



SpeedDome Programming Using the SD-03 Joystick Controller





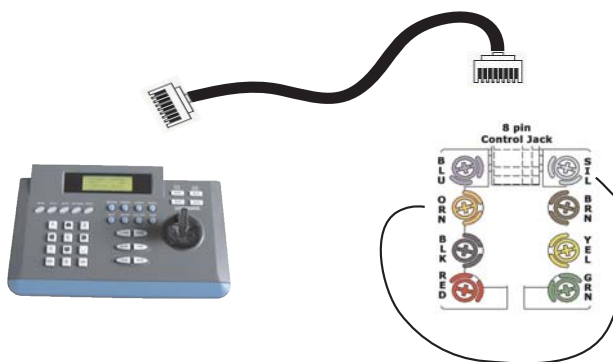
Programming Guide For PTZ SpeedDome Cameras



Step #1 - There are several ways to Program a PTZ SpeedDome, but using the SD-03 Joystick Controller is the easiest method. To begin, locate the special 8-pin Control Cable, (it resembles an ethernet cable), and the Terminal Block. (It resembles an ordinary phone jack)



**SD-03 Joystick Keyboard Controller
Fig. 1**



**RS485 Connection Diagram
Fig. 2**

Maximum Cable Length = 1200M



Step #2 - Connect the Joystick Controller to the Terminal Block using the 8-pin Control Cable.

Step #3 - Using a UTP (Unshielded Twisted Pair) cable, connect the SpeedDome to the Orange and the Silver terminals on the Terminal Block.

(See User's Manual for more information).



Step #4 - Use the table below to determine the RS485 connection wiring on the Speed Dome.

| Color | Function | Data | Note |
|---------------|------------|----------|---------------|
| Red (DC12+) | Dome power | DC12V+ | Power Supply |
| Black (DC12-) | Dome power | DC12V- | |
| Brown | RS485 | A | Communication |
| White | RS485 | B | |
| Yellow | Fan/Heater | DC12V+ | DC12V Power |
| White | Fan/Heater | DC12V- | |
| Special Order | Fan/Heater | AC24V | AC24V Power |
| Special Order | Fan/Heater | AC24V | |
| Coaxial | Video | Inner + | Video |
| | | Shield - | |

Step #5 - The Joystick controller can handle up to 32 camera addresses. You set the addresses on the Speed Dome by using the DIP Switches. (See the Speed Dome Manual for more information).

Input the Speed Dome's address using the keypad on the Joystick Controller, then depress the "Cam#" button.



Input the camera address and depress the "Cam#" button. Fig. 3

Step #6 - The Joystick controller will move the camera right, left, up, down, in and out. It will also let you program up to 32 different preset positions into memory. To set the Preset, use the Joystick to move the camera to the first position you want. Then input the preset number (from 1-32), then depress the blue "Preset" button for one second.

