

TS3 Quick Start Guide

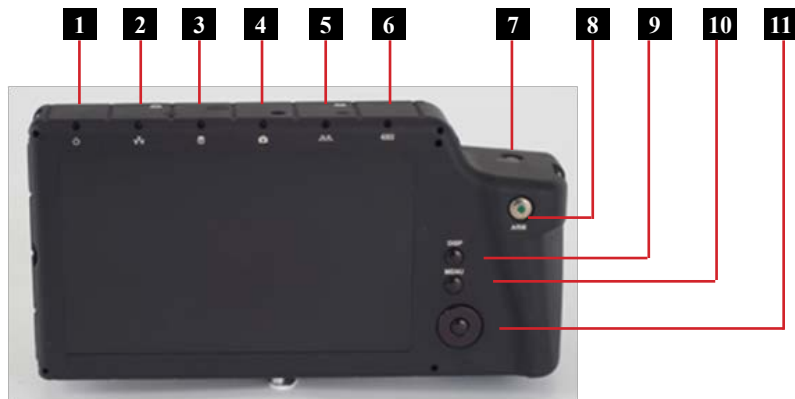
Equipment

Unpack the camera and assemble the following equipment:

1. TS3 camera
2. Camera power adapter with AC power cord, or charged battery inserted in the camera. (Battery is fully charged when the TS3 is shipped from the factory.)
3. Lens

Figure 1: Camera Views

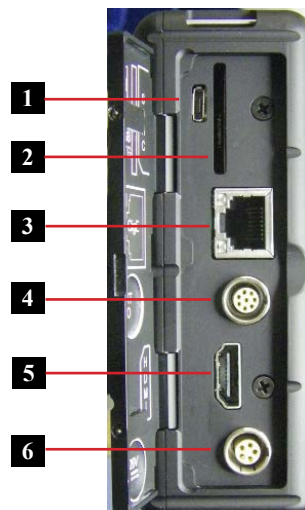
1. Power LED
2. Network Activity LED
3. Storage Activity LED
4. Camera Status LED
5. Sync Activity LED
6. Battery Status LED
7. Power ON/OFF Button
8. Arm Button
9. Display Button
10. Menu Button
11. D-Pad



1. USB OTG (Micro A/B connector)
2. SDHC (SD-Card slot)
3. GigE Port (RJ45 connector)
4. Sync I/O, Trigger (Lemo connector)*
5. HDMI Port (Type A connector)
6. DC Power In (Lemo connector)**

*Warning: LVTTTL 3.3v maximum voltage

**10vdc to 26vdc



1. Trigger Button
2. Power Button
3. USB port
4. Top Mount 1/4 -20
5. Camera Strap Attachment
6. 1/4-20 Tripod Mount
7. Hand Strap Attachment Point
8. Battery Door



Controls and Buttons

1. **On/Off Button.** This button powers the camera on and off. If the battery is installed and the power adapter is attached, it toggles the camera between three states: On/Operating, Charging, and Off. When the TS3 powers up it defaults to its last settings.
2. **Display Button.** The Display Button controls the LCD display on the back of the camera. Pressing the button toggles the Display between available modes: Display on, Display on with histogram / gas gauge / time stamps, and Display off.
3. **Menu Button.** The Menu Button toggles the on screen menus on and off. While navigating menus, the Menu Button is used to go backward through levels of the menu. (When touch-enabled the icon in the upper left of the screen has the same function.)
4. **Directional Pad (D-Pad)** . The D-Pad has 5 actuation points consisting of 4 arrows for navigating the menu and an OK Button in the center to select.
5. **Arm Button.** When the Arm Button is pressed the camera locks in its configuration settings and begins to store pre-trigger images in internal memory. (If Low Light has been selected for live viewing, the camera will now revert to its selected shutter speed.)
6. **Trigger Button.** When the camera has been armed and is recording, pushing the Trigger Button prompts the camera to record the Trigger frame (frame 0) and any post-trigger frames to complete the recording and stop.
7. **Touch Control.** With touch enabled you can navigate through the menus and dialog boxes simply by touching the display. If Touch is not enabled, navigate to the System menu and down to "Touchscreen" using the D-Pad. Click on the "Disabled" button. The display will go blank except for a small icon in the upper left corner. Touch that icon to display the menus.

Power on the TS3 Camera

Turn the camera on by pressing the Power Button. The camera will power on in Live Mode at the last settings it had, or if this is the first time you are using the camera it will power on to the factory default settings. The camera power on default is a live image with no menu displayed.

Press the Menu Button. The on screen menus will appear with the Menu Bar at the top and the System Menu arranged to the left.

Battery

The camera battery does not charge while the camera is in use. With the camera powered on and attached to the DC power adapter, press the Power Button once to begin charging. The camera will power down and enter charging mode. While the camera is charging the Battery LED will blink. When the battery is completely charged the camera will fully power down. This may take up to 5 hours.

