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\_\_\_\_\_  
Signature

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### **You're now ready to contact technical support!**

You are now ready to call technical support. Telephone: 972-620-6500; Toll Free North America: 1-800-796-2288. Our staff may need to research your inquiry. This may require time outside of the original phone call.

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# CHAPTER 1: OVERVIEW

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## 1.1 GENERAL DESCRIPTION

---

MAXPRO-Net combines custom designed software with a high performing Windows 2003 Server resulting in Honeywell's Turn Key Centralized Management Console Server. MAXPRO-Net is designed for system configuration, system management and system monitoring of Honeywell's crosspoint matrix video switchers.

Using a system keyboard, an operator can select various cameras for display on the available video display monitors. Where cameras have pan/tilt/lens control, the operator can move the camera remotely via the joystick and other keys on the system keyboard.

Digital video recorders, videocassette recorders, motion detectors, and other video processing equipment can all be incorporated into the crosspoint matrix video switching system and can be remotely controlled from the system keyboard. External alarm inputs can be programmed to select cameras and operate the video system automatically. Cameras can also be electronically monitored to verify valid video signal levels. In the event of a camera failure, the system can automatically manage, respond to, and record the failure.

External equipment to the matrix video switching system can also be controlled using auxiliary control output circuits. For example, electric door latches or a boom-gate control could all be available directly from the system keyboard. The MAXPRO-Net Crosspoint Matrix Video Switching System has been designed to cater to a large variety of applications, including your own specific system requirements.

---

## 1.2 SYSTEM KEYBOARDS

---

The system keyboard, along with text message information (available via the video display monitors), is used by the operator to control the MAXPRO-Net Crosspoint Matrix Video Switcher.

Depending on the size of the video system, there could be up to thirty-two (32) keyboards connected to the system. They can all operate the system at the same time and still be totally independent of each other. There are two types of keyboard available.

1. The HEGS5300 enhanced keyboard.
2. The HEGSA002 ULTRAKey keyboard.

Refer to the specific user manual for your controller.

---

## 1.3 OTHER EQUIPMENT

---

The MAXPRO-Net Crosspoint Matrix Switcher System incorporates a variety of subrack equipment to perform video switching and control of the entire system. As the actual elements of equipment used in each system can vary dramatically, it is impossible to describe your system's exact configuration in this manual.

Your system probably contains:

- several Video Switching Modules,
- several Post-Text Inserter Modules,
- many fixed (non movable) cameras,
- several PTZ (movable) cameras with preset views,
- several VCR/DVR and PTZ control output modules,
- possibly PTZ and VCR/DVR Control Output Modules,
- external Alarm Input Modules,
- various subracks (containing modules), power supplies, and a server CPU,
- keyboards.

---

## 1.4 ASSUMPTIONS MADE BY THIS MANUAL

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To discuss the operation of the MAXPRO-Net, we have assumed that your video system has at least:

- 1 x keyboard, and
- post-text insertion on at least one video display monitor.

---



## 1.5 CONVENTIONS USED IN THIS MANUAL

---

During the course of this manual, icons and examples are used, wherever possible, to help illustrate certain points.

### 1.5.1 Keystrokes

Actual keys, used on the keyboard to perform certain functions, will be represented in our examples, by icons of the respective keys.

- for example,  .. represents the '0' key,
- or  .. represents the 'Alarm Clear' key.

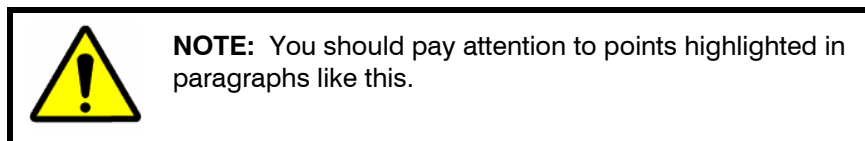
### 1.6.2 Numerical Range

The video system consists of numerous video input and output channels. As such, the icon, ⇔, within brackets, will be used to represent the permitted range for numerical selection.

- for example, (01 ⇔ 99) represents the permitted numerical range as 01 to 99,

### 1.6.3 Points to Take Note of

Points that you should be aware of will be highlighted to you in the form of a box as shown below.



There will be areas (control of cameras, monitors, and so on) in the video system that are restricted to some operators. Such areas, although discussed in this manual, will be preceded by the message:

 Access denied to some operators

#### 1.6.4 Monitor messages

Every monitor can display, in its text message window, the current time/date, camera description and operator name. These parameters would be defined during the setting up of the system's configuration.

In addition to these, other messages that report *alarm conditions or system status* will also be displayed. These special messages will also appear in the text message window, usually above the normal text messages mentioned earlier.

These special messages will be presented in this manual as the following icon:



---

### 1.6 MANUFACTURER'S NOTE

---

If you are experiencing any difficulties with your MAXPRO-Net Crosspoint Matrix Video Switching System, or may have some useful information to relate back to us, kindly contact your local distributor.

Our distributors are very carefully selected. They are provided with complete technical support and training to ensure the highest possible standard of service.

---

### 1.7 ACKNOWLEDGEMENTS

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- **WINDOWS®** Registered trademark of the Microsoft Corporation
- **SMARTTEXT™** Trademark of Honeywell, Inc
- **FLASHBACK™** Trademark of Honeywell, Inc
- **MAXPRO SYSTEMS AND FACE LOGO** Registered trademark of Honeywell

## CHAPTER 2: GETTING STARTED

---

### 2.1 ENTERING YOUR SELECTION NUMBERS HOW AND WHY?

---

For nearly all keyboard operations discussed in this manual, an associated numeric entry must be made. For example, when selecting a camera or setting the dwell for a scan sequence.

The required number is typed in, using the SELECTION PAD on the keyboard. When the number entered is shorter in length than expected (that is, less digits than expected), then the **ENTER** key must be pressed to indicate that the number entered is complete.

An Example:

If the maximum Camera Number used on the system is, as an example, Camera 20, the system would then always expect 2 digit camera numbers to be entered in selecting any camera.

To select camera 19, the operator must press the following keys:



If you wish to select camera 1, the operator must press:



As an alternative:



will also select camera 1.

In this case, as the required number of digits was pressed, the **ENTER** key is not required.

When there are less than ten possible selections (that is, 0 ⇔ 9), a single digit is pressed to make the selection.

---






## 2.2 SELECTING A MONITOR

---



**NOTE:** To change the current picture on a video display monitor, a monitor must first be selected.

Press the **MON** key followed by the monitor number required.

- for example,   .. selects monitor 3,
- or    .. selects monitor 6 (for a system having ten or more possible monitors to select from).

The monitor description text will now be replaced by the name of your keyboard, for example:



**NOTE:** As an operator, your own name may appear instead. This depends on the System Configuration used.



---

## 2.3 SELECTING A CAMERA

---



**NOTE:** A monitor must be selected first.

Press the **CAM** key followed by the number of the camera required.



- for example, **CAM** **2** **5** .. selects camera 25,



- or **CAM** **1** **ENTER** .. selects camera 1 (for a system having ten or more possible cameras).

The monitor should now be displaying the new camera selected. The camera description text should also be displayed.



**NOTE:** It is possible that the camera selected is not available. In such instances, a text message will be displayed on the monitor to explain the problem. Refer to **Chapter 9, Monitor Messages**, for more information on the displayed messages.

---

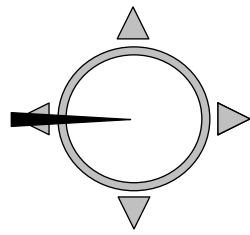
## 2.4 CONTROLLING A CAMERA PTZ

---

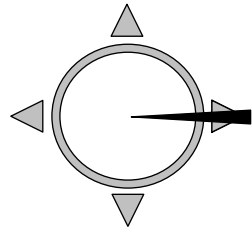
To operate a camera PTZ site, the following must first be true.

- you must currently be selecting a monitor,
- the monitor must be displaying the desired camera,
- the desired camera must have PTZ equipment fitted.

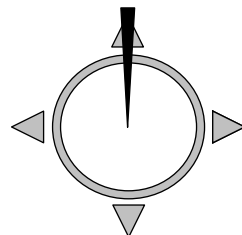
Camera pan, tilt, focus, and zoom control functions are detailed below. They are the same on both the RD-500 and RD-530 keyboards.



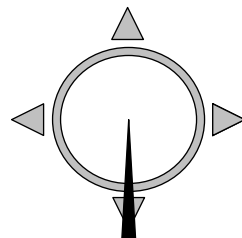
**PAN LEFT** .. by pushing (and holding) the joystick towards the Left. Releasing the joystick will halt the pan function.



**PAN RIGHT** .. by pushing (and holding) the joystick towards the Right. Releasing the joystick will halt the pan function.



**TILT UP** .. by pushing (and holding) the joystick towards the Up mark. Releasing the joystick will halt the tilt function.



**TILT DOWN** .. by pushing (and holding) the joystick towards the Down mark. Releasing the joystick will halt the tilt function.

**NOTE:** The Tilt Up and Down functions, may be reversed, depending on your system's configuration.

If the MANUAL-IRIS or WASH/WIPE options are fitted to the camera PTZ site, then the following PTZ functions can also be used:

## 2.4.1 Other PTZ functions

The following PTZ functions may be available as well provided the keyboard being used supports the function. Refer to your specific keyboard user manual.

- **ZOOM IN** .. by pressing (and holding) the **IN** key. Releasing the **IN** key will halt the Zoom function.
- **ZOOM OUT** .. by pressing (and holding) the **OUT** key. Releasing the **OUT** key will halt the Zoom function.
- **FOCUS FAR** .. by pressing (and holding) the **FAR** key. Releasing the **FAR** key will halt the Focus function.
- **FOCUS NEAR** .. by pressing (and holding) the **NEAR** key. Releasing the **NEAR** key will halt the Focus function.
- **IRIS OPEN** .. By pressing (and holding) the **OPEN** key. Releasing the **OPEN** key will halt the manual-iris function.
- **IRIS CLOSE** .. by pressing and (holding) the **CLOSE** key. Releasing the **CLOSE** key halt the manual-iris function.
- **WASH** .. by pressing (and holding) the **WASH** key. Releasing the **WASH** key will halt the wash function.
- **WIPE** .. by pressing (and holding) the **WIPE** key. Releasing the **WIPE** key will halt the wipe function.



