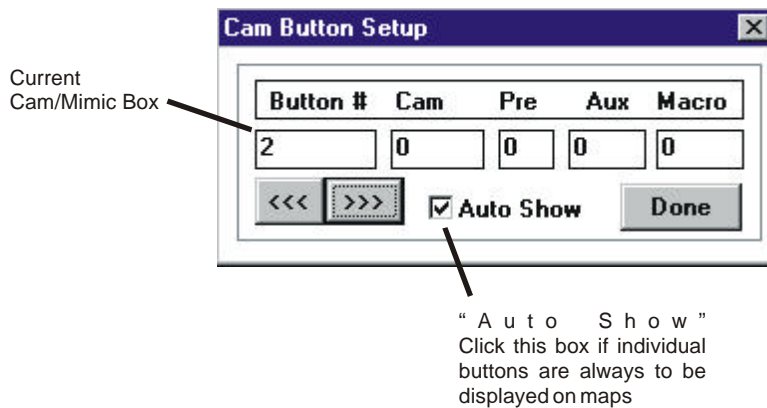
6. Press << or >> until the required button appears in the Current Cam/Mimic box.

7. If this button is required to select a camera or change the state of a camera auxiliary, go to step 8. If not, go to Step 9.

8. To select a camera or change the state of a camera auxiliary with this button:

    a) Select the **Cam** column. Enter the logical number of the required camera using the numeric keys on the keyboard.

    b) If the camera needs to be moved to a preset position, select the **Pre** column and enter the required preset position number.

    c) If an auxiliary needs to be operated, select the **Aux** column and enter the auxiliary number required. This option changes the state of the auxiliary entered (e.g., turns it ON if it is OFF, turns it OFF if it is ON)

NOTE: *Pressing TAB will move the cursor to the next column.*

9.   To program more buttons, repeat Steps 6 to 9.

10. When programming of all camera/mimic buttons is complete, click **Done**.

11. When complete, save changes (refer to Saving Files).

3.6 WORK STATION SET UP

The Administrator determines if operators have access to menu commands and function windows (e.g., Video window). They can also determine how the Graphic Controller program is initiated; e.g., does the Manual Selector window automatically load when an operator logs on.

Following are details on how to set up work stations to suit operator requirements. Access to the following commands and windows is only available when the Administration password is used to log on to the system.

3.6.1 Comm Port Setup

The Comms Port setup window sets the comms between the PC (the Graphic Controller program is running on) and the CM9760-CC1. This window should normally match the window illustrated in Figure 3-10 (i.e., COM1, baud 4800, 8 bits, parity even). The Setup 9760 Program window allows access for programming the Comms file with the same parameters (refer to The Comms File in the CM9760-MGR manual for more details).

3.6.1a Administrator Password

Allocating a PIN to the Administrator allows Graphic Controller commands; e.g., camera switching, to be completed by the Administrator when they log on to the system (in non-design mode). Refer to Administrator Log On for more information.

Figure 3-10: Comm Port Setup window.
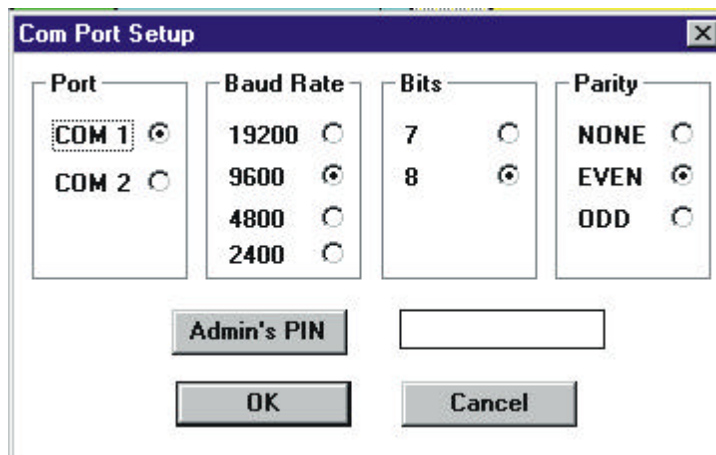
3.6.2 Control Button Setup

Operators can be allocated/restricted access to windows using the Control Button setup.

To allocate/restrict access to a window:

1. Log on to the system using the Administrator password.

2. Select **Control Button Setup** from the Setup menu option. The Button Selection window (illustrated in Figure 3-11) will appear.

Figure 3-11: *Button Selection Window.*

3. "**Not Used**" or the window name will appear in the eight selection boxes.

Click to open the window that allocates/denies access to windows

Various Window Boxes

This example illustrates that operators have been denied access to the Arm Alarm Window
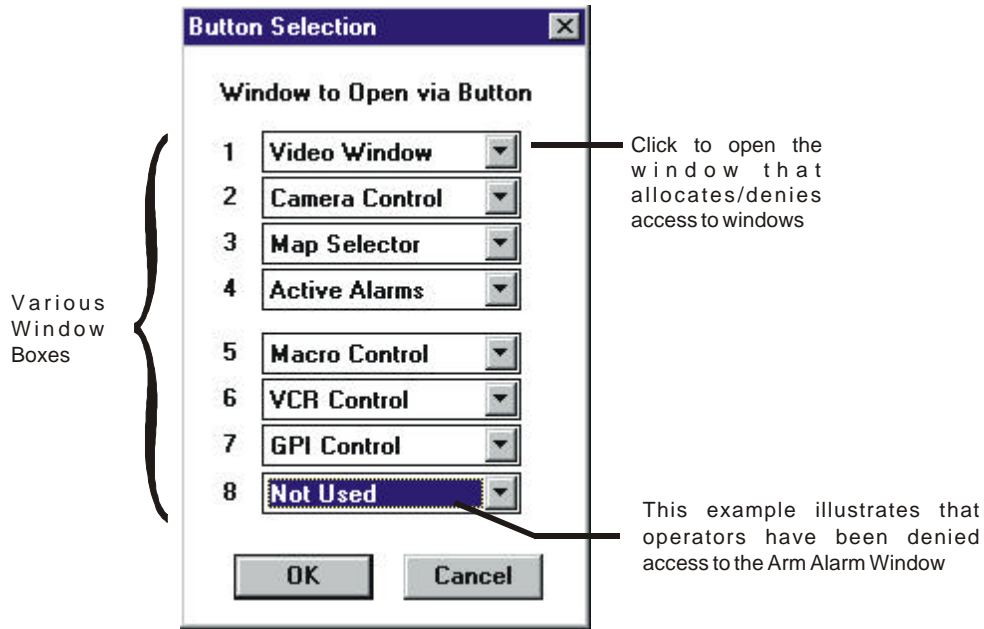
(a) **To restrict access to a window:**

(i) Click ⇩ next to the window that needs to be restricted from operators.

(ii) A window will appear that contains all the window names and a Not Used option.

(iii) Select Not Used.

(b) **To allocate access to a window:**

(I) Click ⇩ next to the window that needs to be allocated to operators.

(ii) A window will appear that contains all the window names and a Not Used option.

(iii) Select the name of the window that should appear in this box.

4. When all options have been set, click on **OK**.

5. When complete save the changes (refer to Saving Files).

3.6.3 Monitor Setup

Monitor Setup window (illustrated in Fig 3-12) sets which 9760 monitor output will appear in the Video window and which monitor the Graphic Controller program has control over. The number here should be the same as the logical number for the monitor output as programmed in the 9760 Setup files.

Figure 3-12: *Monitor Setup Window.*
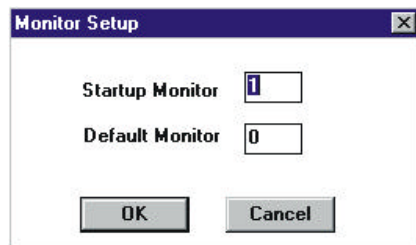
To select a monitor:

1. Log on to the system using the Administrator password.

2. Select **Monitor Setup** from the Setup menu option. The Monitor Setup window will appear.

3. Enter the required monitor number using the numeric keys on the keyboard then click **OK**.

4. When complete, save the changes (refer to Saving Files).

3.6.4 Menu Access

The Menu Access window (illustrated in Figure 3-13) determines which commands can be executed by operators. Each option in the window has a selection box next to it. When a cross is displayed in the box, the option is available (ON). If the box is empty, the option is unavailable (OFF).

Figure 3-13: *Menu Access window.*
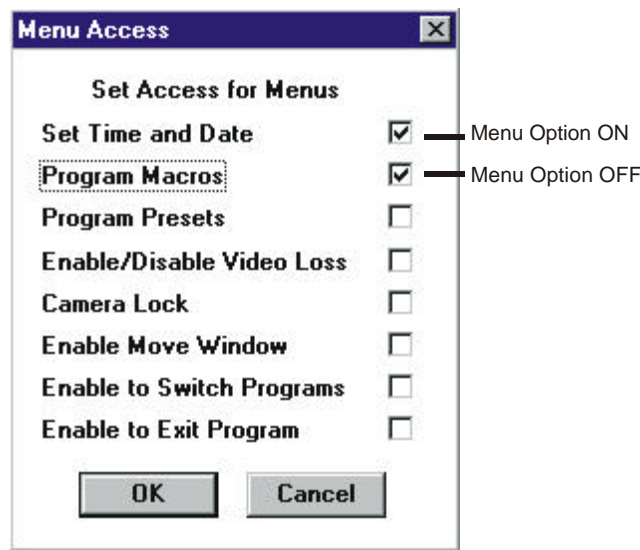
Option	Commands operators can execute if option is ON
Set time and date	This allows operators to set the time and date.
Program Macros	This allows operators to program temporary macros.
Program preset	This allows operators to program preset camera positions.
Enable video loss	This allows operators to turns the video loss feature ON/OFF.
Camera Lock	This allows operators to lock cameras.
Move Windows	This allows operators to resize and move the Graphic Controller window.
Switch Programs	This allows operators to switch between programs running on the computer.
Exit Programs	This allows operators to exit the Graphic Controller program.

To allocate/restrict operators access to commands:

1. Log on to the system using the Administrator password.

2. Select **Menu Access** from the Setup menu option. The Menu Access window (illustrated in Figure 3-13) will appear.

3. Click the ON/OFF box next to the option that will be allocated/restricted from operators. If a cross appears in the box, the command **can be** executed by operators. If the box is empty, the command **cannot** be executed by operators.

4. When all options have been set, click **OK**.

5. When complete save the changes (refer to Saving Files).

3.6.5 Work Station Options

The workstation option window (illustrated in figure 3-14) sets the state of selected commands when operators log on to the system.

Figure 3-14: *Work Stations Options window.*
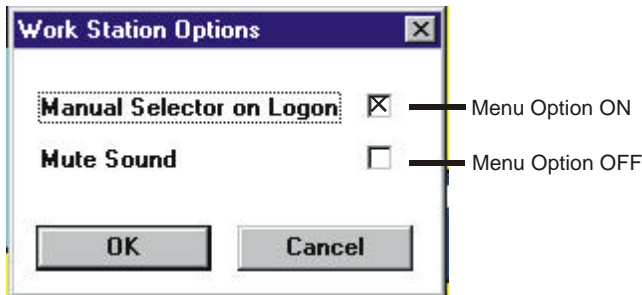
Option	Commands operators can execute if option is ON
Manual Selector	Loads the Manual Selector automatically when operators log on.
Mute Sound	Selects the Mutes Sound option automatically when operators log on.

To allocate/restrict operators access to commands:

1. Log on to the system using the Administrator password.

2. Select **Screen Options** from the Setup menu option. The Work Station Options window (illustrated in Figure 3-14) will appear.

