



USER MANUAL

AXIS KEYBOARD AND JOYSTICK

PTZ CAMERA CONTROL

PTZ Controller
User Manual

Manual Edition 36912AA – March 2019

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The following words and symbols mark special messages throughout this guide:

Note	Text set off in this manner indicates information that is necessary for proper operation of the product.
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SYSTEM REQUIREMENTS

- 64-bit Windows 7, 8.1, or 10 with DirectX support
- USB 2.0 or 3.0 Port
- Video Management System Software

INSTALLING THE KEYBOARD AND JOYSTICK

1. Connect the AXIS Video Surveillance Keyboard to the Joystick via a USB Connector.
2. Connect the AXIS Keyboard to an available USB Port  on your computer.



Note

The AXIS Keyboard is Plug and Play. The computer will detect and install the hardware automatically. You will be prompted once the installation is complete.



Note

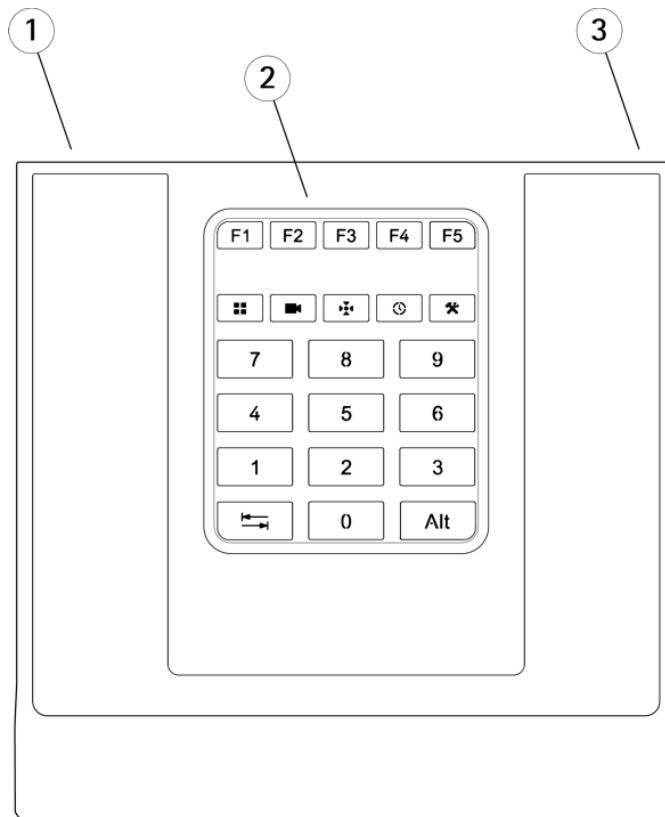
If the AXIS Keyboard is not automatically detected, make sure your computer has a compatible version of Windows installed.

If you have a compatible version of Windows, and the AXIS Keyboard is still not detected, unplug the USB cable and try plugging into another available USB Port on your computer.

If the AXIS Keyboard is not detected by the Video Management Software, restart your VMS program after Keyboard installation.





To verify Windows has installed the Keyboard, go to **Start > Settings > Devices**. If the AXIS T8312 Device is not listed, click the + to add the device manually.

THE KEYBOARD



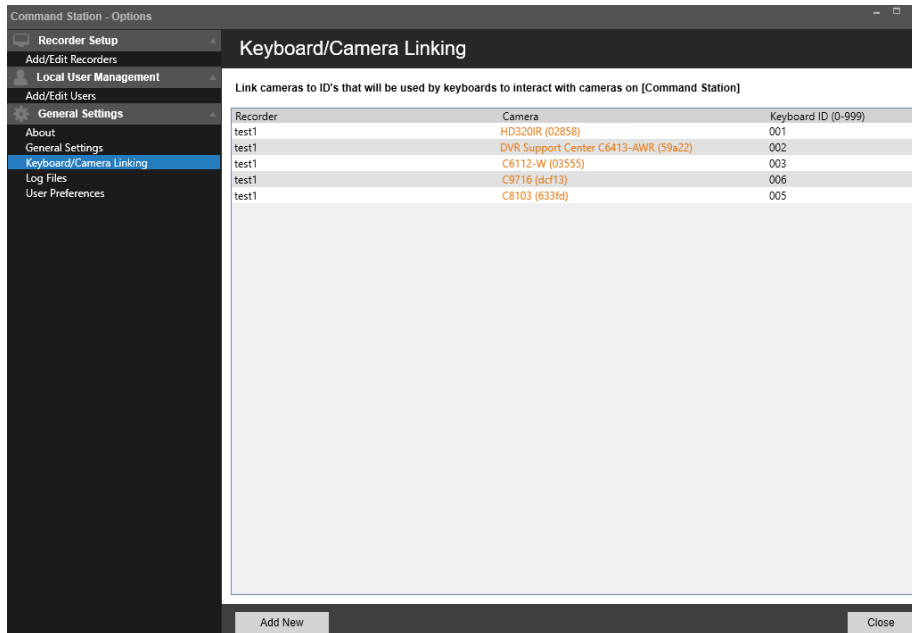
1. USB Port
2. Customizable Keys
3. USB Port