**NOTE:** With the proper equipment installed, PTZ sites can have variable speed controls for the Pan/Tilt and Focus/Zoom functions. When a PTZ function is selected from the keyboard, you'll have 'half' speed for the first second. After that, 'full' speed is attained. This allows faster movement from one point to another. It also allows greater precision when making minor adjustments for a proper view.

---

## 2.5 SELECTING A VCR

---



**NOTE:** A monitor must be selected first.

Press the  key, followed by the VCR number.

- for example,    selects VCR 10,


- or   selects VCR 4.

The monitor should now be displaying the video from the output of the VCR selected. The VCR description text should also be displayed on the monitor.

---

## 2.6 CONTROLLING A VCR FROM THE KEYBOARD

---

 Control of VCRs may be denied for some operators

The VCR control functions are listed below. They are the same for both keyboards.

To operate a VCR machine remotely from a keyboard, the following must first be true:

- a monitor must currently be selected,
- the monitor must be displaying the desired VCR machine,
- the desired VCR machine must have remote control capability fitted.

Once the above is true, the following keys on the CONTROL PAD of the keyboard can be used:



.. to begin playback.



.. to cancel playback record rewind and fast forward.

---

## 2.6 CONTROLLING A VCR FROM THE KEYBOARD, CONTINUED

---



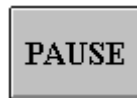
.. to rewind the tape.



.. to fast-forward the tape.



.. half speed play. For some VCR's this is shuttle mode.



.. to pause playback (still-frame).



.. to begin recording.



.. to eject the tape.



.. to temporarily hide the text display on the monitor. When VCRs with SMARTTEXT™ are played back, the concealed text can be displayed on the monitor again.



**NOTE:** Some functions of the VCR may not be available for your system.

---

## 2.7 RECORDING A CAMERA

---

To record a camera onto a VCR:

- you must first select a monitor,
- then the required VCR must be selected onto the monitor,

Next press the **SET** key. The prompt:



appears on the monitor. Now, make your camera selection, exactly as if you were selecting the camera directly on the monitor.

- for example, **SET** **CAM** **1** **5** .. selects camera 15 as the video source for the current VCR.

- or **SET** **CAM** **3** **ENTER** .. selects camera 3 as the video source for the current VCR.

Now that the new video source has been selected by the VCR, you can control the VCR: Record function, text function, and so on.

---

## 2.8 AUXILIARY DEVICES AND MULTIPLEXERS






---

Various other types of devices such as video multiplexers, or motion detectors and video printers can also be selected.

To select a device;

- a monitor must first be selected;

Press the desired device type key followed by the number of the device required.

- for example,   .. selects the multiplexer device number (5),
- or    .. selects an auxiliary device number (10).

The monitor should now be displaying the video from the output of the device selected. The device description text should also be displayed on the monitor.

**NOTES:**



## CHAPTER 3: USING SCAN SEQUENCES

---

### 3.1 WHAT IS A SCAN SEQUENCE?

---

A Scan Sequence is a list of camera selections. This camera list, or scan sequence, is used to automatically display every camera in the sequence on a specific monitor. Each camera selection will remain displayed for a specified duration defined by the 'Dwell Time' setting of each scan sequence.

When the scan sequence reaches its end, it wraps back around and starts again, creating an endless sequence of pre-defined camera selections.

A scan sequence can have up to 99 separate camera selections (called Entries). A total of 99 separate scan sequences can be created for use within the system.

When required, one of several scan sequences can be run on a monitor. When the same scan sequence is being run on more than one monitor at the same time, the displayed camera selections are made in synchronous.



**NOTE:** Camera selections or entries in scan sequences can (within the limitations of source grouping for that monitor) be in any order.

#### 3.1.1 What is a Guard Tour?

A guard tour is a scan sequence that does not wrap around when it reaches the end. When a guard tour is run, it always begins from the first entry. After the last camera entry has been displayed, the guard tour will halt automatically.

During commissioning, scan sequences are flagged to operate as guard tours. In all other respects, they are considered as scan sequences.

---

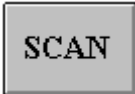


## 3.2 STARTING A SCAN SEQUENCE

---

Firstly, a monitor must be selected.

Press the **SCAN** key, followed by the scan sequence number required. Valid scan sequence numbers are (01 ⇔ 99).

- for example,    .. selects scan sequence 21 and starts it running.

- or    .. selects scan sequence 5 and starts it running. The **ENTER** key is required because the valid range is (01 ⇔ 99).

The monitor will now be displaying cameras from the scan sequence list. The following message would be briefly displayed.



Every time the scan sequence selects a new camera, the associated camera description text will also be displayed.



**CAUTION:** To manually select a camera, the scan sequence must be halted.

---

### 3.3 HALTING A SCAN SEQUENCE

---

To halt a scan sequence, the operator must have selected the monitor running that scan sequence.

When the **HALT** key is pressed, the message:



will be displayed. The last camera selection made by the scan sequence will remain displayed on the monitor.

To restart a previously halted scan sequence, press the **SCAN** key followed by the **ENTER** key. A number is not required.



- for example, **SCAN** **ENTER** .. restarts the last scan sequence halted for this monitor.

If the monitor is already running a scan sequence before manually selecting a camera (or a different scan sequence), then the following message appears:



---

### 3.4 PAUSING A SCAN SEQUENCE

---

Sometimes, it is necessary to temporarily pause the scan sequence. This allows you to manually step forwards and backwards through the scan sequence.

To pause a scan sequence, you must already be selecting a monitor that is running the desired scan sequence.

Press the **PAUSE** key. This message will be displayed:




The current camera selection made by the scan sequence will remain displayed on the monitor. The scan sequence number and the current entry position in the scan sequence will also be displayed on the monitor.

While in the 'SCAN PAUSED' mode, you can manually step forwards and backwards through the scan sequence list, using the following keys:



Steps the scan sequence forward to the NEXT selection in the list. This camera is then displayed on the monitor.



Steps the scan sequence backwards to the PREVIOUS selection in the list. The camera is then displayed on the monitor. When the sequence reaches Entry 1, if it is stepped back once more (by pressing the  key again), to pseudo **Entry 0**, the Dwell Period will be displayed (in seconds).



**CAUTION:** Entry 0 is not a valid camera selection; it contains the Dwell Period for that particular scan sequence.

To release the scan sequence, press the **SCAN** key. The scan sequence is now running again.

---

## 3.5 MAKING A NEW SCAN SEQUENCE

---



 Access denied to some operators

To make a new scan sequence, a monitor must first be selected.

Select the NEW scan sequence.




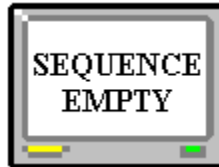
- for example,    .. selects scan sequence 20, and starts it scanning.

Press the  key to first pause the scan sequence. Now, press the  key. The message



will be displayed briefly. You are now in 'SET SCAN' mode.

To make sure this scan sequence is empty, press the  key several times until the following message appears:



**NOTE:** The First Entry in a scan sequence list can never be deleted. This is because a scan sequence must always have at least one entry. This entry may, however, be redefined.

Select the first camera for this sequence.



- for example,    .. selects camera number 2 as the first camera in scan sequence 20.



**NOTE:** Cameras can be stored in any order, and as many times as required within the same scan sequence.

### 3.5 MAKING A NEW SCAN SEQUENCE, CONTINUED

Before the next camera can be selected, we have to make room in the sequence list.

Press the **INS** key to insert a new entry into the scan sequence. Press **→** to move to this NEW ENTRY.

Now the next camera for this sequence can be selected.



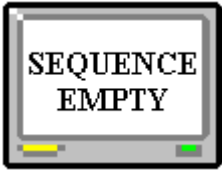
- for example, **CAM 1 2** .. selects camera number 12 as the second camera in scan sequence 20.

The entire procedure can be summarized as follows:

- **SCAN 2 0** .. selects scan sequence 20, and starts it scanning.

- **PAUSE** pauses scan sequence 20.

- **SET** puts you in the 'SET SCAN' mode.

- **DEL** press this key several times until the  message appears.

- **CAM 2 ENTER** .. selects camera number 2 as the first entry of scan sequence 20.

- **INS** creates a new entry for scan sequence 20.






- **→** .. moves you to the second entry of scan sequence 20.

- **CAM 1 2** .. selects camera number 12 as the second entry of scan sequence 20.

---

### 3.5 MAKING A NEW SCAN SEQUENCE, CONTINUED

---

-  creates another new entry for scan sequence 20.
-  moves you to the third entry of scan sequence 20.
-    .. selects camera number 29 as the third entry of scan sequence 20.

By now, the following cameras are present in scan sequence 20:

Entry position in Scan Sequence	1	2	3
Camera No.	2	12	29

**Table 3.1: Entry Positions In Scan Sequence 20**

Continue until all the desired cameras in the scan sequence have been entered.

To start the scan sequence running, press the  key once. The message:



will be displayed briefly. Scan sequence 20 is now running.






**CAUTION:** Some scan sequences cannot be changed as they have been predefined and locked at system commissioning.

## 3.6 EDITING A SCAN SEQUENCE

 Access denied to some operators

To edit a scan sequence it is necessary for the desired sequence to be selected to the operator's monitor.



for example,    .. selects scan sequence 20, and starts it scanning.

Press the  key to pause the scan sequence.

Now, press the  key. The message:



will be displayed. The 'SET SCAN' mode is now enabled and the operator can begin to edit the scan sequence.


Use the  and  keys to move backwards and forwards in the scan sequence entry list.