3. Click the ON/OFF box for each option that requires changing. If a cross appears in the box the command will be ON when operators log on. If the box is empty, the option will be OFF when operators log on.

4. When all changes have been made click **OK**.

5. When complete save the changes (refer to Saving Files).

3.6.6 Change Administration Password

The Change Password window (illustrated in Figure 3-15) is used to change the administration access password.

Figure 3-15: *Change Password window.*
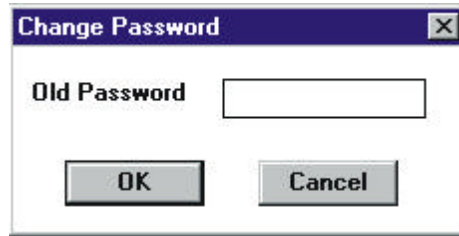
To change the administration password:

1. Log on to the system using the Administrator password.

2. Select **Change Admin Password** from the Setup menu option. The Change Password window (illustrated in figure 3-15) will appear.

3. **Old Password** will appear next to the Password Entry box. Enter the old password, then click **OK**.

4. **Enter New** will appear next to the Password Entry box. Enter the new password, then click **OK**.

5. **Confirm** will appear next to the Password Entry box. Enter the new password again, then click **OK**.

6. When complete save the new password (refer to Saving Files).

The new password has been saved and must be used to access Administration features in future. It is suggested a record of the Administration password be kept in a secure location for future reference if required.

Chapter Four

CHAPTER FOUR

Operation

4. INTRODUCTION

This chapter details how to operate a CM9760-GUI system using the Pelco Graphic Controller program. The Pelco CM9760-GUI Graphic Controller is a Windows based program. Some training may be required if the operator is unfamiliar with Window programs.

Not all windows and features detailed in this chapter may be available to operators. The Administrator possesses the ability to restrict features as he deems necessary (refer to Work Station Set Up).

4.1 MAIN FEATURES

The Graphic Controller program provides the ability to:

♦ Select any camera connected to the system; provided access has been allocated (see Allocating Cameras — 9760-MGR manual).

♦ Maneuver controllable cameras.

♦ Control pan/tilt/zoom facilities, operate auxiliary functions and select preset positions on cameras that possess these features.

♦ Arm/disarm and reset alarms when they have been triggered.

♦ Select GPIs and turn relays ON/OFF.

♦ Load, halt and program Macros.

♦ Pause, save, and reload pictures displayed in the video window.

4.1.1 Before Starting

Before starting this chapter, it is assumed that:
⇒ The 9760 system is operational.
⇒ Setup files have been programmed using the 9760 Setup program.
⇒ The Graphic Control program has been setup by the Administrator (refer to Chapter 3).

The following information should be available:
⇒ The operator's PIN.
⇒ The logical camera number list.

In addition, the following information may be useful:
⇒ A list of all Macros.
⇒ Lists of all General Purpose Interfaces (GPIs) complete with auxiliary key details.
⇒ A logical alarm number list.

The above information should be available from your manager or the security supervisor.

4.2 STARTING THE GRAPHIC CONTROLLER PROGRAM

The Graphic Controller program is started automatically when Windows is started, or double clicking on the GCON icon in Windows Program Manager can start it. The Log On window (illustrated in figure 4-1) will appear on the screen when the program has started. Operators must log on before they can operate the Graphic Controller program.

4.2.1 Log On

A PIN is required to log on to the system. This PIN informs the system which operator is logging on and what authority they have been allocated (e.g., if an operator has been restricted access to a camera in the 9760 Setup program, they will not be able to control that camera using the Graphic Controller program).

NOTE: *For security reasons, each operator is usually assigned an individual PIN. Unless a correct PIN is entered, the operator will not be able to access the system. If you do not know your PIN, contact your manager or the security supervisor.*

Figure 4-1: Graphic Controller Log On Window

To log on:

1. Start the Graphic Controller program by starting Windows or by double clicking on the Gcon icon in the Windows Program Manager. The Graphic Controller Log On window (illustrated in Figure 4-1) will appear.

•

30

2. Enter your operator PIN number in the Enter PIN window (the mouse or the keyboard can be used to enter the number). If the Enter PIN window is not displayed on the screen, select **Log In** from the Login menu option.

3. If the PIN was accepted, the Main screen (illustrated in figure 4-2) will appear. The Graphic Controller program is now ready for normal operation.

4. If the PIN was **not** accepted, the Enter PIN window will remain on the screen. Repeat Step 2. If access is denied again, contact your manager or security supervisor.

NOTE: *If administration features are required refer to Administrator Log On.*

4.2.2 Log Out

Operators should log out when they have finished using the Graphic Controller program, or if they intend being away from the screen for a period of time.

NOTE: *Only one operator can be logged on to each copy of the Graphic Controller program at a time.*

To log out:

1. Select **Log Out** from the Login menu.

2. The graphic Controller Log On window (illustrated in Figure 4-1) will appear.

The Graphic Controller program is ready for use by another operator.

NOTE: *If the 9760 Operation program is stopped, operators will automatically be logged out.*

4.2.3 Exiting the Program

To exit the Graphic Controller program:

1. Ensure the operator has logged out (refer to Log Out).

2. Double click on the Control Menu box, **or** select **Close** from the Control Menu box, **or** press Alt + F4.

The current session of the Graphic Controller program has ended. To restart the program refer to Starting the Graphic Controller Program.

4.3 MAIN SCREEN

The main screen (illustrated in Figure 4-2) will appear when an operator successfully logs on. The default map will appear on the screen (refer to Default.map if it does not).

Figure 4-2: Main Screen.
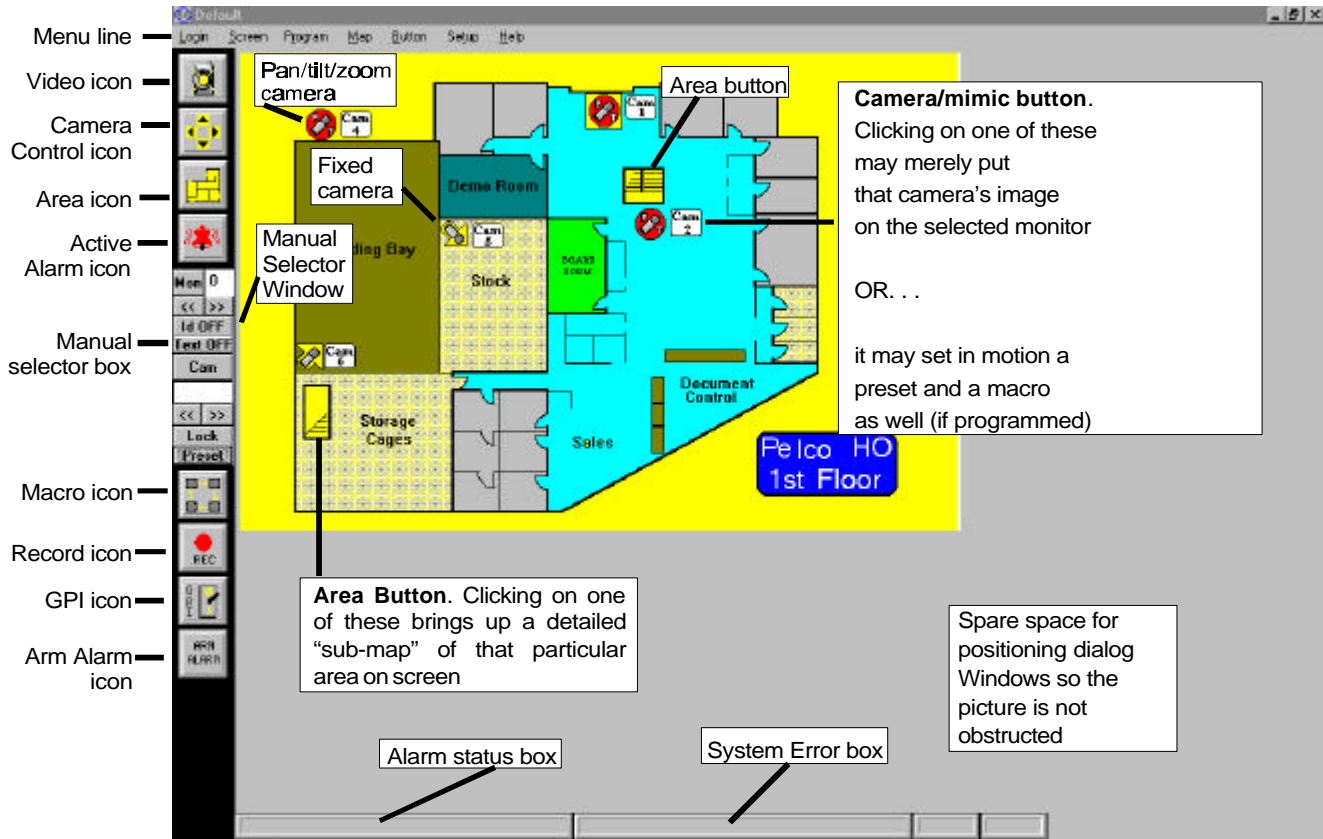
Area	Description
Title bar	Displays the name of the map currently loaded.
Menu line	Refer to individual commands for more information.
Video icon	Click to open the video window.
Camera control	Click to open the camera control window.
Area icon	Click to open the area /map window.
Active alarm icon	Click to open the active alarm window.
Manual selector	Opened/closed by selecting Manual Selector in the Screen menu option.
Macro icon	Click to open the Macro Control window.
Record icon	Start/Stops recording on the VCR attached to the PACOM 2023.
GPI icon	Click to open the GPI window.
Arm Alarm icon	Click to open the arm alarm window.
Alarm Status box	Displays alarms that have been activated (refer to Alarms).

Area	Description
System Error box	Displays system information and error messages; e.g., comms errors.
Max./min. box	Maximizes/minimizes the Graphic Controller window.

4.4 WINDOWS

The icon features available in the Graphic Controller program (illustrated in the left hand margin of the Main screen, Figure 4-2) are detailed in the following pages. The Administrator can restrict window access. If access to a restricted icon is required, contact your manager or security supervisor.

Windows can be repositioned to suit user requirements. The Video window can also be resized. Refer to your Microsoft Windows manual for instructions on moving and resizing windows.

NOTE: *When the * gt means more details on this option are contained in the chapter. Refer to the index for location details.*

4.4.1 Active Alarm Window

The active alarm window displays and resets alarms when they have been triggered. Only alarms that have been armed can be triggered.

Figure 4-3: *The Active Alarm Window*
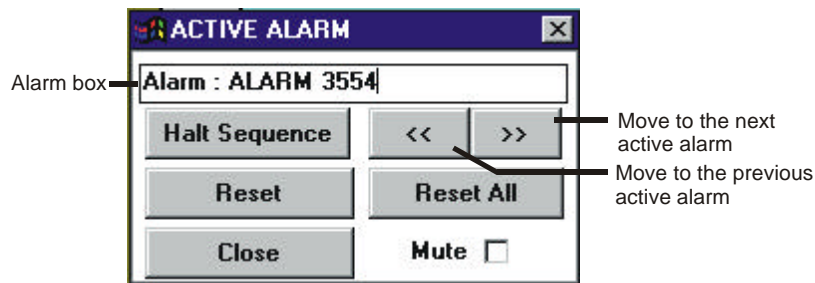
Option	Description
Alarm box	Displays the logical number of the current active alarm.
Halt sequence	Click to halt the armed cameras of the current active alarm displayed in the Alarm box. Only required when multiple alarms have been activated.
>	Click to move to the next active, logical alarm number.
<	Click to move to the previous active, logical alarm number.
Reset*	Click to clear alarm currently displayed in the Alarm box
Reset All*	Click to reset all alarms.
Close	Click to close the Active Alarm window.
Mute	Click to mute sound.