The Video Management Software uses the     keys with the number keys (0-9):

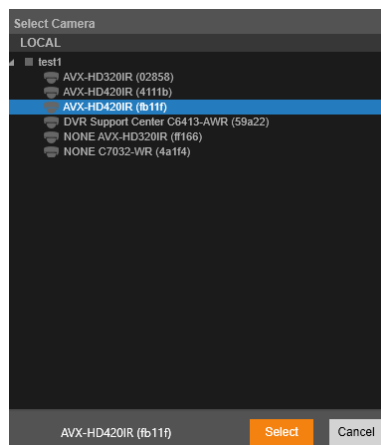
-  View – selects cameras in grid view
-  Camera – changes grid view to single channel view
-  Preset – selects preset camera positions
-  Tool – sets preset camera positions

KEYBOARD/CAMERA LINKING

LINK A CAMERA TO A KEYBOARD ID



1. After opening your Video Management System, click on **Options** .
2. Under **General Settings**, click **Keyboard/Camera Linking**.
3. Click the **Add New** button.
4. Expand the desired recorder, and highlight the desired camera, then click the **Select** button to link the camera.

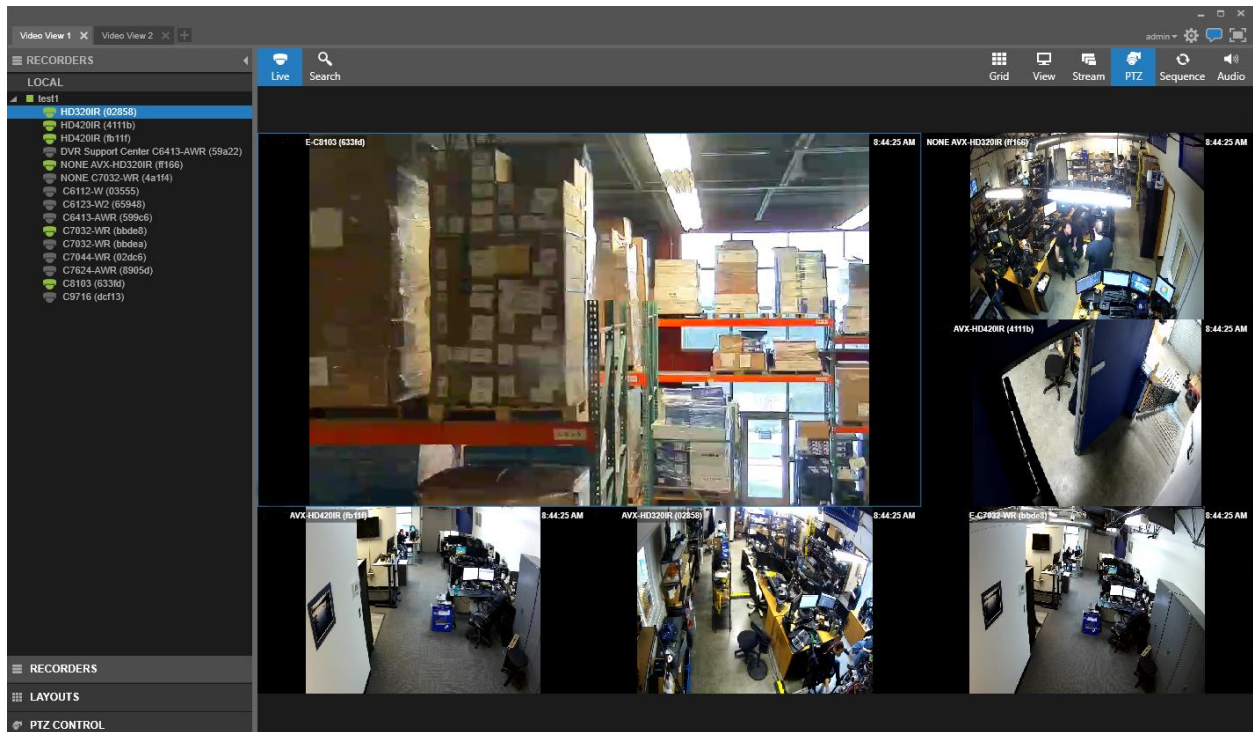


- The selected camera will be associated with the next available keyboard ID.
5. To modify the keyboard ID, select the keyboard ID in the list and enter a new number not currently in use (from 0 to 999).
 6. Repeat previous steps to continue linking multiple cameras with keyboard ID's.