When the required entry position has been selected, then one of the following three operations can be performed:

### 3.6.1 Overwrite With A New Camera Selection

Simply make another camera selection. This will overwrite the current entry in the scan sequence list.



For example suppose that the second entry needs to be camera number 25 instead of camera number 12.

Entry position in Scan Sequence	1	2	3	4	5
Camera No.	2	12	29	14	17
Entry position selected					

**Table 3.2: Entry Positions In Scan Sequence 20 Before Overwriting.**



### 3.6.1 Overwrite With A New Camera Selection, Continued

Simply use the  or  keys to move to the second entry position, and press the following keys:


-    selects camera number 25 as the second entry in scan sequence 20.




Camera number 12 is now overwritten by the camera number 25.


Entry position in Scan Sequence	1	2	3	4	5
Camera No.	2	25	29	14	17

**Table 3.3: Entry Positions In Scan Sequence 20 After Overwriting.**

### 3.6.2 Delete This Camera Selection

Pressing the  key will remove this camera selection entry from the scan sequence list. All following entries will move down one to fill the gap.

If camera number 29 is to be removed from scan sequence 20, use the  or  keys to move to the third entry position and press the  key.

Entry position in Scan Sequence	1	2	3	4	5
Camera No.	2	25	29	14	17
Current entry position selected					


**Table 3.4: Entry Positions In Scan Sequence 20 Before Deletion.**

Camera numbers fourteen (14) and seventeen (17) at entry positions three (3) and four (4) respectively, moves down one entry position to fill the gap.



Entry position in Scan Sequence	1	2	3	4
Camera No.	2	25	14	17


**Table 3.5: Entry Positions In Scan Sequence 20 After Deletion.**

### 3.6.3 Insert A New Camera Selection


Pressing the  key will insert a new selection entry into the scan sequence at the current entry position. All entries following this position will be shifted up once, to make room.


The following 3 tables illustrate what happens when camera number 10 is inserted into entry position (3) of the scan sequence.

Use the  or  keys to move to the third entry position of the scan sequence.

Entry position in Scan Sequence	1	2	3	4	5
Camera No.	2	25	29	14	17
Current entry position selected					




**Table 3.6: Entry Positions In Scan Sequence 20 Before Insertion.**

Now, press the  key.

Entry position in Scan Sequence	1	2	3	4	5	6
Camera No.	2	25	29	29	14	17
Current entry position selected						

**Table 3.7: Entry Positions In Scan Sequence 20 After Pressing The  Key.**

To replace entry position 3 with camera number 10, press the following keys:

-    .. inserts camera number 10 as the third entry of the scan sequence.

Entry position in Scan Sequence	1	2	3	4	5	6
Camera No.	2	25	10	29	14	17


**Table 3.8: Inserting Camera No 10 Into Entry Position 3.**

### 3.6.3 Insert A New Camera Selection. Continued

To start scan sequence 20 running, press the **SCAN** key once. The message:



will be displayed briefly. Scan sequence 20 is now running.



**CAUTION:** Some scan sequences cannot be changed as they have been predefined and locked at system commissioning.

## 3.7 CHANGING THE DWELL PERIOD

 Access denied to some operators


To edit a dwell period it is necessary for the desired scan sequence to be running on the monitor.

- for example, **SCAN** **2** **0** .. selects scan sequence 20, and starts it scanning.

Press the **PAUSE** key to pause the scan sequence. Now, press the **SET** key. The message:






will be displayed. The 'SET SCAN' mode is now enabled.

Entry position in Scan Sequence	0	1	2	3	4	5
Camera No.	dwell period	2	25	12	29	14
Current entry position selected						

**Table 3.9: The Scan Sequence List Showing Entry (0).**

### 3.7 CHANGING THE DWELL PERIOD, CONTINUED

Use the  key to move backwards in the scan sequence. Continue pressing the  key until the beginning of the scan sequence list is reached (that is, before Entry (1)).

Entry position in Scan Sequence	0	1	2	3	4	5
Camera No.	dwell period	2	25	12	29	14
Current entry position selected						

**Table 3.10: Using The  Key To Move To Entry (0).**


The message:



will be displayed briefly, together with the current dwell setting (in seconds). The valid dwell period is (01 ↔ 99) seconds.

Now, enter the new dwell period:

- for example,   .. new Dwell = 15 seconds.
- or   .. new Dwell = 3 seconds.

To start the scan sequence running again, press the  key once. The message:



will be displayed briefly. Scan sequence 20 is now running.

---

### **3.8 INCREASING THE DWELL FOR ONE CAMERA**

---

As there is only one Dwell Period setting for the entire scan sequence camera selection list, the method of varying the dwell period for one specific camera is to enter that camera selection two or more times (consecutively) into the scan sequence list.

This method allows individual cameras to remain displayed for two, three, or more multiples of the current dwell period.

**NOTES:**

# CHAPTER 4: USING MACROS

---

## 4.1 WHAT IS A MACRO?

---

A MACRO is a stored recording of a series of keystrokes made by an operator on a keyboard. This recording can be PLAYED BACK by the operator whenever required. It will mimic the operator by automatically making those same keystroke actions again.

Macros can be used to automate the system in three ways;

- Salvo camera selections
- Camera walks
- Automated control

### 4.1.1 Salvo Camera Selections

Salvo is the automatic selection of multiple cameras from a simple key press action. Unlike scan sequences, all of the cameras are displayed at the same time across the designated video monitors. Salvos would be used to give a panoramic overview of an area, for example, adjacent perimeter alarm zones or viewing a secure area (or level) in a building.

### 4.1.2 Camera Walks

Camera walks are commonly used to survey an area using a PTZ camera. The control actions applied to the PTZ camera are played back in real-time (at the same rate that they were recorded). This means that the camera follows the same path across the scene of view as was originally recorded.



**NOTE:** A PTZ camera view recall would be used first in the camera walk to set a known start position.

### 4.1.3 Automated Control

The MAXPRO-Net Crosspoint Maxtrix Video Switching System can be configured to control a variety of equipment other than cameras and monitors. The keyboard actions used to manually control this auxiliary equipment can also be recorded in a macro for later play back for automated control of the system.


Selecting cameras to video recorders, activating record, turning lighting on, or opening door latches and boom gates could all be included in one automated control macro.

Any system action that can be made by an operator at a keyboard can be stored in a MACRO for later use.

---

## 4.2 EXECUTING A MACRO

---

To execute a MACRO sequence, press the  key followed by the two-digit macro number required. Valid MACRO's are (00 ⇔ 99).

- for example,    .. executes MACRO (65).
- or    .. executes MACRO (00).

If the macro has been defined, the following message will display briefly on your current monitor:



The macro will now play back the recorded keystrokes. Salvo camera selections are played back instantly. Camera Walks are played back in real-time. Automated control actions can play back as a combination of the two depending on the keypress functions recorded.

When the macro play back is complete, the following message will display briefly on your current monitor:





---

## 4.2 EXECUTING A MACRO, CONTINUED

---

Although a macro can be executed by any operator from any keyboard, it can only be executed by one person at a time. If the following message;



is displayed, then you must wait until the operator using that macro is finished.



**NOTE:** If a macro sequence is executed **without** having a monitor selected, no messages will be displayed.

---

## 4.3 MAKE A NEW MACRO

---



Access denied to some operators

Press the **MACRO** key followed by the **SET** key. The prompt:



will be displayed. Now, select the two-digit macro number you wish to create. Valid MACRO's are (00 ⇔ 99).

- for example, **MACRO** **SET** **6** **5** .. begins recording macro (65).

- or **MACRO** **SET** **0** **ENTER** .. begins recording macro (00).

The message prompt:



will then be displayed briefly.

---

## 4.3 MAKE A NEW MACRO, CONTINUED

---

The system will now begin recording operator keyboard actions. These may be recorded in a REALTIME mode whereupon running of the macro the operator actions will be played back with the same timing with which they were recorded, or in AUTO-TIMING mode whereupon operator actions will be played back automatically timed. The recording mode may be toggled during recording by pressing the **PAUSE** key. The



prompt:



or

will then be displayed briefly to indicate the current mode.



**NOTE:** To redefine a macro that has been used previously, it must first be **deleted**. Refer to the following section DELETE A MACRO.

To end the recording, press the **MACRO** key again. The message prompt:



will be displayed briefly.

Your macro is now defined with the recorded keystrokes. Now, test the MACRO to see if it executes correctly.

The newly defined macro will be saved back onto disk automatically by the system after 30 seconds of inactivity or by initiating a 'Save Now' function from System Macros.

---

## 4.4 DELETE A MACRO

---

 Access denied to some operators

A macro must be deleted before it can be redefined. Press the **MACRO** key followed by the **DEL** key. The prompt:



will be displayed. Now, select the two-digit macro number you wish to delete. Valid MACRO's are (00 ⇔ 99).

- for example,     .. deletes macro (65).
- or     .. deletes macro (00).

The message prompt;



will then be displayed briefly. Your macro is now deleted. It is ready to be defined again.

---

## 4.4 CAN I EDIT A MACRO?

---

NO. A macro recording cannot be edited. The only way to correct or modify a macro is to make it again.

To minimize errors during recording, design the macro on paper first, documenting the exact sequence of keystrokes required. Then, manually execute your designed macro on the keyboard while watching the effect of each keystroke.



**CAUTION:** Remember that some keystrokes like camera selections (or PTZ view recall) may not make any noticeable change to the monitor as it may already be displayed (or at that view position).

**NOTES:**

# CHAPTER 5: MANAGING ALARMS

---

## 5.1 WHAT ARE ALARMS?

---

ALARMS are usually external inputs to the crosspoint matrix video switching system. These inputs are watched continuously by the equipment. If a change in alarm state occurs on an alarm input, the system operators can be prompted immediately and automatic selection of cameras and VCRs, and so on, can also occur.

The automatic action taken for any given alarm input is programmed at commissioning and therefore cannot be changed by an operator. However, through the use of the MENU SYSTEM (Chapter 8), it is possible to disable and re-enable an alarm input. This is required for night/day system operation, where some alarms must be ignored during the daytime hours.