4.4.1a Alarm Arming Window

The Alarm Arming window is used to arm/disarm alarms. Alarms must be allocated to an operator before they can be armed/disarmed.

Figure 4-4: *The Alarm Arming Window.*
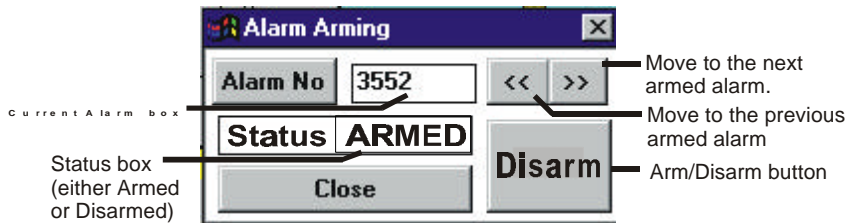
Option	Description
Alarm No*	Click to select a logical alarm number.
Current alarm	Displays the logical number of the alarm currently selected.
>	Click to move to the next logical alarm number that is armed.
<	Click to move to the previous logical alarm number that is armed.
Status	Displays the status of the alarm in the Current Alarm box.
Arm/Disarm*	Click to arm/disarm an alarm.
Close	Click to close the Alarm Arming window.

4.4.2 Area Window

The Area window is used to change the map currently displayed on the screen.

Figure 4-5: *The Area Window.*

Option	Description
⇩	Click to open the map selection window. Then click on the required map name to load the map.

To close the Area window select Close from the Control Menu box, **or** press Alt + F4, **or** double click on the Control Menu box.

NOTE: *Area buttons that are programmed on maps can also be used to load maps.*

4.4.3 Camera Control Window

The camera control window selects and maneuvers controllable cameras, operates lens control features, selects preset camera positions and operates auxiliary functions on cameras that possess these features.

Figure 4-6: *The Camera Control Window.*

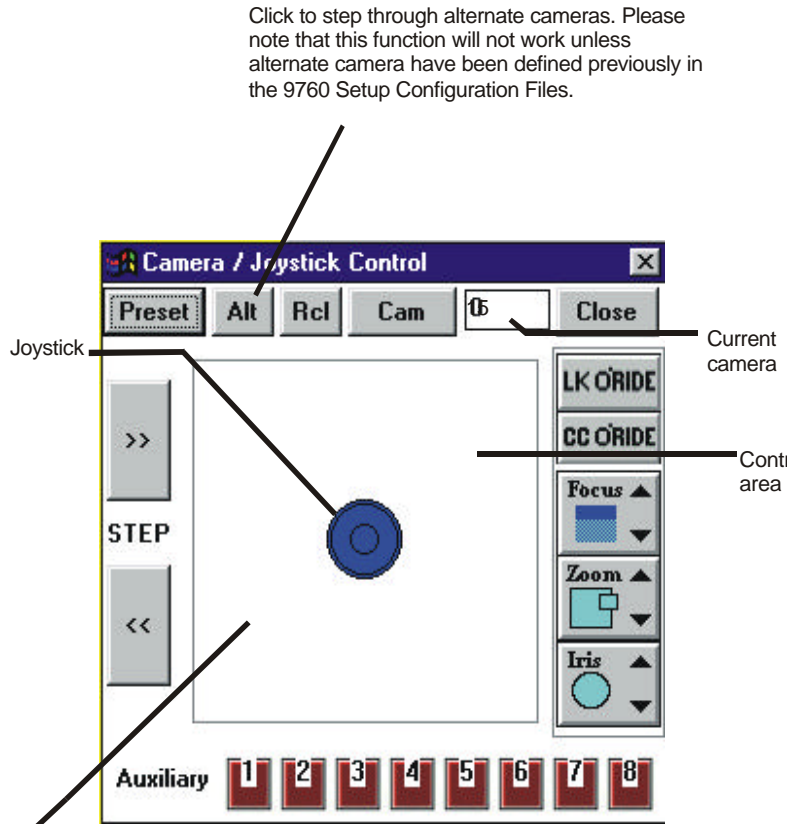Click to step through alternate cameras. Please note that this function will not work unless alternate camera have been defined previously in the 9760 Setup Configuration Files.

A blue joystick (represented by the black circle in the center of the Camera Control window) illustrates normal operation. A red joystick indicated by the blue dot turning red indicates that the turbo feature has been activated.

Placing the mouse cursor anywhere in the Control area and pressing the left-hand mouse button will cause the blue dot (representing the joystick) to move to that cursor position. If the cursor is placed at any framed edge of the control area and the left mouse button is clicked, the blue dot will move to that cursor position and the turbo function will be activated and the blue button will turn red. The same thing can be accomplished by placing the cursor directly on the blue dot, holding down the left mouse button and dragging the blue dot to any framed edge of the control area. Any movement of the the blue dot, either by dragging it with the cursor or by clicking a blank space in the control area controls pan and tilt functions of the selected camera in a geometrically intuitive and dynamic way.

Placing the mouse cursor here and pressing the left-hand mouse button, will tilt a controllable camera down and pan it to the left.

Joystick

Current camera

Cont
area

Option	Description
Preset*	Click to select a preset camera position.
Cam*	Click to select a logical camera.
Current camera box	Displays the logical number of the camera currently selected
Close	Click to close the Camera Control window.
Focus*	Click arrow up to focus on objects close to the camera (near). Click arrow down to focus on objects in the distance (far).
Zoom*	Click arrow up to get a closer view of an area or object (tele). Click arrow down to get a wider view of an area or object (wide). Click the right mouse button to zoom in/out (toggle). Note: The mouse cursor must be inside the control window for this to take place.

Option	Description
Iris*	Click arrow up to make the camera picture brighter (open). Click arrow down to make the camera picture darker (close).
Auxiliary*	Click the appropriate number to turn ON/OFF an auxiliary function. Remember auxiliaries can be configured as latched or momentary in the 9760MGR Configuration files. Auxiliary buttons are red when off, blue when activated with the command being received by the 9760.
"<<" BK	Click to select the previous logical camera.
">>" FW	Click to select the next logical camera.
Joystick*	Place the mouse arrow in the control area and click the left mouse button to move the camera in the direction of the mouse arrow. Hold down the left mouse button and move the mouse for continuous control. **NOTE:** *If you try to control a camera already controlled by another operator with higher priority, you will receive the message "ERROR: Busy operator xx".*
Alt	Click to step through alternate cameras. Please note that the operation of this function depends on having the appropriate parameters for alternate cameras previously defined in 9760 Setup Configuration files.
Rcl	Clicking switches to the last selected camera.
LK ORIDE	Click to override a camera locked to a monitor (you must have greater priority than the operator who originally locked the camera.
CC ORIDE	Click to override a camera currently being controlled by another operator (this will be successful only if you have equal or greater priority than the operator currently controlling the camera.
VCR Control	If you select a camera with VCR input, you will bring up the VCR control window. This is the same window as that shown for the Camera/Joystick Control window, except VCR Control appears in the title bar with normal VCR control icons at the bottom of the window. The existing camera control icons appear dimmed as the camera itself is not controllable when the VCR Control window is selected. VCR ▶ ■ ◀◀ ▶▶ ❙❙ ▒ ▲ AUX 1 2 3 4 5 6 7

4.4.4 GPI Window

The GPI window is used to select GPIs and turn relays ON/OFF.

Figure 4-7: *The GPI Control Window.*
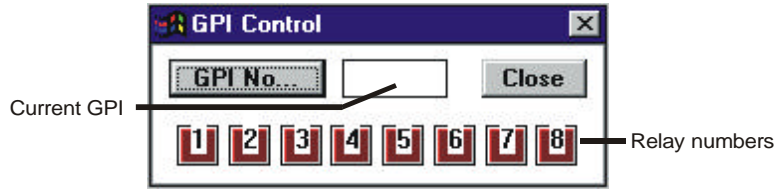
Option	Description
GPI No*	Click to select a GPI number.
Current GPI	Displays the logical number of the GPI currently selected.
Close	Click to close the GPI window.
Relay numbers*	Click numbers 1 to 8 to turn ON/OFF the corresponding relay. Remember relays can be configured as latched or momentary in the 9760 Setup Configuration files. Relay buttons are red when off and blue when activated and command has been received by the 9760 System.

4.4.5 Macro Control Window

The Macro Control window loads, halts, and clears Macros.

Figure 4-8: *The Macro Control Window.*
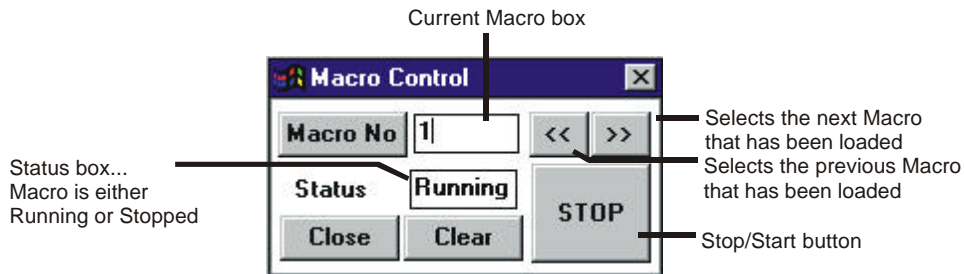
Option	Description
Macro No*	Click to select the required Macro to be loaded (you must press the Enter key to actually load and run the selected Macro).
Current Macro	Displays the number of the Macro currently selected.
>>	Click to move to the next Macro number that is loaded.
<<	Click to move to the previous Macro number that is loaded.
Status	Displays the status of the Macro in the Current Macro box.
Start/Stop	Click to Start/Stop the Macro displayed in the Current Macro box.

Option	Description
Clear	Clears the Macro displayed in the Current Macro box. This Macro will need to be reloaded to run again (refer to Macro No above).
Close	Click to close the Macro Control window.

4.4.6 Manual Selector Window

The Manual Selector window is used to select cameras and presets. This Current Camera box in the Manual Selector is automatically updated when switches are made using the mouse or Camera Control window.

If a camera has been installed and added to the Camera Setup file, but it has not been updated in the Graphic Controller program (e.g., illustrated on a map and had a button programmed), it can still be selected using the Manual Selector window.
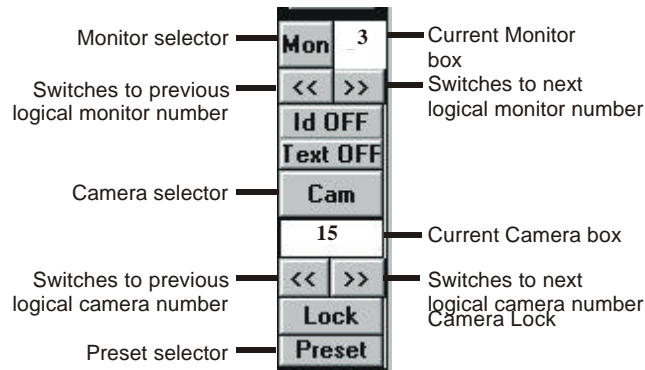
Figure 4-9: *The Manual Selector window.*

Option	Description
Mon*	Click to select the logical monitor number
Mon box	Displays the currently selected monitor
"<<" B	Click to switch to previous logical monitor number.
">>"F	Click to switch to the next logical monitor number.
Id OFF	Click to turn off/on the idents display. **NOTE**: *The camera ident can not be turned off from a node other than your own because the ident is being generated by the output board on the node that is used for the tie line. The time and date can be turned off from any node because it is being generated by the output board of your own node and is connected to your monitor.*
Text OFF	Click to turn on/off the hidden text of the video recorded via the video amplifier.
Cam*	Click to select the logical camera number.
Current Camera box	Displays the logical number of the camera currently selected.
"<<"B	Click to switch to the previous logical camera number.
">>"F	Click to switch to the next logical camera number.
Lock	Clicking toggles to lock and unlock the camera currently displayed in the camera box
Preset*	Click to select (call) a preset number.

