

TS3 / TS4 / TS5 Quick Start Guide

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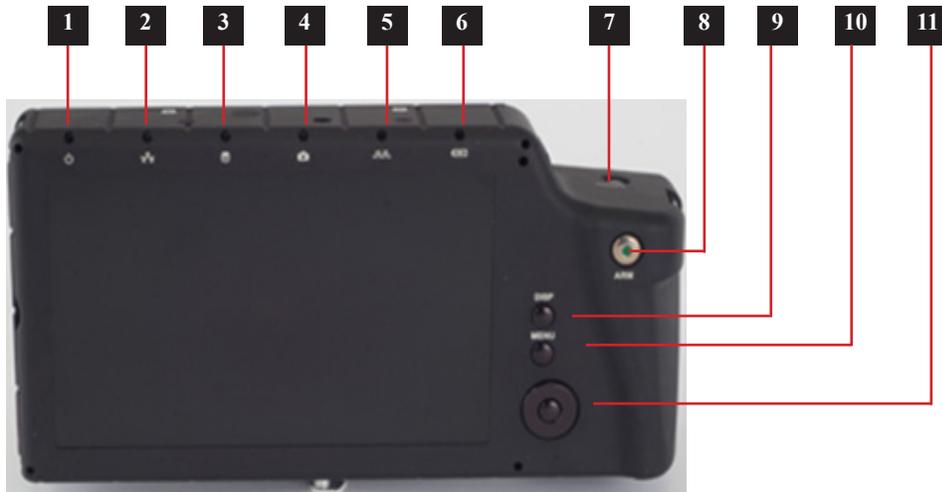
Equipment

Unpack the camera and assemble the following equipment:

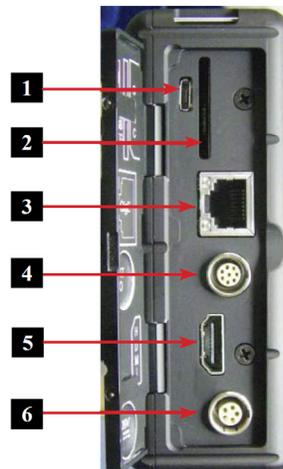
1. TS3 / TS4 /TS5 camera
2. Camera power adapter with AC power cord, or charged battery inserted in the camera. (The battery is fully charged when shipped from the factory.)
3. Lens

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



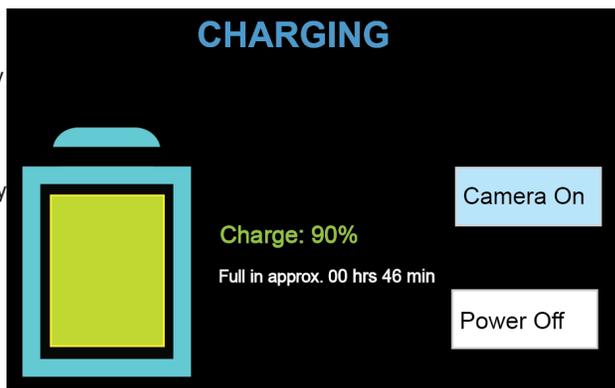
1. USB OTG (Micro connector)
2. SDHC (SD-card slot)
3. GigE Port (RJ45 connector)
4. LVTTTL I/O, Sync, Trigger, etc. (Lemo connector)
5. HDMI Port (Type A connector)
6. DC Power In (Lemo connector)



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



- Turn the camera on by pressing the Power button. The camera will also power up whenever the battery is installed or when external power is applied.
- If external power is applied and the battery is installed at power up, the battery charge dialog will appear on the screen. By default, the camera will begin charging the battery if it is not already fully charged.
- From the charging dialog, the user must select “Camera On” to boot the camera. Dual Mode models offer a choice of SSD speed. Choose “Fast SSD” only if the camera will be operated with external power.
- 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 open the Charging dialog. 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.

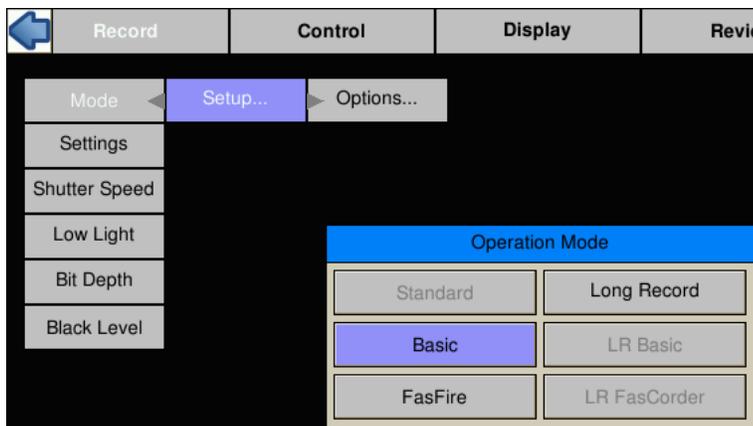


Controls and Buttons

1. **On/Off** button powers the camera on and off. If the battery is installed and the power adapter is attached, the battery charging dialog will appear (see the section on Power, above).
2. **DISP** button toggles the Display through several modes: Display on, Display on with Histogram, and Display off. When reviewing clips, it also turns playback controls and per frame metadata on and off.
3. **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) for navigating and selecting items on the camera menu.
5. **Arm** button begins or cancels recording.
6. **Trigger** button function is dependent on the camera state and recording mode. If the camera is not armed (in any mode) pressing the Trigger will capture one still image. In Basic mode the Trigger will initiate a record cycle on an Armed camera, which will end with the camera saving or playing back the recording. On Dual Mode cameras (“D” option), in Long Record ROC mode, the Trigger will toggle the camera between Recording and Armed. In Long Record BROC mode, the Trigger will capture a specified number of frames then return to Armed.
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.