As well as external alarm inputs, other internal system alarms can also occur. They are as follows:

- Camera fail alarms,
- PTZ site fail alarms,
- PTZ site tamper alarms,
- VCR alarms,
- Other device alarms,
- General failure.

When an alarm state is generated:

- a flashing text prompt is displayed (after approx. 0.5 second). This prompt actually describes that specific alarm.
- automatic control of the system is activated as defined at the time of commissioning. This may be as simple as selecting a relevant camera onto a video monitor or may be causing a camera to be automatically recorded.



**WARNING:** The time/date that is displayed when an alarm activates is the time that the alarm occurred.

---

## 5.2 EXTERNAL ALARM INPUTS

---

External alarm inputs are usually hard wired into the subrack equipment. They include perimeter security alarms, PIR movement detectors, intercom alarms, door state alarms, and so on.

External alarms are sometimes monitored by a separate security system and communicated back to the MAXPRO-Net system for action.

---

## 5.3 CAMERA FAIL ALARMS

---

In some video systems, the cameras are automatically monitored to check for camera malfunction and/or cut-cabling, and so on.

Two types of alarms can be generated:

### 5.3.1 Lost Video

A Lost Video alarm is generated when the video signal from a camera has completely disappeared. The possible causes of this alarm could be blown power-supply fuse and/or cut-cable.

### 5.3.2 Low Level Video

A Low-Level Video alarm is generated when the picture level decreases below a preset point. The low picture level must be present for several seconds before the alarm is actually generated. This detection delay allows for auto-iris lag. PTZ units can move across dark scenes without generating false alarms. The possible causes of this alarm are; the front of the lens is covered, the scene lighting is low, or the camera or lens maybe faulty.

---

## 5.4 PTZ SITE FAILED ALARMS

---

In video systems, the camera PTZ site receivers are continuously monitored, even while the site is not being used. If a PTZ site should fail, then an alarm will occur.

While the PTZ site has failed, it is still possible to view a picture from this camera. If, however, the PTZ controls are used, then the operator is again prompted with the following message;



When the PTZ site is repaired, the alarm will clear automatically and PTZ control is restored.

---

## 5.5 PTZ SITE TAMPER ALARMS

---

To protect a camera PTZ site from unauthorized access, the tamper alarm input would be used. A tamper alarm is LATCHING, so once activated, it can only be cleared from the keyboard by an operator.

---

## 5.6 VCR ALARMS

---

VCR alarms are commonly used to detect END OF TAPE or NO RECORD status conditions and report these to the operator. The VCR alarm would be cleared automatically by rectifying the reported condition. VCR alarms can also be cleared from a keyboard.

---

## 5.7 OTHER DEVICE ALARMS

---

Multiplexers and other devices that are under the control of the system can also have associated alarms. For video motion detectors, this could be a movement alarm; for a video printer, it may be a device busy or out of paper alarm.

Similar to VCR alarms, they are used to help automatically manage the video system.

---

## 5.8 THE ALARM STACK

---

Whenever an alarm becomes active, it is placed onto the alarm stack. If several alarms become active at the same time, they will all be placed onto the alarm stack accordingly.

The purpose of the alarm stack is to cycle between the currently active alarms, re-displaying their particular text messages and re-executing their specific automatic camera selections (and other control actions).

The alarm stack will pause for a pre-defined period between each active alarm recorded on the stack.

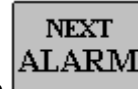
---


## 5.9 STEPPING THROUGH THE ALARM STACK

---



**CAUTION:** You must currently be selecting the monitor that is displaying the flashing alarm messages.



On the HEGS5300 enhanced keyboard, pressing the  key will manually force the alarm stack to cycle to the next active alarm. Immediately, the next alarm will be displayed on the monitor.

The alarm stack will still automatically cycle after the usual pause period.

---

## 5.10 CLEARING AN ALARM


---

When an alarm is manually cleared from a keyboard, it is removed from the alarm stack so it will not continue to be displayed again. With the exception of LATCHING alarms, the manually cleared alarm is still active and remains so until it physically returns to its normal state. Once this has happened, its next activation will be detected again.



**CAUTION:** You must currently be selecting the monitor that is displaying the flashing alarm messages.



Press the  key to clear the currently displayed alarm. After a short pause the message prompt;



will be displayed. Immediately, that alarm is removed from the stack and the next alarm is displayed on the monitor.

When ALL alarms have been cleared, the text display on the monitor will return to normal.



**CAUTION:** While the flashing alarm text is displayed on the monitor, none of the normal text messages will be displayed.




---

## 5.10 CLEARING AN ALARM, CONTINUED

---



Pressing the  key while the selected monitor is not displaying an active alarm will display the message prompt;



even if there are still active alarms displayed on another monitor.

**NOTES:**



## CHAPTER 6: OTHER KEYBOARD FUNCTIONS

---

### 6.1 FAST CAMERA SELECTION

---

To scroll quickly between the available cameras, the following keys may be used;

- Press the  key to select the NEXT camera.
- Press the  key to select the PREVIOUS camera.

The selection of cameras with these keys is dependent on the current monitor being used and the access level of the operator.



**NOTE:** These keys also apply to VCRs and other devices. When the current selection is a VCR, the next (or previous) VCR would then be selected.

---

### 6.2 SETTING A NEW CAMERA VIEW (PTZ PRESET POSITION)

---

 Access denied to some operators

To program a camera VIEW, the following must first be true:

1. a monitor must currently be selected,
2. the monitor must be displaying the desired camera,
3. the desired camera must have PTZ equipment fitted with VIEW (preset) capability.

---

## 6.2 SETTING A NEW CAMERA VIEW (PTZ PRESET POSITION), CONTINUED

---

Using the camera PTZ functions, move to the desired position of the new view.

Press the **VIEW** key followed by the **SET** key. The message:



will be displayed.

Now, press the view number (0 ⇔ 9). A total of ten views per camera are possible from the keyboard.



- for example, **VIEW** **SET** **5** .. stores the current PTZ position for this camera as view 5.



- or **VIEW** **SET** **0** .. stores the current PTZ position for this camera as VIEW 0 and the monitor will display the message:



**NOTE:** In some video systems, two digit view numbers (00⇔ 99) would need to be entered. Usually only the first ten (0⇔ 9) are manually available to the keyboard operator.


---





### 6.3 RECALLING A CAMERA VIEW (PTZ PRESET POSITION)

---

To recall a PTZ camera view the following must first be true.

1. you must currently be selecting a monitor,
2. the monitor must be displaying the desired camera,
3. the desired camera must have PTZ equipment fitted with VIEW (preset) capability.

Press the  key followed by the view number required. The range of valid views are (0 ⇔ 9). A total of ten views per camera PTZ site are available.

- for example,   .. selects camera view 5,
- or   .. selects camera view 0.

The monitor will briefly display the message:



**CAUTION:** VIEW (0) is commonly used as a HOME position, to quickly reposition the camera to the desired static scene.

---

### 6.4 CAMERA PTZ FLASHBACK™

---

To use the camera FLASHBACK™ feature, the following must first be true.


1. You must currently be selecting a monitor,
2. The monitor must be displaying the desired camera,
3. The desired camera must be a high-speed dome camera (PT-720 or equivalent) fitted with preset view capability,
4. You must be using an HEGS5300 enhanced keyboard.

---


## 6.4 CAMERA PTZ FLASHBACK™, CONTINUED

---



Press the  key to move to the first FLASHBACK™ position. This is similar to recalling a preset view, although the prior position is first remembered. The dome PTZ can be operated manually as required.



To go back to the prior position, press the  key. Now your current position is remembered and the prior position is recalled. The FLASHBACK™ feature allows two separate targets to be followed using the one high-speed dome camera.

Recalling a preset view will first cause your current position to be remembered as the next FLASHBACK™ position.

---

## 6.5 SELECTING AN ALTERNATE CAMERA


---

For every camera, it is possible to have a pre-defined alternate camera. Often the alternate camera is a PTZ camera and view recall position, or simply another fixed camera giving a different viewing angle of the same scene.

To display an alternate camera, the following must first be true.

1. You must currently be selecting a monitor,
2. The monitor must be displaying a camera,
3. The camera must have been commissioned with a pre-defined alternate camera selection.
4. You must be using a HEGS5300 enhanced keyboard.




Press the  key to select the alternate camera (and view recall position). The monitor should now be displaying the alternate camera. If the message prompt;



was displayed, no alternate camera is available.



Pressing the  key again will re-select the original camera.

---

## 6.5 HIDING DISPLAYED TEXT


---

The displayed monitor text is used to identify the selected camera, present current time/date and other prompt messages. Sometimes, it is required that the displayed text be turned-off (or hidden) allowing the total picture area to be viewed.


To hide the displayed text, the following must first be true.

- You must currently have a monitor selected



Press the  key to remove the text from the monitor. You can manually control the selected PTZ camera as required. The text will remain hidden.



By selecting another camera, moving to another monitor or pressing the  key again, the text display will be restored.

If the monitor supports SMARTTEXT™ a played-back recording (from a VCR) can have its concealed text information revealed.

---

## 6.6 REVEALING SMARTTEXT™

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On some video systems, it is necessary to record a camera with its identification and time/date text information remains concealed, so the maximum recorded picture area is maintained.

SMARTTEXT™ is used to encode the text information (as data) into the recorded video signal without affecting the displayed picture. During playback, the operator has the choice to either reveal or hide the encoded text information.

For SMARTTEXT™ playback, the following must first be true.

- You must currently be selecting a monitor that supports SMARTTEXT™ decoding.
- You must be playing-back a recording which was encoded with SMARTTEXT™ information.



The function of the  key is then extended to include SMARTTEXT™ decoding.

- The **FIRST** time the key is pressed the normal monitor text display is hidden. This is the same as before.
- The **SECOND** time the key is pressed the encoded SMARTTEXT™ information (in the video signal) will be revealed and displayed on the monitor.
- The **THIRD** time the key is pressed the normal monitor text display will be restored and the SMARTTEXT™ information will be concealed.