Record

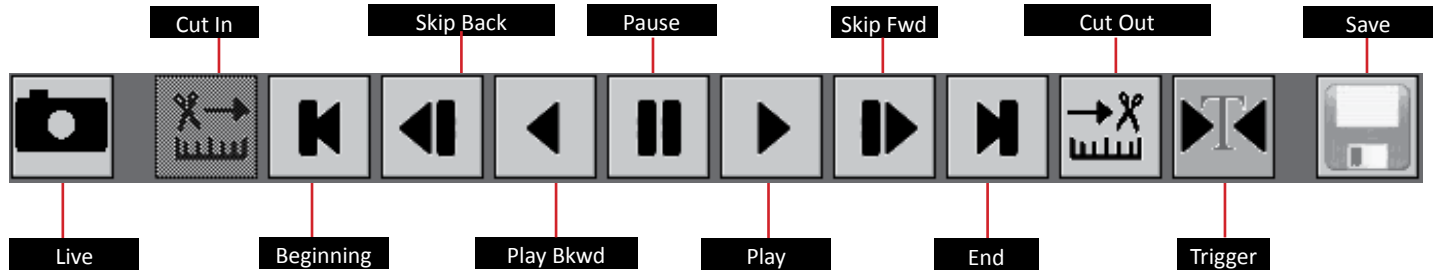
1. Navigate to the Record Settings Sub-Menu and set the resolution and speed desired.
2. Navigate to the Record Shutter Speed Sub-Menu and set the desired exposure.

Basic Record Settings			
Frame Rate (Frames/Sec)		Select: <input checked="" type="radio"/> Resolution <input type="radio"/> Frame Rate <input type="radio"/> Auto-Max	
60	125	250	500
1000	1250	2000	4000
5600			
Resolution (Width x Height)		Recording Frames and Time	
320 x 240	320 x 200	256 x 256	Pre-Trig + Trig + Post-Trig = Total
640 x 480	800 x 480	512 x 512	3264 + 1 + 3264 = 6529 Frames
800 x 600	1024 x 600	1024 x 1024	13.056 + 0.004 + 13.056 = 26.116 Seconds
1280 x 1024	1280 x 720	1280 x 256	
		Apply	Advanced

3. Navigate to the Control Menu, Trigger Position Sub-Menu and set the desired Trigger point. Setting the trigger point divides the internal memory into two sections: 1) a circular buffer reserved for pre-trigger frames; 2) a second buffer for post-trigger frames. The images recorded before the trigger are given negative frame numbers (oldest is most negative, the newest is -1), the image taken at the time of the trigger is "frame 0," and all frames taken after the trigger are given positive numbers. Note that with an "End" trigger, all frames will have negative numbers except for frame 0, which will be the last frame. With a "Start Trigger" the recording will begin at frame "0" and all subsequent frames will have positive numbers.
4. Frame and focus the scene.
5. Press the Arm Button to begin recording pre-trigger frames. The camera settings will be locked in. If you wish to abort the recording to change settings, press the Arm Button again. Note the camera may remain Armed for an indefinite period of time because it is overwriting its circular buffer, it never runs out of space, but only retains the newest images.
6. Trigger the camera via the Trigger Button or a Trigger Signal to the Sync I/O port to complete the recording. The TS3 will now enter Review Mode, unless it is set to AutoSave, in which case the camera will download the recording, then revert to Armed Mode.

Review a Video in Image Memory

Use the playback icons to play forward, backward, or jump to points of interest in the movie. Use the Cut In and Cut Out icons to select a portion of the movie to review or save.



Saving Video from Image Memory

1. Select the Save Icon from the playback controls. This will bring up a dialog that allows selection of the following:
 - Start and Stop points of the clip (these points can also be changed using Cut In/Out buttons on the playback controls).
 - Destination—where the movie clip is to be saved. Choices include the built-in SSD, (an option), an SD card or a USB drive.
 - The file Format desired—AVI, BMP Stack, JPEG Stack or TIFF Stack.
 - File name prefix, which may optionally include the camera name or user-defined tag..
 - Use the default file name tag or change it.
2. When the movie clip is set up as desired, press the Save icon on the Save dialog. A new dialog will open with the heading Copy in Progress. This dialog indicates the status of the file save operation.
3. When the file save is complete, the dialog will display a message indicating Copy completed successfully. Press the OK icon to set the camera back into Review Mode. Click on the Live button to put the camera back into Live Mode. From here a new recording can be made or the camera's configuration can be changed.

Autosave a Video

1. Navigate to the Record Menu, and select the Autosave Sub Menu.
2. Highlight "Disabled" and click the OK button. "Disabled" will change to "Enabled" and turn green. A Dialog will appear with the header Save Partition 0. This is the same dialog used in the section above.
3. Make your selections from this dialog and Click on OK to accept.
4. Arm and Trigger the camera.
5. As soon as the recording is complete, the camera will download the imagery then re-Arm itself and await the next trigger.

Save Images to a Host PC

There are several methods available to permanently save images:

- Connect the camera to a PC using an Ethernet cable. Use the Review / Save function in FasMotion to save images to any media connected to the PC. If CAP files are saved to the camera's SSD, they may be loaded into camera memory and resaved to any camera or PC media.
- Download images to a mass storage device on the camera (SD card, USB, or SSD, if installed). SD cards or USB flash drives may be ejected from the camera and connected to PC. Images on any mass storage connected to the camera may be transferred via FasMotion Storage / Explore.
- Connect the camera to a PC using a USB cable connected to the USB OTG port in the camera. Each of the camera's mass storage devices will become accessible.

Contact Information



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