4.4.7 Video Window

The video window operates exactly like a monitor. It displays the camera picture appearing on the monitor selected in the Monitor Setup window (refer to Monitor Setup). To change the camera picture in the Video window, simply select a new camera on the monitor assigned to the Video window.

The camera picture displayed in the Video window can be paused (frozen), saved, and loaded at a later time for viewing. Cameras can also be maneuvered and lens functions controlled in the Video window.

NOTE: *The video window is an optional feature that requires a video card to operate. Refer to Video Blaster Card.*

Placing the mouse arrow here and pressing the left mouse button, will tilt a controllable camera up and pan it to the left.

Display Control area

The picture displayed in this window is selected by the Administrator (refer to Monitor Setup)
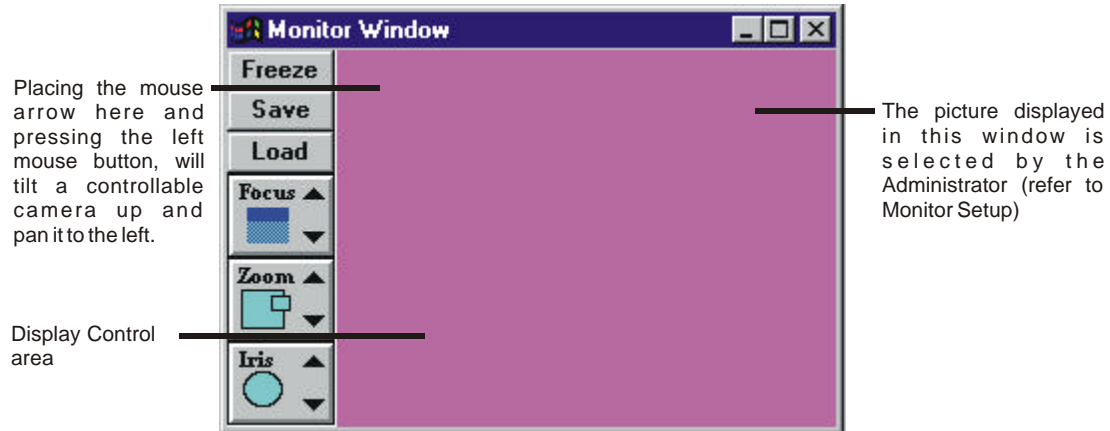
Figure 4-10: The Video Window.

Option	Description
Freeze*	Click to freeze/unfreeze the display.
Save*	Click to save the picture currently displayed in the Video window.
Load*	Click to load an image previously saved.
Focus*	Click up arrow to focus on objects in the distance (far). Click down arrow to focus on objects close to the camera (near).
Zoom*	Click up arrow to get a closer view of an area or object (telephoto). Click down arrow to get a wider view of an area or object (wide).
Iris*	Click up arrow to make the picture brighter (open). Click down arrow to make the picture darker (close).

4.5 ALARMS

Alarms can be armed or disarmed using the Graphic Controller program. Armed alarms only affect the operator that armed the alarm, as they are the only operator who will receive alarm messages and be able to clear the alarm when it is triggered.
Any alarms armed using a Graphic Controller program will be unarmed if the CM9760-CC1 is turned OFF.

4.5.1 Arming Alarms

A list of the logical alarm numbers should be available from your manager or security supervisor.

To arm an alarm:
1. Click on the Arm Alarm icon, the Alarm Arming window (illustrated in Figure 4-4) will appear.
2. Click **Alarm No**. The Select window (illustrated in Figure 4-11) will appear.

Figure 4-11: Select Window.

3. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the required alarm. If an incorrect number is selected, click **Clear** and repeat Step 3.

4. When the correct number appears in the number display click **Enter**.

5. The logical alarm number will appear in the Current Alarm box if the number was valid.

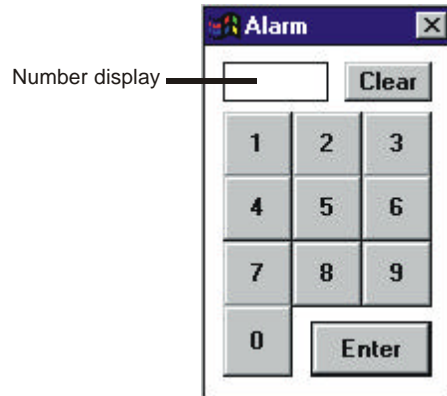   ⇒ A warning beep will sound and **Error: Alarm Denied** will appear in the System Error box if access to the alarm has been restricted from that operator.

    ⇒ A warning beep will sound and **Error: Alarm Not Present** will appear in the System Error box if the alarm has not been programmed into the system.

6. If **Armed** appears in the Status window, the alarm has already been armed, go to Step 7. If **Disarmed** appears in the Status window click **Arm**. Armed will appear in the Status box.

7. To arm more alarms repeat Steps 2 to 6.

8. When all required alarms have been armed, click **Close** to close the Alarm Arming window.

4.5.2 Disarming Alarms

To disarm an alarm:

1. Click on the Arm Alarm icon, the Alarm Arming window (illustrated in figure 4-4) will appear.

2. (a) **To disarm a specific alarm:**

    (i) Click **Alarm No**. The Select window (illustrated in Figure 4-11) will appear.

    (ii) Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the required alarm. If an incorrect number is selected, click **Clear** and repeat Step 2(a)(ii).

    (iii) When the correct number appears in the number display click **Enter**.

(iv) The logical alarm number will appear in the Current Alarm box if the number was valid. Error messages will appear in the System Error box if access to the alarm was denied.

(v) If **Disarmed** appears in the Status box, the alarm has already been disarmed, go to Step 4. If **Armed** appears in the Status box, go to Step 3.

(b) **To search all armed alarms:**

(i) Click < or >. All alarms that are armed will sequence through the Current Alarm box.

(ii) When the required alarm appears in the Current Alarm box, go to Step 3.

3. To disarm the alarm click **Disarm**. "**Disarmed**" will appear in the Status box.

4. To disarm more alarms, repeat Steps 2 and 3.

5. When all required alarms have been disarmed, click **Close** to close the Alarm Arming window.

4.5.3 Finding the Status of Alarms

To find out if an alarm is armed or disarmed:

1. Click on the Arm Alarm icon, the Alarm Arming window (illustrated in Figure 4-4) will appear.

(a) **To check on the status of a specific alarm:**
(i) Click **Alarm No**. The Select window (illustrated in Figure 4-11) will appear.

(ii) Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the alarm whose status you wish to check. If an incorrect number is selected, click **Clear** and repeat Step 2(a)(ii).

(iii) When the correct number appears in the number display click **Enter**.

(iv) The logical alarm number will appear in the Current Alarm box if the number was valid. Error messages will appear in the System Error box if access to the alarm was denied.

(v) The status of the alarm will appear in the Status box, either **Armed** or **Disarmed**.

(b) **To check on the status of all armed alarms:**
(i) Follow step one (1) above.

(ii) Click << or >>. All alarms that are armed will sequence through the Current Alarm box. If an alarm number appears in the Current Alarm box it means the alarm is armed. If an alarm number does not appear, it means the alarm is not armed.

(iii) When finished, click **Close** to close the Alarm Arming window.

4.5.4 Clearing Triggered Alarms

When an alarm is triggered, a beep will sound and the logical number of the triggered alarm will appear in the Alarm box at the bottom of the Graphic Controller window.

NOTE: *For correct alarm processing, an operator must be given access to the alarm and also access to any cameras, GPIs and Macros used by the alarm.*

To clear a triggered alarm:

1. Ensure the Active Alarm window (illustrated in Figure 4-3) is open. If it is closed click on the Alarm icon.

2. If more than one alarm has been triggered the alarms will be sequencing. To stop the sequence click **Halt Sequence**. Search for a particular alarm using < or >.

3. To clear the alarm appearing in the Current Alarm box, click **Reset**.

4. If more alarms need to be cleared go to Step 2. If all alarms have been cleared the Current Alarm box will be empty.

5. When complete select **Close** to close the window.

4.6 CAMERAS
4.6.1 SELECTING CAMERAS

An operator can view any camera connected to the system, provided access has been allocated. There are three ways to switch a camera signal to a monitor.

4.6.1a Selecting a Camera Using the Mouse

NOTE: *Only cameras illustrated on the current map can be selected in this way.*

Selecting cameras with the mouse allows the operator to see the physical location of a camera and quickly select it.

The map currently displayed on the screen should have illustrations of cameras or camera/mimic buttons displayed (refer to Reveal Buttons). Figure 4-2 highlights an illustration of a camera.

To select a camera using the mouse:
1. Position the mouse arrow on the required camera symbol or button.

2. Click the left mouse button once.

3. The camera picture will appear on the monitor selected in the Monitor Setup Window.

4.6.1b Selecting a camera using the manual selector
The manual selector can select any camera the current operator has access to.

To select a camera using the manual selector:
1. Ensure the Manual Selector window is open (select Manual Selector in the Screen menu option if it is closed).

2. Click **Camera**. The Select window (illustrated in Figure 4-11) will appear.

3. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the required camera. If an incorrect number is selected, click **Clear** and repeat Step 3.

4. When the correct number appears in the number display click **Enter**.

5. The camera picture will appear on the monitor selected in the Monitor Setup window.

   ⇒ A warning beep will sound and **ERROR: Camera Denied** will appear in the System Error box if access to the camera has been restricted from that operator.

   ⇒ A warning beep will sound and **ERROR: Camera Not Present** will appear in the System Error box if the camera has not been programmed into the system.

4.6.1c Selecting a Camera Using the Camera Control Window
The camera control window provides all camera functions in the one window; i.e., selection, maneuvering and auxiliary control.

To select a camera in the Camera Control window:

1. Ensure the Camera Control window is open (click on the Camera Control icon if it is closed).

2. Click **Camera No**. The Select window (illustrated in Figure 4-11) will appear.

3. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the required camera. If an incorrect number is selected, click **Clear** and repeat Step 3.

4. When the correct number appears in the number display click **Enter**.

5. The camera picture will appear on the monitor selected in the Monitor Setup window. The logical number of the camera will appear in the Current Camera boxes in the Camera Control window and Manual Selector window.

    ⇒ A warning beep will sound and **ERROR: Camera Denied** will appear in the System Error box if access to the camera has been restricted from that operator.

    ⇒ A warning beep will sound and **ERROR: Camera Not Present** will appear in the System Error box if the camera has not been programmed into the system.

4.6.2 Locking a Camera

When a camera is locked to a monitor it means no other camera can be viewed on the monitor except the locked camera. Further, the camera will not respond to control keys or joystick controls while it is locked. The lock feature is useful when recording a camera picture.