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## 6.7 REVEALING SMARTEXT™, CONTINUED

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By selecting another camera or moving to another monitor, the normal monitor text display will be restored and the SMARTEXT™ information will again be concealed.



**CAUTION:** SMARTEXT™ is only available on specific video systems that are designed to support this feature.



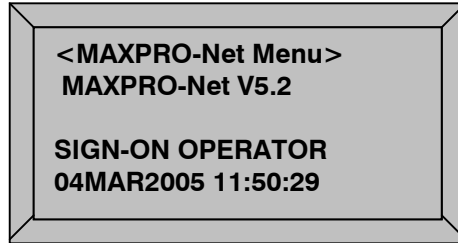
# CHAPTER 7: THE TEXT CHANNEL MENU SYSTEM

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## 7.1 WHAT IS THE TEXT CHANNEL MENU SYSTEM?

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The MAXPRO-Net generates the Menu system using the Text Lines displayed on the Monitor, which enables the Operator to perform Sign in, Sign Off, Change PIN operations.



**Fig 7.1: Menu displayed on the Monitor Text Channel**

The Three Options of the Text Channel Menu System,

- SIGN-ON OPERATOR
- SIGN-OFF OPERATOR
- CHANGE PIN

### 7.1.1 Accessing the MENU SYSTEM

To access the MENU SYSTEM, press the **MENU** key on the keyboard. Text channel of the current keyboard monitor should display the menu.

If a monitor is not currently selected, the menu will appear on your last selected monitor.

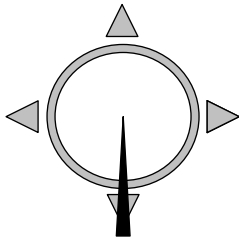
- Only one operator (that is, keyboard) can have access to the Menu System at any one time.
- If more than one keyboard is selecting the monitor, the Menu System **CANNOT** be accessed. Move to another monitor prior to using the Menu System.
- If the monitor is running a scan sequence, then selecting the Menu System will **HALT** the scan sequence. Exiting the Menu System will **NOT** restart the scan sequence; this must be done manually.

### 7.1.2 Exiting the MENU SYSTEM

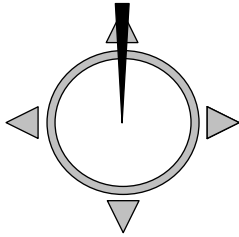
To exit the MENU SYSTEM, press the **MENU** key again. The menu display will be replaced by the original camera selection. You can exit from the MENU SYSTEM at any time, from any menu level.

## 7.2 MAKING SELECTIONS FROM THE MENU

- When the Menu is selected, the First Option of the Menu 'SIGN-ON OPERATOR' will be displayed on the Text Channel.

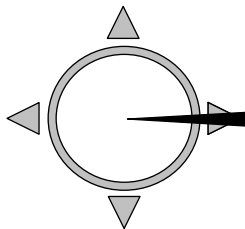


Pulling the joystick towards you will move down the menu to the Second Option 'Sign Off Operator.'

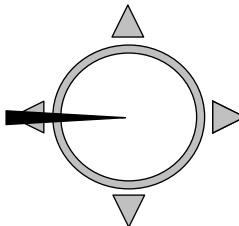


Pushing the joystick away from you will move up the menu to First option 'Sign On Operator.'

By making several joystick actions, you can navigate to other options of the Menu.






Pushing the joystick RIGHT will select the displayed Menu Option and then display the next corresponding Menu Level.



Pushing the joystick LEFT will remove your current Menu and return you to the previous Menu Level.



**NOTE:** The  and  keys on the SELECTION PAD of the keyboard will also move up and down the Menu. Pressing the  key will select the Menu Option, and display the next corresponding Menu Level.

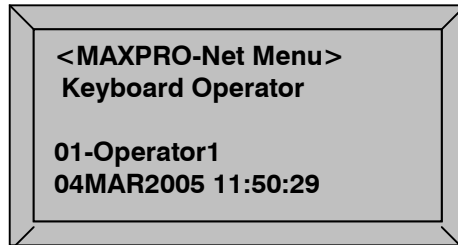
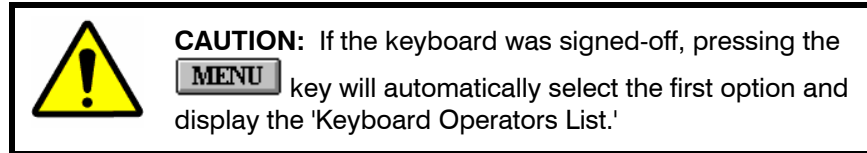
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## 7.3 SIGN-ON KEYBOARD OPERATORS

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In the MAXPRO-Net Crosspoint Matrix Video Switching System, a keyboard must have an operator identity associated with it before access to the video system is allowed.

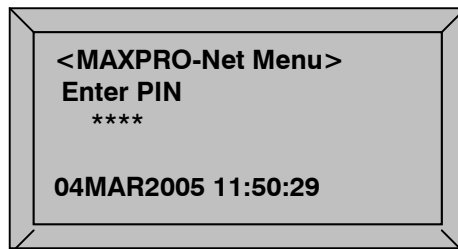
- To sign-on a new operator to the keyboard, press the **MENU** key. Then, first option of the menu '**SIGN-ON OPERATOR**' will be displayed. Press **ENTER** Key, then Valid 'Keyboard Operator List' is displayed.



**Fig 7.2: Keyboard Operator List**

This **scrolling menu** will traverse through the entire list of system operators that are allowed access to the video system. To sign-on, select your operator identity and Press **ENTER** Key.

Each system operator is given a PIN (Personal Identification Number). Having selected your operator identity, you will be prompted to enter your PIN.



**Fig 7.3: Enter PIN**

Enter your four digits PIN followed by the **ENTER** key. If sign-on is successful, the menu will exit displaying the original camera on the monitor. The following message is displayed briefly:

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## 7.3 SIGN-ON KEYBOARD OPERATORS, CONTINUED

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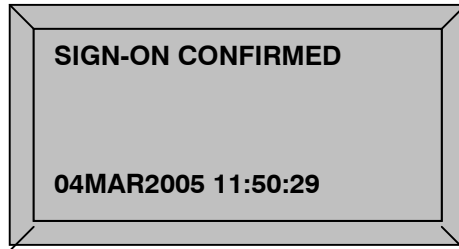



Fig 7.2: Sign On Confirmed

If the keyboard is already signed-on by another operator, you should still sign-on to the system using your own operator identity. Every operator has his or her own access privileges necessary for controlling the video system.


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## 7.4 SIGN-OFF KEYBOARD OPERATORS

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 Access denied to some operators.

Different operators have different levels of system access; therefore it is good practice to always sign-off when you've finished using the system. This reduces the probability of tampering by unauthorized users.

Press the  key to display the Main Menu. Select the second Option '**SIGN-OFF OPERATOR.**' An **entry window** will be displayed asking you to confirm your intent to sign-off.

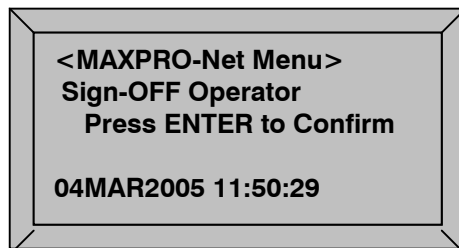





Fig 7.4: Sign-Off Operator

Press the  key to sign-off. The keyboard operator is now signed-off from the system.

Pressing the  key or moving the joystick LEFT will cancel and remove the sign-off window.

The keyboard is now disabled. All keys (except for the  key) will be ignored.




**CAUTION:** In systems that are not using the individual operator environment, the keyboards remain signed-on all the time. A default operator is assigned to the keyboards and the ability to sign-off is denied.

---

## 7.5 CHANGE PIN NUMBER

---

 Access denied to some operators

To change a PIN, the operator must be signed onto the keyboard. From the main menu, highlight and select the item 'Change PIN number.'



**WARNING:** If you do not have the correct access privileges, the message, 'ACCESS DENIED' will be flashed on the monitor.

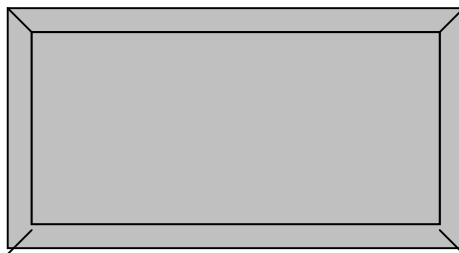


Fig 7.15: Change PIN

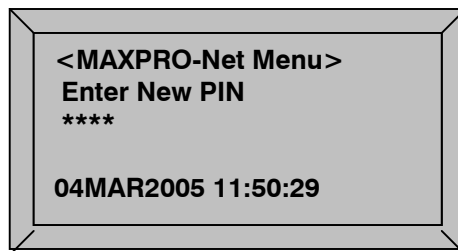


Fig 7.15: Enter new PIN number

An **entry window** is displayed requesting the new PIN. Enter the new four-digit PIN number for this operator.

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## 7.5 CHANGE PIN NUMBER, CONTINUED

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Another **entry window** is displayed. To confirm your new PIN number, enter it a second time.