Note Linked camera keyboard ID's can be deleted by clicking the **X** next to each keyboard ID in the list.

PRESET FUNCTIONS




SELECT A CAMERA IN GRID VIEW

The keyboard ID numbers linked to cameras are automatically preset to the  key on the keyboard.

1. Press a number key.
2. Press 




Note A number key and  have to be pressed within 5 seconds of each other to select the corresponding camera.


3. The camera linked to the selected number key will now have a blue outline to show that it is active.





Note If the camera number chosen is not currently on the grid view, it will replace the camera view in the first grid space.


CHANGE GRID VIEW TO SINGLE CHANNEL VIEW

Use the  key to display a full screen view of an active camera in grid display:

1. Press a number key.
2. Press  to enter single channel view.

To display a single channel view of a camera not displayed in the grid view:

1. Press the number key of a camera not currently in the grid view.
2. Press 
3. Press 



Press  again to exit single channel view.

SET PRESETS FOR DIFFERENT CAMERA VIEWS



Use the  +  together to preset different views for the active camera:




Note A camera displayed in full-screen or a camera view outlined in blue designates an active camera.


1. Use the joystick to locate the desired camera position.
2. Press a number key to assign a preset number.
3. Press  +  to set the view as a preset position.
4. Repeat the steps to set multiple preset camera views.




Note A number key and  +  have to be pressed within 5 seconds of each other to preset the corresponding camera view.

GO TO A PRESET POSITION

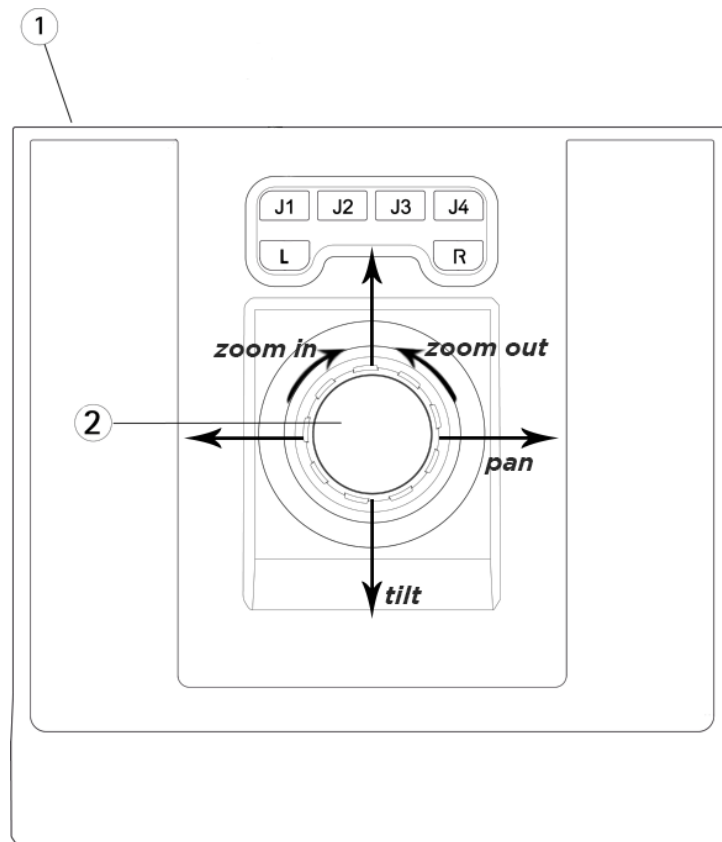
The  key calls a preset camera view.

1. Press a number key to call the desired preset position.
2. Press  to go to the preset position.



Note A number key and  have to be pressed within 5 seconds of each other to go to the desired preset position.

PTZ CONTROLS



1. USB Port
2. Joystick

Use the joystick to Pan/Tilt/Zoom an active PTZ camera:

- Move the joystick left or right to pan the camera view in the desired direction.
- Move the joystick up or down to tilt the camera view in the desired direction.
- Twist the joystick clockwise to zoom in.
- Twist the joystick counterclockwise to zoom out.



Note The joystick controls are pressure sensitive. The amount of pressure applied in any direction determines the speed of the pan, tilt and zoom.



Note Joystick and keyboard controls work for an active camera in both grid view and full screen.

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