To lock a camera:

1. Select a camera (refer to Selecting Cameras).

2. Select the desired view for the camera.

3. Click on **Lock** in the Manual Selector window or select **Camera Lock** from the Program menu option. The camera has been locked in its current position. The monitor has also been locked and will only display the locked camera.

NOTE: *No other operators can alter controls on a locked camera (e.g., camera control keys) or change cameras on a locked monitor.*

4.6.2a Unlocking a Camera
To unlock a camera:

1. Click on **Unlock** in the Manual Selector window or select **Camera Lock** from the Program menu option (the tick will be removed from in front of this command). The camera must be unlocked from the same terminal it was locked on.

The camera is now unlocked and can be maneuvered. The monitor is also free to switch to any available camera.

4.6.3 Maneuvering Cameras

The pan/tilt/zoom facilities on a camera can be operated in the Camera Control window and the Video window.

NOTE: *Only controllable cameras can be maneuvered.*

To maneuver a camera:

1. Click on the Camera Control icon or the Video icon to open the appropriate window.

2. Select the required camera (refer to Selecting Cameras).

3. Position the mouse arrow in the control area (refer to figure 4-6 for the Camera Control window or figure 4-10 for the Video window). The position of the mouse arrow determines the direction the camera will be moved in.

4. When the mouse arrow is in the correct position, press and hold down the left mouse button. The camera will move in the direction the mouse arrow is in.
Moving the mouse while the left mouse button is depressed will change the direction of camera movement.

5. When the camera reaches the desired position, release the left mouse button.

4.6.4 Controlling Functions on a Camera

When a camera is selected in the Camera Control window or displayed in the Video window, the zoom, focus and iris features on the camera can be controlled.

NOTE: *Only cameras connected to camera receiver/driver and fitted with zoom lenses and iris/focus motors can be controlled remotely.*

To focus on objects at a distance:
⇒ Position the mouse arrow above s in the Focus box, then click the left mouse button until the desired picture is displayed.

To focus on objects close to the camera:
⇒ Position the mouse arrow above t in the Focus box, then click the left mouse button until the desired picture is displayed.

NOTE: *If a cameras' BACK FOCUS is faulty, focus will not operate correctly. To check BACK FOCUS, direct the camera at an object in the distance. Click s in the Zoom box, until the view is as close as possible. Focus the object, then click t in the Zoom box, until the view is as wide as possible. The object should still be in focus. If the object is out of focus, BACK FOCUS is faulty.*

To zoom in (get a closer view of an object or area):
⇒ Click on the Arrow up in the Zoom box until the desired picture is displayed.

⇒ Position the mouse in the display area and press the right mouse button until the desired picture is displayed.

To zoom out (get a wider view of an object or area):
⇒ Click on the arrow down in the zoom box until the desired picture is displayed.

⇒ Position the mouse in the display area and press the middle mouse button until the desired picture is displayed.

To make the picture brighter:
⇒ Click on the arrow up in the iris box until the desired brightness is reached.

To make the picture darker:
⇒ Click on the arrow down in the iris box until the desired brightness is reached.

4.6.5 Camera Control Override

If an operator controls a camera (either with the joystick, a camera control button or an auxiliary button) and another operator attempts to control the same camera, the second operator will hear a short beep and **ERROR: Busy operator XX** (where XX = operator number) will appear in System Error box.

NOTE: *Overriding will only work if the operator has an equal or higher priority than the operator they are overriding (refer to the PIN File – 9760-MGR manual). Remember 1 is the highest priority, 9999 is the lowest priority.*

To override camera control:

⇒ When **ERROR: Busy Operator XX** appears in the System Error box, select **Camera Control Override** from the Program menu option.

⇒ If the override was successful, control of the camera will now be available. Control of the camera will remain with this operator until they select another camera or another operator overrides the camera control.

⇒ **I**f the operator you are attempting to override has a higher priority **ERROR: Override Denied** will appear in the System Error box.

4.6.6 Camera Auxiliaries

To turn an auxiliary ON/OFF:

1. Ensure the Camera Control window is open (click on the Camera Control icon if it is closed).

2. Select the required camera (refer to Selecting Cameras).

3. Click on the appropriate Auxiliary number at the bottom of the Camera Control window. Auxiliary buttons are red when off, blue when activated and green when the command has been received by the CM9760-CC1.

NOTE: *Camera auxiliaries can be configured as latched or momentary in the 9760 Setup files. Latched means when a relay button is pressed the device stays ON until the button is pressed again. Momentary means the device stays ON only while the button is held down.*

A list of camera auxiliaries should be available from your manager or security supervisor.

4.7 GPI'S (OPTIONAL 9760 FEATURE)

A GPI can control up to eight relays. Relays are turned ON/OFF in the GPI window or the Camera Control window if a GPI is automatically loaded with a camera (refer to Camera — GPI, 9760-MGR manual). A list of all GPIs should be available from your manager or security supervisor.

Relays are defined as being latched or momentary. Latched means when a relay button is pressed the device stays ON until the button is pressed again. Momentary means the device stays ON only while the button is held down.

4.7.1 Selecting a GPI

To operate a GPI:

1. Click on the GPI icon to open the GPI window (illustrated in Figure 4-7).

2. Click **GPI No**. The select window will appear.

3. Position the mouse cursor over the digits in the Select window and press the left mouse button to enter the digits corresponding to the logical number of the required GPI.
   If an incorrect number is selected, click **Clear** and repeat Step 3.

4. When the correct number appears in the number display click **Enter**.

5. If the number was valid the GPI number will appear in the Current GPI box.

6. Click on the Relay number to turn the corresponding relay On/Off. Relay buttons are red when off, blue when activated and green when the command has been received by the 9760-CC1

⇒ A warning beep will sound and **ERROR: GPI Denied** will appear in the System Error box if access to the GPI has been restricted from that operator.

⇒ A warning beep will sound and **ERROR: GPI Not Present** will appear in the System Error box if the GPI has not been programmed into the system.

⇒ A warning beep will sound and **ERROR: GPI Busy for Operator No XX** (where XX is the operator number) will appear in the System Error box if the GPI is being used by another operator.

NOTE: *When turning relays ON/OFF, remember they can be latched or momentary.*

7. When complete click to close the GPI window.

4.8 HELP

This feature is not available at this time.

4.9 MACROS

Macros are a sequence of commands or steps that coordinate procedures on the 9760 system. Complex Macros are programmed using the 9760 Set program (refer to Macros, 9760-MGR manual). A list of all these Macros should be available from your manager or security supervisor.

Simple Macros can be programmed using the Graphic Controller program.

NOTE: *Many Macros can be loaded and run at the same time. They may cancel or reduce the effectiveness of each other. Unless this is desired, ensure Macros do not conflict with each other.*

4.9.1 Loading a Macro

To load a Macro:

1. Click on the Macro icon to open the Macro Control window (illustrated in Figure 4-8).

2. Click **Macro No**. The Select window (illustrated in Figure 4-11) will appear.

3. Position the mouse cursor over the digits in the Select window and press the left mouse button to enter the digits corresponding to the logical number of the required Macro. If an incorrect number is selected, click **Clear** and repeat Step 3.

4. When the correct number appears in the number display click **Enter**.

5. If the number was valid the Macro will be loaded and the logical number of the Macro will appear in the Current Macro box.

⇒ A warning beep will sound and **ERROR: Macro Denied** will appear in the System Error box if access to the Macro has been restricted from that operator.

⇒ A warning beep will sound and **ERROR: Macro Not Present** will appear in the System Error box if the Macro has not been programmed into the system.

⇒ A warning beep will sound and **ERROR: Macro Busy for Operator No XX** (where XX is the operator number) will appear in the System Error box if the Macro is being used by another operator.

6. When a Macro completes all its commands, it will stop and will only run again if it is restarted (refer to Macro — Restarting). If the Macro is continuous, it will only stop if it is cleared or halted.

WARNING: *Macros will be cleared when the operator that loaded them logs off.*

4.9.2 Start/stop a Macro

NOTE: *Only the operator that loads a Macro can stop or clear it.*

1. Ensure the Macro Control window is open (click on the Macro icon if it is closed).

2. Click **<** or **>** until the required Macro number appears in the Current Macro box.

3. When **Running** appears in the Status box, to stop the Macro click **Stop**. **Stopped** will appear in the Status box.

When **Stopped** appears in the Status box, to start the Macro click **Start**. **Running** appears in the Status box.

4. To start/stop other Macros repeat Steps 2 and 3.

By pressing > or < the next/previous camera in the Macro sequence will be selected. The Macro will resume control of the camera selection when the next scheduled switch occurs.

4.9.3 Finding Macros

To find a Macro that has been loaded by an operator:

1. Ensure the Macro Control window is open (click on the Macro icon if it is closed).

2. Click < or > to scroll through the Macros that have been loaded.

3. When complete, click **Closed**.

4.9.4 Clearing a Macro

A Macro must be cleared before another operator can run it. Only the operator that loaded the Macro can clear it.

To clear a Macro:

1. Ensure the Macro Control window is open (click on the Macro icon if it is closed).

2. Click < or > to scroll through the Macros that have been loaded.

3. When the required Macro appears in the Current Macro box click **Clear**.

4. The Macro has been cleared and can only be run again if it is reloaded.

4.9.5 Programming Temporary Macros

Camera sequences can be programmed using the graphic Controller program. These sequences cannot be saved and are erased from memory when the 9760 is turned OFF.

A temporary Macro can only be run by the operator who programmed it.

To program a temporary Macro:

1. Select **Define Macro** in program menu option. The Macro Number window will appear.

2. Using the numeric keys on the keyboard, enter a Macro number, then press **Enter** or click **OK**. The Define Macro window (illustrated in Figure 4-12) will appear.

   The Macro is already defined. Do you wish to overwrite it? will appear if the Macro number is already being used. Select **No** unless you want to overwrite the Macro. Macros should not be over-written unless permission is given by the appropriate authority.

3. Click **Monitor**. The Select window will appear. Enter a monitor number.

4. Click **Camera**. The Select window will appear. Enter a camera number.

5. Click **Dwell**. The Select window will appear. Enter a dwell time.

6. Click **Next**.

7. To program another step in the Macro repeat Step 3 to 6.

To erase a temporary Macro, follow the instructions for Clearing a Macro.

NOTE: *Macros programmed in the graphic Controller program cannot be edited, they must be re-moved and reprogrammed if a change is required. The maximum number of programmable in a Macro is 48.*

Figure 4-12: *Macro Define Window.*

Each Macro step is listed on a new line
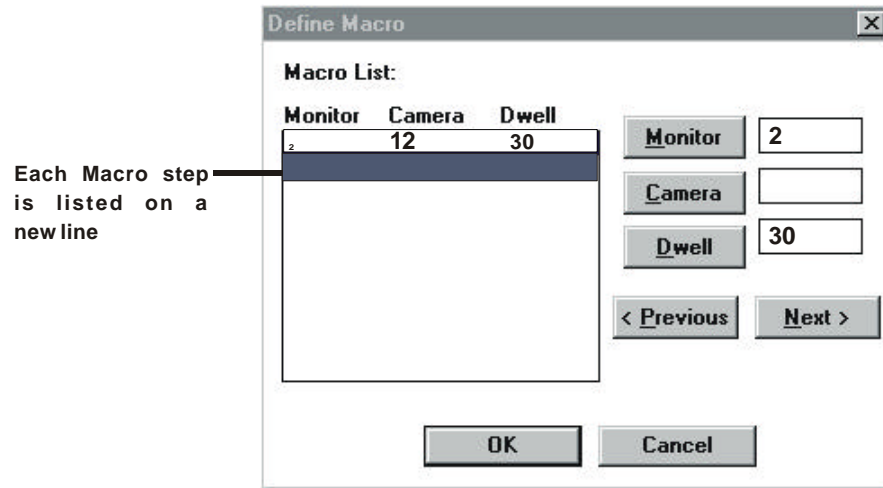
4.10 MAP BUTTONS

Map buttons can switch cameras and load maps. Buttons are activated when the mouse arrow is positioned on the button and the left mouse button is pressed. Buttons can be activated if they are displayed on a map or if they are hidden.