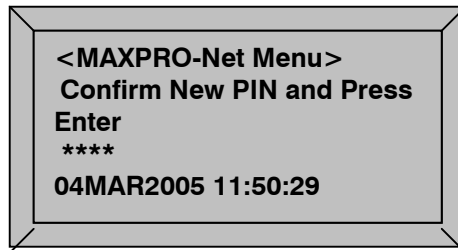


Fig 7.16: Confirm new PIN number, again

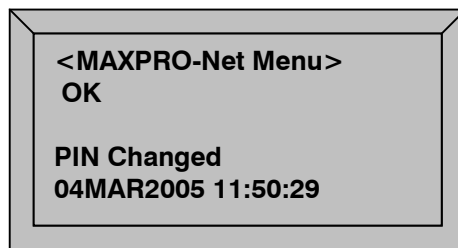
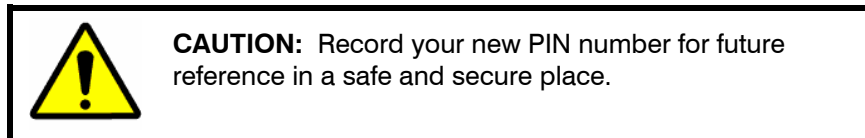


Fig 7.17: New PIN number OK

The menu prompt 'OK PIN changed' is then displayed.



# CHAPTER 8: MESSAGE PROMPTS

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## 8.1 INTRODUCTION

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The MAXPRO-Net Crosspoint Matrix Video Switching System creates an interactive environment for the system operators. Using the keyboard, an operator is able to communicate and control the video system.

The system will also communicate with the operator using text message prompts. These are displayed on the operator's currently selected monitor. These message prompts are designed to confirm selection and control actions as well as to help the operator understand why a particular action or function may not have occurred as expected.

The message prompts have been grouped into several tables. Refer to the appropriate table to quickly locate the message prompt explanation required.

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## 8.2 SELECTIONS

---

Message Prompt	Explanation
<b>Not while scanning</b>	Before selecting a camera to this monitor, the current scan sequence must be halted.
<b>Not available</b>	The selected camera is not available for selection on this monitor, or by this operator.
<b>Invalid source</b>	You tried to select the video output of the currently selected VCR (or other device) back onto its own video input.
<b>Source denied</b>	This operator cannot gain access to the selected camera (or VCR).
<b>Source locked</b>	The selected camera (or VCR) is currently locked and cannot be accessed at this time.
<b>*Unknown source*</b>	The default video input selection for the monitor (VCR or other device) has not been defined in the system.
<b>Channel locked</b>	The currently selected camera or scan sequence (on the monitor) cannot be changed. The monitor must first be unlocked.
<b>Undefined monitor</b>	The requested monitor does not exist in the system.
<b>Monitor denied</b>	The requested monitor cannot be accessed from this keyboard location.
<b>Monitor is busy</b>	The monitor cannot be selected at this time, as it is already in use by another operator (of a higher priority).

## 8.2 SELECTIONS, CONTINUED

Message Prompt	Explanation
<b>Set source</b>	You can now enter the camera selection to be set as the new source selection of the VCR (or other device) currently on the monitor. It is not selected directly onto the monitor but to the video input of the VCR itself.
<b>Access denied</b>	Your keyboard does NOT have access to this VCR (or other device). It cannot make new video source selections for this VCR's video output channel.
<b>Undefined output</b>	The VCR (or other device) does not support camera selection. It does not have a video output channel defined in the system.
<b>Local source error</b>	The selected pseudo camera is not correctly defined in the system. The actual physical camera cannot be found.
<b>Source nest error</b>	The selected pseudo camera is not correctly defined in the system. It is wrongly defined to use another pseudo camera and not a physical camera.
<b>Network failed</b>	The selected camera is from another networked video system. That networked system has currently failed so the camera cannot be selected.
<b>Invalid net source</b>	The camera being selected does not exist on the same network system as the remote-monitor (trunk channel or other network device) it is being selected to.
<b>Undefined source</b>	The selected camera (VCR or other device) does not exist. It is not defined as a video input on the system.
<b>Using link: #..</b>	This prompt message confirms the actual video trunk line # that has been used to connect the selected network camera to this monitor.
<b>Share link: #..</b>	This prompt message confirms that the selected network camera was already available on the video trunk line #. This video trunk line is now shared with this monitor.
<b>Link request KB: ..</b>	Another operator requires the video trunk line you are currently using. Selecting a local camera will release the video trunk line.
<b>Network link busy</b>	All video trunk lines are already in use. Your camera selection cannot be made at this time. The system has already sent a ' <b>link request</b> ' prompt to other operators asking them to hurry up and release the video trunk lines.
<b>Network link taken</b>	The video trunk line used to connect the selected camera to this monitor has been taken by another operator (of a higher priority). The monitor has been forced to display a different camera, releasing the video trunk line.
<b>LIVEUPDATE BEGIN</b>	This indicates that the system administrator has made changes to the system configuration and is updating live to the MAXPRO-Net Server. The operator should wait till the operation is complete.



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## 8.2 SELECTIONS, CONTINUED

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Message Prompt	Explanation
<b>LIVEUPDATE COMPLETED</b>	This indicates that the 'live configuration update' operation to the MAXPRO-Net Server is complete. The operator can resume his control on the system.

---

## 8.3 SCAN

---

Message Prompt	Explanation
<b>Not while scanning</b>	Before selecting a camera to this monitor, the current scan sequence must be halted.
<b>Invalid sequence</b>	The scan sequence requested is not valid. Try a different scan sequence number instead.
<b>Scan seq (xx)</b>	This is the currently active scan sequence number.
<b>Scanning</b>	The scan sequence is now running.
<b>Scan denied</b>	The keyboard operator does not have access to this scan sequence.
<b>Scan halted</b>	The monitor has been released from the scan sequence. You can now manually select cameras to the monitor.
<b>Scan paused</b>	The scan sequence is now paused. You can now step manually forwards and backwards through the sequence.
<b>Set scan</b>	The scan sequence is now in SET mode. It can now be edited.
<b>Unable to set</b>	The scan sequence cannot be put into SET mode. It must be paused first, or another operator is already manually using the scan sequence.
<b>Set scan - denied</b>	This keyboard operator does not have access to the SET scan mode.
<b>Set scan - locked</b>	This scan sequence has been locked. Its list of cameras cannot be changed.
<b>End of sequence</b>	You have stepped to the last entry currently used in the scan sequence.
<b>Unable to pause</b>	The scan sequence cannot be paused. It is already being paused by another operator on another monitor. It cannot be manually stepped until the other operator has finished.
<b>Tour seq(xx)</b>	This is the currently active guard tour sequence number.
<b>Tour denied</b>	The keyboard operator does not have access to this tour sequence.

## 8.3 SCAN, CONTINUED

Message Prompt	Explanation
<b>End of tour</b>	The end of the guard tour sequence has been reached. The tour has been halted.
<b>Tour halted</b>	The guard tour sequence has been manually halted. You can now manually select cameras to the monitor.
<b>Tour paused</b>	The guard tour is now paused. You can now step manually forwards and backwards through the sequence.
<b>Set tour</b>	The guard tour is now in SET mode. It can now be edited.
<b>Inserted entry</b>	This prompt confirms that a new entry has been inserted into the scan sequence. All entries from this point forward have moved up by one entry position.
<b>Sequence full</b>	The scan sequence is already full. All 99 entries have been used.
<b>Deleted entry</b>	This prompt confirms that an entry has been deleted from the scan sequence. All entries from this point forward have moved down by one entry position.
<b>Sequence empty</b>	All entries have been deleted from the scan sequence. Entry (01) still remains as a scan sequence always has at least one camera entry.
<b>Seq (xx) entry =yy</b>	The camera selection for this entry position (yy) in the scan sequence (xx) is being displayed. It cannot be changed as the scan sequence is not in SET mode.
<b>(xx) Set entry =yy</b>	The camera selection for this entry position (yy) in the scan sequence (xx) is being displayed. As this scan sequence is in SET mode, a new camera selection for this entry position (yy) can now be entered.
<b>Cameras only</b>	Only cameras can be entered into a scan sequence. VCRs and other devices are not permitted.
<b>Dwell in (sec)</b>	The text on-screen now displays the dwell period for this scan sequence. If in SET scan mode, you can enter the new dwell period (01-99) seconds.
<b>Seq (xx) dwell =yy</b>	This message displays the current dwell period (yy) in seconds, for this scan sequence (xx). It cannot be changed as the scan sequence is not in SET mode.
<b>(xx) Set dwell = yy</b>	This message displays the current dwell period (yy) in seconds, for this scan sequence (xx). As this scan sequence is in SET mode, the new dwell period (01-99 seconds) can now be entered (two digits).

## 8.4 PAN-TILT CONTROL

Message Prompt	Explanation
<b>Fixed camera</b>	This camera does NOT have any PTZ capability.
<b>Not while scanning</b>	Before controlling the PTZ camera on this monitor the current scan sequence must be halted.
<b>PTZ denied</b>	The keyboard operator does not have access to control this PTZ camera.
<b>PTZ busy</b>	Another keyboard operator is currently controlling this camera PTZ.
<b>PTZ locked</b>	All of the camera PTZ control functions have been locked. The PTZ cannot be controlled until it is unlocked.
<b>PTZ site failed</b>	The camera PTZ site receiver has failed. The camera cannot be controlled until the PTZ site receiver recovers.
<b>Ctrl config. error</b>	The PTZ (or VCR) control definition has been incorrectly configured. Control of this device is not possible until it is properly defined in the system.
<b>No pan</b>	This PTZ camera does not support the pan left/right control functions.
<b>No tilt</b>	This PTZ camera does not support the tilt up/down control functions.
<b>No focus</b>	This PTZ camera does not support control of lens focus.
<b>No Zoom</b>	This PTZ camera does not support control of lens zoom.
<b>No iris control</b>	This PTZ camera does not support manual iris control.
<b>No wash/wipe</b>	This PTZ camera does not support wash and wipe control.
<b>No flashback</b>	This PTZ camera does not support the FLASHBACK™ control function.
<b>No views</b>	This PTZ camera does not support preset views.
<b>&lt;PTZ aux&gt;</b>	This prompt confirms the SHIFT to the auxiliary PTZ control functions available from the lens keys on the RD-500 control keyboard for control of wash, wipe and manual-iris.
<b>&lt;Open&gt;</b>	The PTZ camera manual iris is opening.
<b>&lt;Close&gt;</b>	The PTZ camera manual iris is closing.
<b>&lt;Wash&gt;</b>	The wash function of the PTZ is operating.
<b>&lt;Wipe&gt;</b>	The wipe function of the PTZ is operating.
<b>&lt;Flashback&gt;</b>	The PTZ camera FLASHBACK™ function has been operated.
<b>Moving to view (xx)</b>	The PTZ camera is moving to the selected preset view (xx).
<b>Set view (00-99)</b>	Enter the PTZ camera preset view number to be set (two digits).