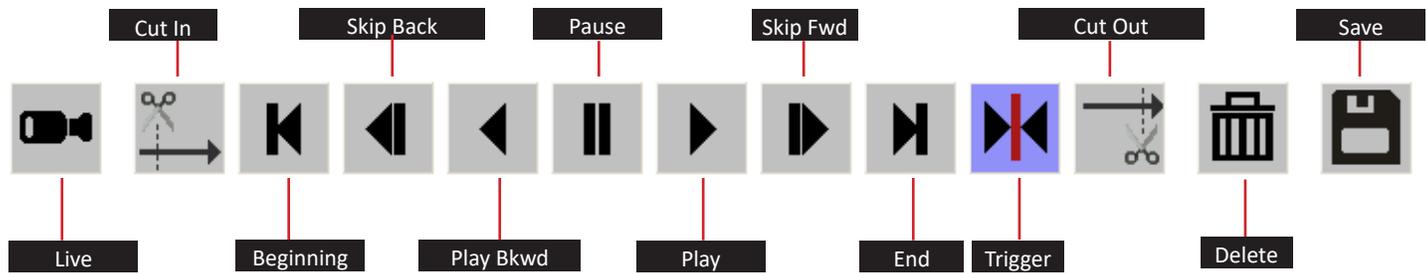
Record

1. In the Record Menu Select Mode Setup. The choices available will depend on the camera model. The Dual Mode cameras will have both Standard and Long Record options available. (Dual Mode cameras will reboot when going back and forth from Standard to Long Record.)
2. Select the desired options using the Mode Options dialog. These will vary depending on the selected mode:
 - In Standard modes and Long Record Basic, one of the settings is Trigger Position. 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.
 - LR FasCorder modes (ROC and BROC) the trigger position is always “Start.”
3. Select Settings to change Frame Rate or Resolution.
4. Set the Shutter Speed using the presets or select Advanced on the Shutter Speed menu to use the Exposure Setting Slider.
5. Press the Arm Button to begin recording. Note that while a recording is in progress it will not be possible to change resolution or frame rate. It is possible, however, to change the shutter speed in order to accommodate changes in lighting while recording.
5. Trigger the camera via the Trigger Button or a Trigger Signal to the Sync I/O port to initiate the record cycle. If you are using Standard Basic or Long Record Basic, the camera will enter Playback when the recording is finished. If you are using FasFire or Autosave, the camera will save the recording to storage media and re-Arm. If you are using LR FasCorder ROC mode, the camera will toggle between Armed and Recording each time you trigger. If you are using LR FasCorder BROC mode, the camera will record a specified number of frames with each trigger, then return to the Armed state.



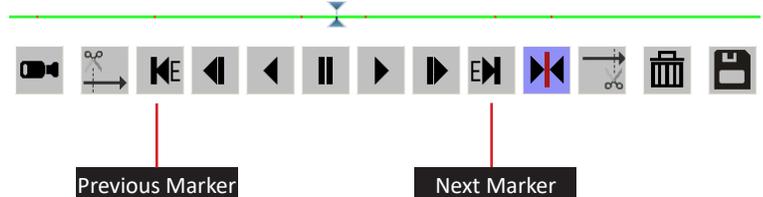
Review a Video in Image Memory

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.



Event Markers, such as "Record Start" may be enabled from the Review menu. When markers are present, the Beginning and End playback icons change to Skip to Next and Previous Marker. This is particularly handy when using the LR ROC or BROCC feature:

1. Select Events in the Review Menu.
2. Select the Enable markers check box.
3. Click on the Record Start button and change the value to "1."
4. Click on "OK."



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—Partition Capture (CAP), AVI, BMP Stack, JPEG Stack or TIFF Stack. (CAP files may only be saved to an SSD. They are raw, uncompressed images. CAP files are the only format that may be re-loaded and played back on the camera.)
 - File name prefix, which may optionally include the camera name or user-defined tag..
 - Use the default file name tag or change it.
 - Write a comment that will be displayed in the metadata for the clip.
 - Save XML Metadata. Select this if you would like an XML containing setup information, timestamps, and marker data.
 2. When the movie clip is set up as desired, press the Save button.
- Note: Autosave and FasFire are automatically disabled if recording is canceled.

Autosave Video

In most recording modes, the camera enters Playback after exiting recording. When Autosave is enabled, the camera will immediately begin saving imagery to storage media upon completion of a recording. The Autosave feature is always used when Standard FasFire mode, but may also be used from Standard Basic Mode.

1. From Record/Mode/Setup... Select Standard Basic or FasFire.
2. If you use Standard Basic, you will need to select the Autosave Checkbox, then select the options from the Save dialog box.
3. If you use FasFire, Autosave will be selected automatically, Change the options in the Save dialog box as needed.

Save Images to a Host PC

There are several methods available to permanently save images:

- Load FasMotion software on a computer (PC or MAC). FasMotion has utilities for saving images from camera memory to any camera media or to any media connected to the PC. This is the fastest method of operation.
- Download images from the image memory to an SD card installed in the SD port in the camera. View or transfer the images using an SD card reader or by inserting the SD card into a built-in SD port in the desired PC.
- Download images to a USB thumb drive installed in the USB port in the camera. View or transfer the images by installing the USB thumb drive in the USB port of the desired PC.

Contact Information

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