There are three types of buttons:

⇒ Camera/Macro buttons (grey).

⇒ Alarm buttons (red).

⇒ Area buttons (yellow).

4.10.1 Show/hide Buttons

Select **Show Buttons** from Screen menu option to display/hide buttons. A tick will appear to the left of Show Buttons when this feature is ON (i.e., buttons are displayed on the map). The tick will disappear when the feature is OFF.

4.11 MUTE

Mute turns all alarm sounds ON/OFF.

To turn mute ON/OFF, select **Mute** from Screen menu option. A tick will appear to the left of Mute when this feature is ON (i.e., no alarm sounds are produced). The tick will disappear when the feature is OFF.

4.12 PRESET CAMERA POSITIONS

4.12.1 Define Preset Camera Positions

A preset camera position is a set of parameters that define pan, tilt, zoom and focus positions for a camera. When a preset camera position is recalled, it moves the camera to the exact position and settings that were programmed.

NOTE: *Setting preset positions is only possible when a camera receiver/drivers is fitted with zoom lenses, and pan and tilt heads that contain preset potentiometers.*

4.12.1a Setting a Preset Camera Position
To set a preset camera position:

1. Select the camera required (refer to Selecting Cameras).

2. Using the camera control functions, select the required preset position.

3. Select Define Preset from the Program menu option. The Define Camera Preset window will appear.

NOTE: *If identical numbers are chosen, a preset camera position will overwrite an existing preset camera position. No warnings are provided, therefore numbers should be checked before they are allocated. Authorization should be given before a preset camera position is overwritten.*

4. The camera selected should be defaulted in the Camera field.

5. Click **Preset No**. The Select window will appear.

6. Using the mouse, enter a preset position number (between 1 and 8 for PACOM decoders, between 1 and 32 for Pelco decoders), then click **Enter**.

7. Click **Define Preset**. The preset camera position has been saved. It will not be erased even if the system is turned OFF.

8. To close the Define Camera Preset window, double click on the Control Menu box.

4.12.2 Recalling Preset Camera Positions

To select a preset camera position:

1. Select the required camera (refer to Selecting Cameras).

2. Click **Preset** either in the Manual Selector or Camera Control window. The Select window will appear.

3. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the preset camera position required (between 1 and 32) if the camera is connected to a Pelco Intercept.

4. If an incorrect number is selected, click **Clear** and repeat Step 3.

5. When the correct number appears in the number display click **Enter**.

6. The camera will move to the preset position.

4.13 TIME AND DATE
4.13.1 SETTING THE TIME AND DATE

NOTE: *Care should be taken when the system is networked, because changing the time/date affects the time for the entire system. The appropriate authority should give approval before the time and date is changed.*

To set the time and date:

1. Select **Time and Date** from the Program menu option. The Time and Date window (illustrated in figure 4-13) will appear.

2. Alter the time and date by clicking on < or > located below each option. This is a 24 hour clock. If it is 8 o'clock in the evening (8.00 p.m.), enter **20:00:00**.

3. When the correct time and date has been entered, click **Set**.

The new time and date will be updated on all equipment in the system. It may take up to one minute for these changes to be updated on monitors.

NOTE: *If an impossible date or time is entered, the system will either beep and prompt you to enter the information again, or it may accept the command but not update the time and date on the system.*

Figure 4-13: *Time and Date Window.*

4.14 VCR RECORDING

The operation of a VCRs depends on the way it is connected to a 2030 system. VCRs can be operated using a GPI (illustrated by VCRs 1 and 3 in figure 1-27 in the 2030 manual), or operated via a 2023 Alarm Interface unit (illustrated by VCR 2 in figure 1-27 in the 2030 manual).

NOTE: *VCRs can be operated manually with the VCR controls.*

4.14.1 Using a GPI to operate a VCR

4.14.1a Operating a VCR Connected Between a VMB and a Monitor
To operate a VCR connected as a monitor:

1. Select the camera that requires recording (refer to Selecting Cameras).

2. Ensure the GPI window is open. If it is closed, click on the GPI icon.

3. Click on **GPI No**. The Select window will appear.

4. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the GPI required.

If an incorrect number is selected, click **Clear** and repeat Step 4.

5. When the correct number appears in the number display click **Enter**.

6. Operate the VCR using the Relay buttons. Relay buttons are red when off, blue when activated and green when the command has been received by the CM9760-CC1.

4.14.1b Operating a VCR Connected Between a VMB and a Camera
To operate a VCR connected as a camera:

1. Select the camera the required VCR is connected to (refer to Selecting Cameras).

2. Ensure the Camera Control window is open. If it is closed, click on the Camera Control icon.

3. Operate the VCR using the Auxiliary buttons in the Camera Control window (keys must be programmed in the Camera Setup File). Auxiliary buttons are red when off, blue when activated and green when the command has been received by the 9760-CC1.

4.14.2 Operating a VCR Connected to an Alarm Interface Unit

4.14.2a Manual operation
The Record icon activates a relay switch that starts/stops the VCR recording. To start/stop the VCR recording, click the Record icon. The VCR connected to the Alarm Interface Unit will start recording. To stop the VCR recording, click the Record icon.

4.14.2b Alarm Operation
When an alarm is triggered, the Alarm Interface unit automatically sends a signal from the Relay connector that will start the VCR recording. The appropriate camera signal must be sent to the VCR (refer to the Alarm File for programming details).

When an alarm is triggered:

1. The VCR will start recording. The 9760-CC1 should be programmed to switch the appropriate camera signal to the VCR (command is contained in the Alarm file).

2. When the alarm is cleared the VCR will stop recording.

4.14.2c Stopping Alarm Recording
When an alarm is cleared the VCR will stop recording. However, recording can be stopped manually before the alarm is cleared.

To stop the VCR recording after automatic recording has began:

1. Click on the Record icon.

2. The VCR will stop recording.

4.15 VIDEO PICTURES
Pictures that appear in the Video window can be saved and loaded at a later time as required.

NOTE: A video blaster card must be installed in the PC for this feature to be available.

4.15.1 Saving

To save the image currently displayed in the Video window:

1. Click on the Video icon to open the Video window (illustrated in Figure 4-10).

2. Select required camera and picture.

NOTE: *To freeze the video display click* Freeze*. Click* Freeze *again to resume normal display.*

3. Click **Save**. The Save Video frame window will appear.

4. Select the path and filename the image will be saved under. This window is used in the same way as a standard Windows save command.

NOTE: All images are saved as bitmaps (*.BMP).

4.15.2 Loading

Any image that has been saved using the Video window can be loaded and viewed whenever required.

To load a video image:

1. Click on the Video icon to open the Video window.

2. Click **Load**. The Load Video Frame window will appear.

3. Select the directory and the name of the required image, then click **OK**.

4. The selected image will be loaded into the Video window.

4.16 VIDEO LOSS

Video loss refers to the feature of the 9760 that continuously checks that a video signal is being received from every active video input. Refer to 9760-MGR manual for more information.

4.16.1 Enabling/Disabling Video Loss

NOTE: *Refer to the 9760-MGR manual for instructions on turning the video loss feature OFF.*

To disable/enable video loss:

1. Select **Video Loss** from the program menu option. The Video Loss Window (illustrated in Figure 4-14) will appear.

2. Click **Camera No**. The Select window will appear.

3. Position the mouse cursor over the digits in the Select window and click the left mouse button to enter the digits corresponding to the logical number of the required alarm.

4. If an incorrect number is selected, click **Clear** and repeat Step 3.

5. When the correct number appears in the number display click **Enter**.

6. Click Enable/Disable button to set the required option for this camera.

7. To enable/disable the video loss feature on more cameras, repeat Steps 2 to 6.

NOTE: *The list of disabled/enabled cameras will need to updated if the 9760-CC1 is turned OFF.*

Figure 4-14: *Video Loss Window.*
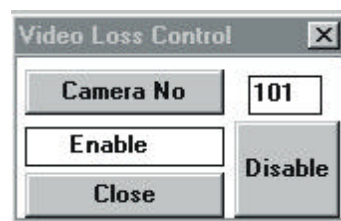
4.16.2 Clearing Video Loss Alarms

Video loss alarms are reset in the same way normal alarms are reset. Refer to Clearing Alarms for instructions.

The alarm will retrigger every minute until the video loss problem is fixed. If the video loss cannot be fixed easily, the video loss feature may need to be disabled.

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Appendix One

1. APPENDIX ONE

1.1 BASIC INTRODUCTION FOR OPERATORS

The Pelco CM9760-GUI (known as a *"goo-ey"*) has been designed to help make supervising a site quick, easy, and efficient. This is done by means of a computer screen that has a picture (or map) of the site to be supervised. Linked into the picture are a number of "hotspots". For example, a picture of a camera on the map could be a "hotspot" so that clicking on it with the mouse will automatically make the current video footage from that camera come up on the computer screen.

Clicking with the mouse on these hotspots (also known as "buttons") can automatically activate some CCTV functions and procedures to take place; while other actions can be carried out quickly using the mouse.

For example, some of these functions and procedures may include

1. Clicking on a picture of a camera on the map

    ⇒ So that the picture from that camera comes up on a television monitor near the operator.

    ⇒ While the image is on a television monitor the operator is able to use the mouse to pan/tilt/zoom/ and focus the camera.

    ⇒ Or a series of camera switches takes place automatically so that each of up to five cameras situated all around the site will display their image for two seconds on the nearest monitor (the operator can set the monitor and the time each camera is displayed)

    ⇒ Or bringing up that picture on the computer screen and being able to enlarge it, shrink it, pan/tilt/zoom/focus it, freeze it, take a photo and keep the photo on file to be looked at again at a later time.

2. Clicking on a part of the map which indicates that this is eg: the second story so a whole new map comes on screen with a whole new array of cameras situated around the site to be checked out.

3. Alarms flashing on the screen so the operator can click on the nearest camera to see what's going on and then reset all the alarms if necessary.

4. Use the mouse to click on a button and set a VCR recording.

1.2 INTRODUCTORY NOTES FOR THE ADMINISTRATOR

The "Administrator/s" of the 9760 GUI (i.e., the person/s in charge of the operators using the 9760-GUI) have available to them a wide range of options and choices when it comes to actually setting the system up for everyday operation.

When the 9760 GUI is in Administrator mode all the Drop-Down menus are available. The main ones the Administrator will use are the **Map**, **Button**, and **Setup** menus. For most of the procedures required in setting up the system the menu options are easy to follow and the dialog boxes associated with the procedures easily interpreted and user-friendly. (See the CM9760-GUI Manual Chapter Three {System Administrator Programming} for full details.)

1.2.1 Administrator Main Functions

The Administrator's main functions are to make sure:

- ⇒ The maps are drawn to accurately represent the area/s to be supervised (this can be done by a computer-whiz and then loaded in)

- ⇒ That operators have access to the functions they will require (usually the **Program** and **Screen** menus) while being restricted from others

- ⇒ The "Area" and "Camera/Macro" and "Alarm" buttons (or "hotspots") are configured correctly.