---

## 8.4 PAN-TILT CONTROL, CONTINUED

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Message Prompt	Explanation
<b>Set view (0-9)</b>	Enter the PTZ camera preset view number to be set (single digit).
<b>View (xx) is set</b>	A new preset view (xx) has been entered for this camera PTZ. This preset view now retains the current position of the PTZ.
<b>Set view - denied</b>	This keyboard operator does not have access to set PTZ camera preset views.
<b>No views available</b>	This keyboard operator does not have access to PTZ camera preset views.

---

## 8.5 VCR CONTROL

---

Message Prompt	Explanation
<b>VCR busy</b>	The VCR is currently being used by another operator.
<b>VCR locked</b>	The control functions for this VCR have been locked. It cannot be controlled until it is unlocked.
<b>No VCR control</b>	This keyboard operator cannot control the VCR.
<b>&lt;Stop&gt;</b>	The stop function of the VCR is activated.
<b>&lt;Play&gt;</b>	The normal-play function of the VCR is activated.
<b>&lt;Fast-forward&gt;</b>	The fast-forward function of the VCR is activated.
<b>&lt;Rewind&gt;</b>	The rewind function of the VCR is activated.
<b>&lt;Pause&gt;</b>	The pause function of the VCR is activated.
<b>&lt;Slow&gt;</b>	The slow-play function of the VCR is activated.
<b>&lt;Frame advance&gt;</b>	The single-step frame advance function of the VCR is activated.
<b>&lt;Record&gt;</b>	The record function of the VCR is activated.
<b>&lt;Preview&gt;</b>	The preview-play function of the VCR is activated.
<b>&lt;Review&gt;</b>	The review-play function of the VCR is activated.
<b>&lt;Power&gt;</b>	The power on/off function of the VCR is activated.
<b>&lt;Eject&gt;</b>	The tape-eject function of the VCR is activated.
<b>&lt;AV - select&gt;</b>	The AV-select function of the VCR is activated.
<b>&lt;Display&gt;</b>	The on screen-display function of the VCR is activated.
<b>&lt;Time-lapse&gt;</b>	The time-lapse mode of the VCR is activated.
<b>&lt;Real-time&gt;</b>	The real-time mode of the VCR is activated.

---

## 8.6 OTHER CONTROL

---

Message Prompt	Explanation
<b>CTRL config. error</b>	The PTZ (or VCR) control definition has been incorrectly configured. Control of this device is not possible until it is properly defined.
<b>Control denied</b>	This keyboard operator does not have access to control this device.
<b>Incorrect function</b>	The control function number used is not valid for this device.
<b>Device busy</b>	This device is currently being used by another operator.
<b>No device control</b>	This device does not support any control functions.

---

## 8.7 USER MACROS

---

Message Prompt	Explanation
<b>Macro (xx) running</b>	The selected user macro is now running.
<b>Macro(xx) empty</b>	The selected user macro cannot be run as it is empty. It has not been recorded yet.
<b>Macro(xx) busy</b>	The selected user macro is currently being played by another operator. Wait a while before trying again.
<b>Macro (xx) finished</b>	The selected user macro has finished running.
<b>Macro (xx) cancel</b>	The user macro being run has been cancelled. This is because a key or joystick on the keyboard has been manually pressed.
<b>Macro (xx) locked</b>	The selected user macro is locked. It must be unlocked before it can be deleted.
<b>Macro (xx) deleted</b>	The user macro has been deleted. It is now empty and can now be used again to record another list of key strokes.
<b>Macro (xx) used</b>	The user macro selected has already been recorded. To re-record this user macro it must first be deleted.
<b>Set macro? (00-99)</b>	Enter the user macro number to be recorded (two digits).
<b>Del macro? (00-99)</b>	Enter the user macro number to be deleted (two digits).
<b>Setting macro (xx)</b>	The selected user macro is in RECORD mode. It is currently recording your keyboard key strokes.
<b>End of macro (xx)</b>	This is the end of user macro RECORD mode. It is no longer recording your key strokes.
<b>Set macro denied</b>	This keyboard operator does not have access to record user macros.
<b>Del macro denied</b>	This keyboard operator does not have access to delete user macros.
<b>No room for macro</b>	The user macro storage file is full. Delete unwanted user macros to make room for your new one.

## 8.8 GENERAL

Message Prompt	Explanation
<b>No alarm present</b>	You pressed the alarm clear key but there are no alarms currently displayed on this monitor.
<b>Busy-please wait</b>	The MAXPRO-Net Server is updating the disk storage files with your scan sequence, user macro or other changes. This could take several seconds before normal control of the system is restored.
<b>Busy-using PTZ</b>	Another keyboard/operator is controlling this PTZ camera.
<b>Busy-using VCR</b>	Another keyboard/operator is controlling this VCR.
<b>Busy-using CTRL</b>	Another keyboard/operator is controlling this device.
<b>Request PTZ</b>	Another keyboard/operator (of lower priority) wishes to control this PTZ camera. Please hurry up and release control of this camera as soon as possible.
<b>Request VCR</b>	Another keyboard/operator (of lower priority) wishes to control this VCR. Please hurry up and release control of this VCR as soon as possible.
<b>Request CTRL</b>	Another keyboard/operator (of lower priority) wishes to use this device. Please hurry up and release control of this device as soon as possible.
<b>Press &lt;menu&gt; key</b>	This keyboard is not signed-on yet. Press the <MENU> key to sign-on as a new operator. Pressing any other key on the keyboard will generate this message prompt.
<b>Printer &lt;no paper&gt;</b>	The hard-copy status printer is out of paper. The printer paper must be replaced immediately to avoid loss of report information.
<b>Printer &lt;off line&gt;</b>	The hard-copy status printer is off-line. Restore the printer to on-line immediately to avoid losing report information.
<b>Keyboard time-out</b>	The keyboard has not been used for a period of time. It has now been forced away from the selected monitor to allow other operators to use that monitor. The keyboard is not signed off.
<b>Menu time-out</b>	The system MENU was selected onto this monitor. As it was not used for the last 30 seconds, it has been cleared down to allow other operators to use the system MENU.
<b>Key disabled</b>	This key on the keyboard has been disabled for this operator. The key function pressed is not available to you.
<b>Op (xx) signed-off</b>	This prompt confirms that you have been signed-off the keyboard.
<b>Sign-on confirmed</b>	This prompt confirms that you have been signed-on to this keyboard.
<b>No menu defined</b>	No system MENU has been defined for this system configuration. The system MENU cannot be accessed.
<b>Monitor in use</b>	The system MENU cannot be selected to a monitor while another keyboard is also selecting the same monitor. Move to a different monitor and try again.

<b>Menu is busy</b>	The system MENU is already being used by another operator. Wait a while and try again.
<b>Test mode frozen</b>	The diagnostic test mode display has been frozen. The system MENU cannot be used until the diagnostic test mode is released. Wait for the service engineer to complete their testing, then try to access the system MENU again.
<b>LIC:XX_DAYS_LEFT</b>	This prompt indicates that you are running a trial version of the software.  This text is prompted in the message line, if the remaining trial period is greater than 5 days. If the trial period is less than or equal to 5 days, then the message is shown in the mode line and the message is displayed on every monitor once after every thirty selections.
<b>LIC:EXPIRED</b>	This message is displayed on all monitors when the trial period of software expires. This is displayed on the mode line of every monitor. No switching is allowed once the license expires and every issue of the switching command results in a display of this message.

---

## 8.9 ERRORS

---

<b>Message Prompt</b>	<b>Explanation</b>
<b>?? Fault errorlog</b>	The ERRORLOG.MAX report file on the storage disk is full. You should contact technical support as soon as possible to have the report file analyzed. Once the reported problems have been dealt with, the service engineer should delete the report file and re-boot the system.
<b>Runtime error #..</b>	The system has ceased operation completely. Record the Runtime error number and call technical support for immediate support. Try re-booting the MAXPRO-Net Server to re-establish normal system operation.
<b>?? Macro error #..</b>	The internal macro environment in your system has reported an incomplete macro event. The macro error number can be used to identify the event problem. Keep written log records of the macro error number together with the system event causing the macro error and the time/date it occurred. Macro errors can occur in a fully functioning system but should be attended to during normal system maintenance.
<b>Subrack Fail (xxx)</b>	The equipment subrack (xxx) in the hardware has failed to respond to polling commands. The data communication channel to the subrack may be disconnected or the subrack controller module may have failed. Call technical support for immediate support.
<b>HL Fail (xxx)</b>	The external computer system (xxx) connected to the system has failed to respond to polling commands. The data communication channel to this equipment may have failed. Call technical support for immediate support.

<b>Keyboard Fail (xx)</b>	The keyboard (xx) has failed to respond to polling commands. The data communication channel to the keyboard may be disconnected or the keyboard may have failed. Call technical support for immediate support.
<b>Network Fail #..</b>	The networked system (#..) has failed to respond to polling commands. The data communications channel to the networked system may be disconnected or the network system may have failed. Call technical support for immediate support.



# CHAPTER 9: SYSTEM FEATURES

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## 9.1 REAL TIME CLOCK (RTC)

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The Real Time Clock is the current time and date. It changes every second, even while the system is turned off. The real time clock is used to display current time/date text on the monitors.

The text insertion display format for the time/date is:

DD/MMM/YY hh:mm.sec:

for example, 31/Jan/96 23:59.01



**WARNING:** Not all MAXPRO-Net systems will display **seconds** as seconds are only supported when ENHANCED and SMARTTEXT™ text modules are used.