1.2.2 "Area" and "Camera/Macro" and "Alarm" Buttons (or "Hotspots") Explained

These buttons, when programmed effectively, can make using the 9760 GUI very simple, quick, effective, and easy to learn for any operator (including those unfamiliar with CCTV installations).

1.2.3 Area Buttons

Area buttons provide a quick method of selecting another map. When the mouse is clicked on an Area button a sub-map of that particular area will come on screen (e.g., the basement) complete with associated camera and alarm hotspots (and more Area hotspots if applicable).

1.2.4 Camera Macro Buttons

Camera Macro buttons (also known as Camera mimic buttons) are used to select cameras to display on a monitor or on the computer screen. Clicking on a camera macro button can also set in train a series of camera/monitor switches (if these have been programmed).

1.2.5 Alarm Buttons

An Alarm button flashes when the alarm it represents has been activated.

NOTE: *To program (or "place") these button/hotspots into the map/s is a simple procedure and is done through the **Button** and **Map** menus. For full details see the 9760-GUI Manual.*

1.2.6 Pelco 9760-GUI Graphic User Interface Main Screen

Menu line
Video icon
Camera Control icon
Area icon
Active Alarm icon
Manual selector box
Macro icon
Record icon
GPI icon
Arm Alarm icon

Pan/tilt/zoom camera

Fixed camera

Manual Selector Window

Area button

Camera/mimic button. Clicking on one of these may merely put that camera's image on the selected monitor

OR

Depending on how the button is programmed, it may set in motion a pre-determined set of up to five camera/monitor switches and a macro as well (if programmed)

Area Button. Clicking on one of these brings up a detailed "sub-map" of that particular area on screen

Spare space for positioning dialog windows so the picture is not obstructed

Alarm status box

System Error box

Selecting "**Show All Buttons**" from the **Screen** menu will result in buttons appearing all over the screen. Area buttons are *yellow*...   Alarm buttons are *red*...   Camera/mimic buttons are *gray*

1.2.7 Select Window
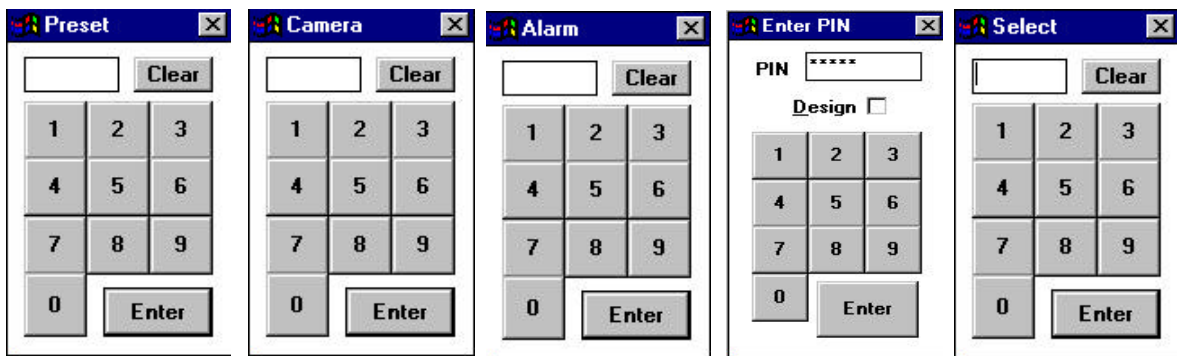
This window will crop up whenever you need to enter the number of a device or function you want; e.g., a macro, camera, camera preset, or alarm (it could be called the **"Enter-the-number-of-the-device-you-want Window").** In general, note that the window stays the same but the title changes (either Preset, Alarm, etc.)

If any of the tasks you need to perform require the number of a device or function listed above, click on the numbers in the number pad with the mouse (or use the keyboard) then click on (or press) **Enter.**

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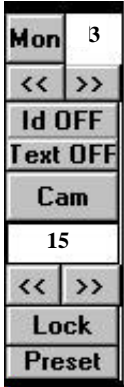
Appendix Two

2. APPENDIX TWO-OPERATOR BASICS

The two "Drop-Down Menus" operators usually have access to are the **Screen** and **Program** menus (this is determined by the Administrator).
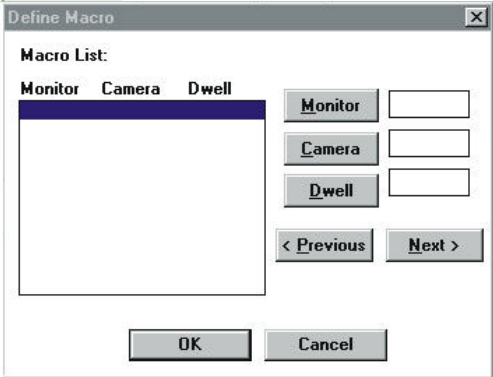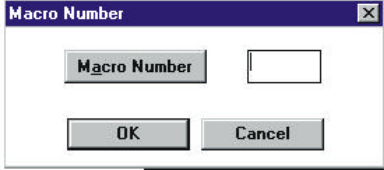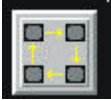
2.1 THE SCREEN MENU
NOTE: *a checkmark next to the option indicates it is active. To de-activate the option, select it again and the tick will disappear.*

Option	Function
Mute	If errors, video loss, camera loss, or other types of alarms are triggered, BEEPS may sound. Use the MUTE option to cut the sound out. Audio is available with the GUI if an audio card is installed (e.g., a voice saying "Incorrect Password" comes over the speaker). This can be muted using this option. **WARNING:** *Selecting this option mutes <u>all</u> sound including alarms*
Manual Selector Mon 3 << >> Id OFF Text OFF Cam 15 << >> Lock Preset	Brings up the Manual Selector Window in the Icon column. Use this window to select cameras and/or monitors, select presets, lock a camera to a monitor, and choose if text and idents are to be displayed on the monitor
Show All Buttons	Shows all the buttons on the screen. This is a good method of finding out where the buttons are. Even if they are not shown on the screen (**Show Auto Buttons** option hides them), clicking on the area where they are activates that command. • **Camera/macro buttons** are *gray*... • **Alarm buttons** are *red*... • **Area buttons** are *yellow*.

2.2 THE PROGRAM MENU

Option	Function
Camera Locked Override	If you try to access a camera that has been locked to a monitor by another operator, **ERROR: Busy operator xx** will appear in the System Error box at the base of the main screen. Select this option to override that lock. (Will only work if you have equal or greater priority than the operator who locked the camera. If it isn't successful, **Error: Override denied** will appear in the System Error box).
Camera Control Override	If you try to control a camera which is already being controlled by another operator, **ERROR: Busy operator xx** will appear in the System Error box at the base of the main screen.. Select this option to override that control. If the override is successful, control of the camera will be available. If the operator you want to override has a higher priority, **Error: Override denied** will appear in the System Error box. **NOTE** *that the Camera Control Icon* *will bring up the Camera Control* *Dialog box. Both* **Camera Locked Override** *and* **Camera Control Override** *functions can also be performed from there.*
Set Time Date	This option brings up the window that allows the operator to set the time and date. **WARNING:** *Changes made will affect the entire system.*

Option	Function

Define Macro

This option allows the operator to program temporary macros using these dialog boxes.

1. Enter the macro number in the Macro Number box then click on OK. The Define Macro box will be activated.
2. In the Define Macro box define the steps of the macro by defining the monitor, camera, and dwell time (in seconds) then click on Next to set the next step.
3. To change a step, use the Previous or Next buttons to select the required step and make the required changes.
4. When all the steps have been defined and the macro is complete, click on OK.

NOTE: *The maximum number of steps that make up a Macro may not exceed 48, in number.*

MACRO NOTES:

- Everyday use and control of macros is done using the Macro Control window. Access is through the Macro Control icon:

- Macros programmed using the GUI cannot be changed later. The only way to make a change is to define the whole macro again (using the same number again is okay).

Option	Function
Define Preset	This option allows the operator to define a preset position for a camera that can then be recalled at any time. **The full procedure is this:** 1. Click on the **Control Camera Icon** and the **Camera Control dialog box** will come up on screen 2. Enter the number of the camera desired 3. Set the parameters (ie: the pan, tilt, and zoom you want) 4. Using the main screen click on the **Program menu** 5. Select the **Define Preset option** 6. The **Define Preset dialog box** will come on screen 7. The number of the camera you have just set a preset position for should be in the box next to **Camera No** 8. Enter a number for the preset position in the box next to **Preset No** (or click on the **Preset No** button and enter a number in the **Select window** that appears on screen and then click on **Enter.** The number will then appear in the box next to **Preset No**) 9. Click on Define. 10. Follow the same procedure to define more presets if required 11. Click on Close when finished. **Recalling a preset** To recall a preset use the Manual Selector Window to select a camera, then click on Preset. The Preset Select window will come on screen. Enter the number of the Desired preset.
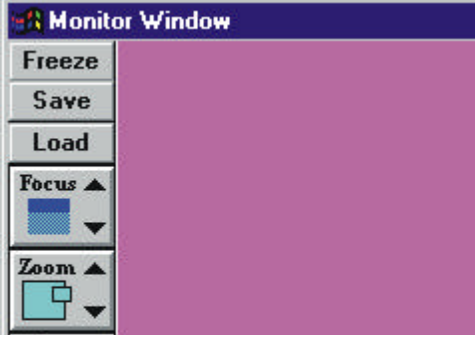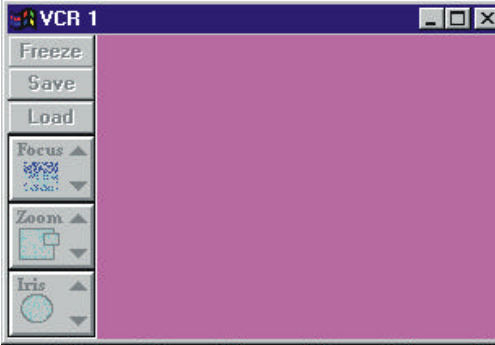
Option	Function
Video Loss *(selecting this option brings the Video Loss Control dialog box up on screen)*	Video Loss is a feature of the 9760 that checks to make sure all camera (or other input) video signals are being received. If a signal is lost, an alarm will sound. A system may have 1,000 cameras while an operator is only concerned with five. Rather than receive an alarm and/or a message each time video loss is discovered somewhere in the system, an operator may Enable the video loss feature only on the five cameras he wants to know about (and disable the other 995!). **Video Loss Control** Camera No 101 Enable Close Disable To **Enable** or **Disable** the **video loss** feature, enter the **Camera number** and then click on the **Enable/Disable** button. The status of the **Video Loss Control** on that camera will be displayed in the box next to the **Enable/Disable** button.
Camera Lock	This option allows the operator to lock a camera to a monitor. When the desired camera image is on the desired monitor, click on this option. The camera is then locked to that monitor. **NOTE:** *This can also be done via the Manual Selector Window.*
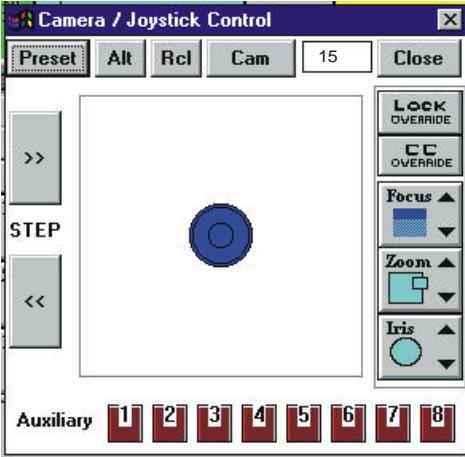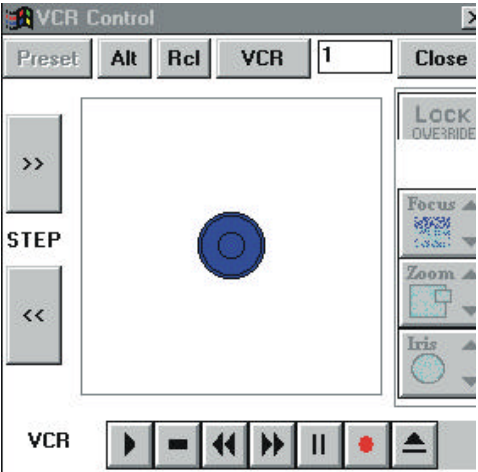
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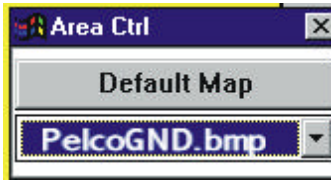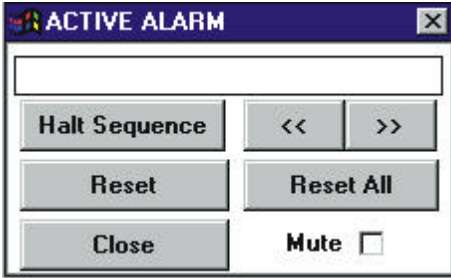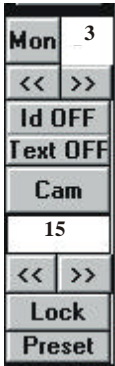
Appendix Three
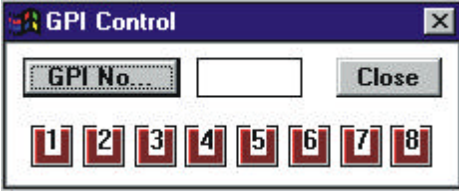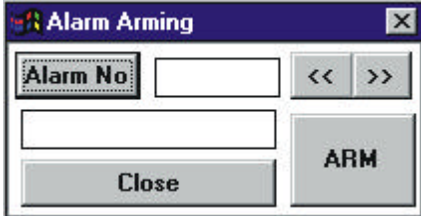
3. APPENDIX THREE-EVERYDAY OPERATION