---

## 9.2 MONITOR TEXT DISPLAY

---

For the MAXPRO-Net system to label camera selections, display the current time/date and provide the user with other system information, text is superimposed onto the displayed video picture.

This text information is updated by the MAXPRO-Net Server whenever necessary, to provide the operator with accurate, meaningful system information.

Various modes of displaying the text are available. Usually, white text with a leading black shadow is used, while the background remains as the normal video picture. The entire background of the text area can also be made black, or black and white may be reversed altogether.

The position of the text information on the video picture is programmable for each individual monitor. Top, bottom, left, right or anywhere in-between. The text information can be positioned so that it does not interfere with the displayed video pictures.



**CAUTION:** Text display and positioning is set-up during system commissioning. It cannot be changed by an operator.

### **9.2.1 Post-Text**

Post text inserters are used to identify the currently selected camera and display time/date, current operator name and other system information onto the monitor.

### **9.2.2 Pre-text**

Pre-text inserters are sometimes used when cameras need to be recorded onto a dedicated video recorder. They provide identification of that camera as well as the current time/date display. Pre-text would not usually be used in the system.

---

## **9.3 TEXT DISPLAY TIME-OUT**

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When the entire video picture has to be viewed and a suitable position for the text cannot be found, the text display can be programmed to time-out, if the monitor is not in use. This enables the monitor to have displayed text when it is used, and a clear picture (without text), when it is left untouched.

---

## **9.4 MONITOR BLANKING**

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Monitor blanking is used to remove unnecessary video pictures (and text) from alarm monitors. Usually, alarm monitors remain blank until an alarm condition occurs. Camera selections are then displayed to view the active alarm zone. Once the alarm has been cleared the alarm monitor can again be blanked.

This would automatically be managed by the system.

---

## **9.5 BLACK PAUSE**

---

When a monitor switches from one camera to another, frame roll will occur if the camera signals are not synchronized. This occurs because the monitor takes time to resynchronize to the new video signal.

The MAXPRO-Net Crosspoint Matrix Video Switching System holds the monitor black while frame roll occurs creating an illusion that the frame roll is non-existent.

With black pause, we have monitors that are pleasant and less stressful to look at, when switching from one camera to another.

---

## 9.6 MONITOR ACCESS

---

To structure the control of a large video switching system (that is, a system with several monitors physically located at different control locations) it is necessary to restrict the control access that each keyboard can have over the available monitors.

Each keyboard has its own identification number (1 ⇔ 32). The keyboard ID numbers are allocated to each monitor during commissioning. Only the allocated keyboards are allowed to access and select cameras on that monitor. This means that monitors that are located somewhere other than at the control room where the keyboard is being used, cannot be selected or controlled.



**CAUTION:** To use a keyboard, it must first, be signed-on by an operator. Otherwise, it is rendered inactive and cannot control any aspect of the video system.

---

## 9.7 SYSTEM ACCESS BY OPERATORS

---

In any video system several different operators can use any keyboard. To maintain the confidentiality and security of the system, these system operators can be assigned different levels of system access.

Each system operator can have a 4 digit Personal Identification Number (PIN). By assigning different access levels, an unauthorized operator cannot access the areas of the video system that are restricted to him or her.



**CAUTION:** In most systems the sign on feature is not used. The keyboard generally uses its default operator, which is programmed at commissioning.

---

## 9.8 PRIORITIZING OPERATORS

---

As the system can be controlled by more than one keyboard at the same time, it is sometimes possible to have a situation where a conflict of monitor access and PTZ camera control arises.

The MAXPRO-Net system handles such conflicts by prioritizing all system operators. There are a hundred (0 ⇔ 99) possible operator priority codes.

With the exception of priority code (0), the level of priority relates directly to numerical code assigned (that is, 1 = highest, 99 = lowest). Priority code (0) indicates a special right of access. It is one which always has an exclusive access right (higher access level) over every other priority code (other than another 0).



**CAUTION:** The control of other system devices, like VCRs, motion detectors, and so on, are also prioritized accordingly.

The following table illustrates how the MAXPRO-Net System handles conflicts in operator priorities when selecting monitors:

Priority conflict	Operational Outcome
HIGHER verses LOWER	The Higher priority operator displaces the Lower priority operator from the monitor.
SAME priority levels	Both operators have equal (and concurrent) access to the monitor.
EXCLUSIVE verses ANY-OTHER	The Exclusive priority operator always displaces Any-other priority from the monitor (except for another exclusive priority).
EXCLUSIVE verses EXCLUSIVE	The first Exclusive priority operator will prevent the other from accessing the monitor, on a first in, first served basis.

**Table 9.1: Settling Conflicts In Monitor Access**

The above table also applies when controlling PTZ cameras, VCRs and other device, even when the keyboard operators are selecting the same device on separate monitors.



**WARNING:** Control priorities are only asserted when a keyboard control action occurs and not when the device is selected for display.

---

## 9.9 KEYBOARD TIME-OUT

---

If a keyboard is left selecting a monitor and the operator does not operate the keyboard for the pre-defined time-out period, then the keyboard will be de-selected from that monitor. (The monitor can now be accessed by other keyboards). The following message will be displayed:



Camera selections are now ignored until another monitor is selected.



**CAUTION:** The operator is still signed-ON to the keyboard.

---

## 9.10 AUTO SIGN OFF

---

System operators can be given different levels of selection and control privilege. If an operator of higher priority forgets to sign off the keyboard, the system can automatically sign them off after a period of (1 ↔ 99) minutes. This avoids unauthorized access by operators of a lower priority.

---

## 9.11 CAMERA FAILED DETECTION

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The MAXPRO-Net System supports camera failed detection when the camera fail detection modules are installed.

Two types of video fail are checked, for every camera being monitored, even while the cameras are not displayed on a monitor.

1. Loss of video signal and
2. Low level video picture.

### 9.11.1 Lost video

If a camera fails or its video cable is broken, then a 'LOST VIDEO' alarm is generated identifying that camera.

### **9.11.2 Low level video**

Even though the camera's video signal is NOT lost, the camera scene is electronically monitored. If the video picture should go completely black for several seconds, then a 'LOW-LEVEL VIDEO' alarm is generated identifying that camera.

Area lighting being turned OFF, the lens of the camera being covered, or the lens iris being completely closed could cause this alarm.

# CHAPTER 10: TROUBLESHOOTING

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## 10.1 SELECTING A CAMERA

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1. Check that you have first selected a monitor for use. The keyboard identity or your operator name should be displayed in the text on the monitor you are currently selecting.
2. Are you using the correct number of digits for the camera selection number? Try using the **ENTER** key to complete your camera selection number.
3. In case your number entry is offset by a digit or two, try pressing the **CAM** key again to begin a new camera selection number.
4. Is the monitor scanning? You cannot manually select a camera to a monitor that is running a scan sequence or tour sequence. If so, halt the scan sequence then try selecting the camera again.
5. Note the message prompts displayed on the monitor when you attempt to select the camera. Refer to the Section 'Message Prompts' in this manual for more information.

:

## Honeywell Video Systems (Head Office)

171 Eileen Way  
Syosset, NY 11791, USA  
[www.honeywellvideo.com](http://www.honeywellvideo.com)  
TEL+1-516-921-6704

### Honeywell Security Australia Pty Ltd.

Unit 5, Riverside Centre, 24-28 River Road West  
Parramatta, NSW 2150, Australia  
[www.ademco.com.au](http://www.ademco.com.au)  
TEL +61-2-8837-9300

### Honeywell Security Asia Pacific

Flat A, 16/F, CDW Building, 388 Castle Peak Road  
Tsuen Wan, N.T., Hong Kong  
[www.security.honeywell.com/hk](http://www.security.honeywell.com/hk)  
TEL +852-2405-2323

### Honeywell Security France

Parc Gutenberg, 13, Voie La Cardon  
91120, Palaiseau, France  
[www.ademco.fr](http://www.ademco.fr)  
TEL +33-1-6932-1090

### Honeywell Security Italia SpA

Via della Resistenza 53/59, 20090 Buccinasco  
Milan, Italy  
[www.ademco.it](http://www.ademco.it)  
TEL +39-02-457-1791

### Honeywell Security Espana

Calle Vivero, 5, 28040  
Madrid, Spain  
[www.ademco.es](http://www.ademco.es)  
TEL +34-91-533-4706

### Honeywell Security House (Netherlands)

Amperestraat 41  
1446 TR Purmerend, Netherlands  
[www.SecurityHouse.nl](http://www.SecurityHouse.nl)  
TEL +31-299-419-000

### Honeywell Video Systems UK Ltd.

Aston Fields Road, Whitehouse Ind Est  
Runcorn, Cheshire, WA7 3DL, UK  
[www.security.honeywell.com](http://www.security.honeywell.com)  
TEL +44-1928-754-000

### Honeywell Security South Africa

Unit 6 Galaxy Park, Galaxy Avenue, Linbro  
Business Park  
P.O. Box 59904, Kengray, 2100, South Africa  
[www.honeywell.co.za](http://www.honeywell.co.za)  
TEL +27-11-574-2500

### Honeywell Security Germany

Großenbaumer Weg 8  
40472 Düsseldorf, Germany  
[www.ultrak.com](http://www.ultrak.com)  
TEL +49-211-415-090

### Honeywell Security Poland

Chmielewskiego 22a, 70-028  
Szczecin, Polska  
[www.ultrak.pl](http://www.ultrak.pl)  
TEL +48-91-485-40-60

### Honeywell Security Czech Republic

Havránkova 33, Brno  
Dolní Heršpice, 619 00, Czech Republic  
[www.olympo.cz](http://www.olympo.cz)  
TEL +420-543-558-111

### Honeywell Security Slovakia Republic

Vajnorská 142, 83104 Bratislava  
Slovakia  
[www.olympo.cz](http://www.olympo.cz)  
TEL +421-2-444-54-660

# Honeywell

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[www.honeywellvideo.com](http://www.honeywellvideo.com)

1-800-796-CCTV (North America only)

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