3.1 ICONS:– THEIR ASSOCIATED DIALOG BOXES AND FUNCTIONS

Icon	*The dialog box it brings on screen*	*Functions of dialog box*
Clicking On this icon brings up the Video Window.	The Video Window is the same as a mini-monitor. The monitor displayed in this window is set by the administrator (Setup menu, Monitor setup option). The camera providing the picture can be changed using the Manual Selector Window (see details in this table four sections below). If you select a camera with VCR input, you will bring up the VCR window (similar to the Video window above) pictured below. For this to happen the camera in question must have been previously assigned to the VCR in the 9760MGR Configuration Setup files.	The **Focus**, **Zoom**, and **Iris** buttons work when the mouse is clicked and held down on the arrow you want. To move the camera around (ie: pan/tilt), click and hold the mouse on the part of the picture you want the camera to pan or tilt to. The **Freeze** button allows the picture to be paused, then **Save**d, and **Load**ed at a later time for viewing. (If a picture has been paused, click on Freeze again to un-pause it.) To save a picture for later viewing, click on **Save**:– a normal *windows save command* will come on screen and you can give the picture a path and filename. To re-load it again any time in the future, click on **Load** and the *Load Video Frame window* will come on screen. Select the name of the saved image, click on OK, and the image will be loaded into the Video Window.

Icon	The dialog box it brings on screen	Functions of dialog box
  This is the Camera Control icon. Clicking on it brings up the Camera Control box.	 • To operate the **joystick**, put the cursor in the white area and hold down the left button of the mouse. As long as you hold it down the camera will respond. • Pressing the <u>right</u> button on the mouse puts the joystick in TURBO (fast) mode and the circle will turn red. Press the right button of the mouse again to put it back in normal mode. • The **Focus**, **Zoom**, and **Iris** buttons work when the mouse is clicked and held down on an arrow in the button. • Click on the **auxiliary** numbers to turn them on/off, (**red** is *off*, **blue** means *activated*, and **green** means the *command has been received by the 9760*). A camera selected with VCR input brings up the VCR window pictured previously and if this icon is pressed the VCR control window is activated as shown below: 	• The current camera number is displayed (ie: the camera you can control using this window) • Click on **Preset** to choose a camera preset position. • To change the current camera, click on the **arrow** buttons (above and below **STEP**) to step through the camera logical numbers (or place the cursor in the **Cam** box and type in another number). • **Lock Override** allows you to override a camera locked to a monitor (if you have equal or greater priority than the operator who locked it) • **CC Override** (Camera Control Override). If you try to control a camera which is already being controlled by another operator, **ERROR: Busy operator xx** will appear at the bottom of the main screen in the System Error box. Click on the **CC Override** button to override that control. If the override is successful, control of the camera will now be available. If the operator you want to override has a higher priority, **Error: Override denied** will appear in the System Error box.

Icon	*The dialog box it brings on screen*	*Functions of dialog box*
Clicking on this icon brings up this box.	**Area Ctrl** ✕ **Default Map** PelcoGND.bmp ▼	This dialog box (Area Control) allows the operator to view a different screen (i.e.: an image of a different area). See the main screen map also. Clicking on an **Area button** may perform the same function more quickly.
Clicking on this icon brings up the Active Alarm box	**ACTIVE ALARM** ✕ [Halt Sequence] [<<] [>>] [Reset] [Reset All] [Close] Mute ☐ *This dialog box displays the numbers of any alarms that have been triggered. The numbers of any alarms that have been triggered are automatically scrolled through in sequence in the box.*	• Click on **Halt Sequence** to halt the armed cameras assigned to the current active alarm displayed in the Alarm box. • Click on **Reset** to clear and reset the alarm. • Click on the **arrow** buttons to step forward or back to the number of the next or previous alarm that has been triggered. • Click on **Reset All** to clear and reset all alarms. • Click on Mute to mute all sound.
Mon 3 [<<] [>>] Id OFF Text OFF Cam 15 [<<] [>>] Lock Preset	This is the **MANUAL SELECTOR WINDOW**. If it is not on screen, it is accessed via the **Screen menu** and choosing **Manual selector**.	This allows the operator to: • manually select camera/monitor combinations • lock/unlock a camera's vision to a monitor (using the **Lock/Unlock** button) • choose a camera preset (by using the **Preset** button) • use the **arrow** buttons scroll through the logical numbers of cameras and monitors before selecting one • turn on/off the idents on a monitor (by using the **Id OFF** and **Text OFF** buttons)

Icon	The dialog box it brings on screen	Functions of dialog box
Clicking on this icon brings up the Macro Control box.	**Macro Control** Macro No 1 << >> Status **Running** STOP Close Clear _Macro Notes_ • Macros will be cleared when the operator that loaded them logs off. • Only the operator that loaded a macro can stop or clear it. • A macro must be cleared before another operator can run it.	This dialog box can be used to • *Load a Macro* (click on **Macro No** and enter a number) • *Stop/start* the macro whose number is in the **Macro No** box (ie: the "**Current**" macro). Click on the Stop/Start button (the button is labeled STOP or START depending on whether the status of the macro is <u>Running</u> or <u>Stopped</u>).
REC	If a VCR is attached to an Alarm Interface Unit, clicking on this icon will start or stop the recording function.	
Clicking on this icon brings up the GPI Control box	**GPI Control** GPI No... Close 1 2 3 4 5 6 7 8 This dialog box is used to operate GPI's in the system. GPI's perform such functions as turning lights on or off, close or open doors, operate VCR's, etc. A list of the functions of the GPI's in your system may be available from the manager. Usually there are so many the system looks after them automatically but they can also be operated manually if you know their numbers.	Each GPI has up to eight **relays** (also known as *auxiliaries*). These can be turned on or off by clicking on them. The color indicates the auxiliary's state: • **red** is *off*... • **blue** is *activated*... • **green** means *the command has been received by the 9760.*
ARM ALARM Clicking on this icon brings up this dialog box	**Alarm Arming** Alarm No << >> ARM Close The Alarm Arming dialog box is used to **arm and disarm alarms.** For an operator to have access to an alarm and be able to arm or disarm it, the alarm must be allocated to that operator in the 9760-MGR utility program	• Click on **Alarm No** to select an alarm. The logical number of the alarm must be entered. • The **Status** box says if an alarm is armed or disarmed. • The Arm/Disarm button reflects the status of the alarm (eg: if the alarm's status is *Armed*, the button will provide the *Disarm* option). Clicking on the **arrow buttons** will scroll you forward or backward to the logical number of the next or previous armed alarm.

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5.0 WARRANTY AND RETURN INFORMATION

WARRANTY

Pelco will repair or replace, without charge, any merchandise proved defective in material or workmanship for a period of one year after the date of shipment. Exceptions to this warranty are as noted below:

- Three years on GenexTM Series (multiplexers. server, and keyboard).
- Two years on standard, motorized and fixed, focal length lenses.
- Two years on EspritTM, Legacy®, Intercept®, PV1000 Series,CM6700 CM8500/CM9500/CM9750/CM9760 Matrix, SpectraTM, DF5 Series and DF8 Fixed Dome products.
- Two years on WW5700 series window wiper (excluding wiper blades).
- Two years on cameras.
- Six months on all pan and tilts, scanners or preset lenses used in continuous motion applications (that is, preset scan, tour and auto scan modes).

Pelco will warranty all replacement parts and repairs for 90 days from the date of Pelco shipment. All goods requiring warranty repair shall be sent freight prepaid to Pelco, Clovis, California. Repairs made necessary by reason of misuse, alteration, normal wear, or accident are not covered under this warranty.

Pelco assumes no risk and shall be subject to no liability for damages or loss resulting from the specific use or application made of the Products. Pelco's liability for any claim, whether based on breach of contract, negligence, infringement of any rights of any party or product liability, relating to the Products shall not exceed the price paid by the Dealer to Pelco for such Products. In no event will Pelco be liable for any special, incidental or consequential damages (including loss of use, loss of profit and claims of third parties) however caused, whether by the negligence of Pelco or otherwise.

The above warranty provides the Dealer with specific legal rights. The Dealer may also have additional rights, which are subject to variation from state to state.

If a warranty repair is required, the Dealer must contact Pelco at (800) 289-9100 or (559) 292-1981 to obtain a Repair Authorization number (RA), and provide the following information:

1. Model and serial number
2. Date of shipment, PO number, Sales Order number, or Pelco invoice number
3. Details of the defect or problem

If there is a dispute regarding the warranty of a product which does not fall under the warranty conditions stated above, please include a written explanation with the product when returned.

Ship freight prepaid to: Pelco
        300 West Pontiac Way
        Clovis, CA 93612-5699

Method of return shipment shall be the same or equal to the method by which the item was received by Pelco.

RETURNS

In order to expedite parts returned to the factory for repair or credit, please call the factory at (800) 289-9100 or (559) 292-1981 to obtain an authorization number (CA number if returned for credit, and RA number if returned for repair). Goods returned for repair or credit should be clearly identified with the assigned CA/RA number and freight should be prepaid. All merchandise returned for credit may be subject to a 20% restocking and refurbishing charge.

Ship freight prepaid to: Pelco
        300 West Pontiac Way
        Clovis, CA 93612-5699