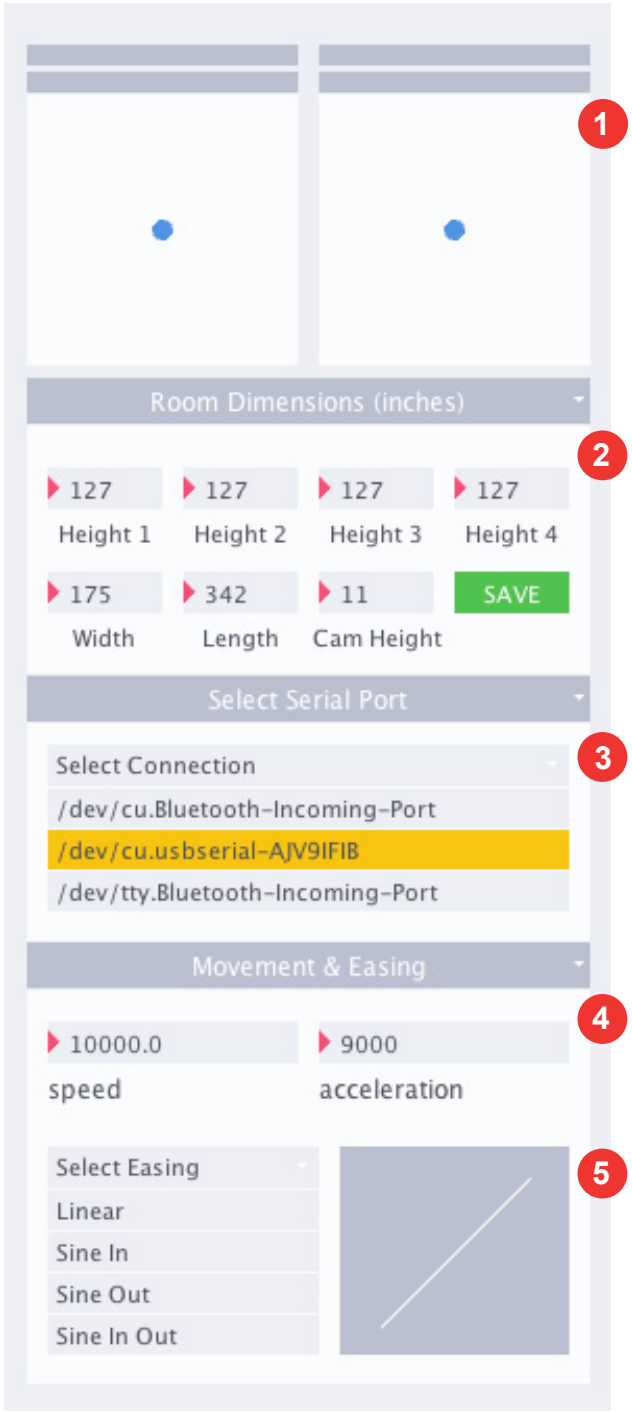


1 Controller Visualization

This visualizes the sticks, bumpers and triggers on the controller.

2 Room Dimensions panel (values are in inches)

Set the height of the room by inputing the height of each corner where the sky cam is suspended.

Set the width and length of the space

Set the height of the camera. This provides a buffer value so the camera doesn't hit the ground.

Select 'save' if you want these values to be loaded the next time the program is launched.

3 Select Serial Port

To connect to the Arduino, select the appropriate serial port. This step must be completed before attempting to move the device.

The serial port may only be changed when the camera is in its starting location.

4 Movement

Set the speed and acceleration values. This effects manual movement of the camera, as well as the speed of the easing movement.

These values can be set to a minimum of 500 and maximum of 12000

5 Easing

Select an easing style that will be used while the camera is moving towards a flag point.

6 Save Position

Select to save the current location of the camera. The next time the program is launched, the camera will load in this location.

7 Close

8 Current Status

The progress bars display the progress of the camera within each dimension. Tower rope values display the amount of string spooled from each motor, measured in motor steps. Current X, Y, Z shows the current coordinates of the camera within the space.

9 Select Flag Point

Click to toggle between which flag point is able to be moved with the controller.

10 Middle

Press to automatically move the camera back to the middle of the space.

11 View Options

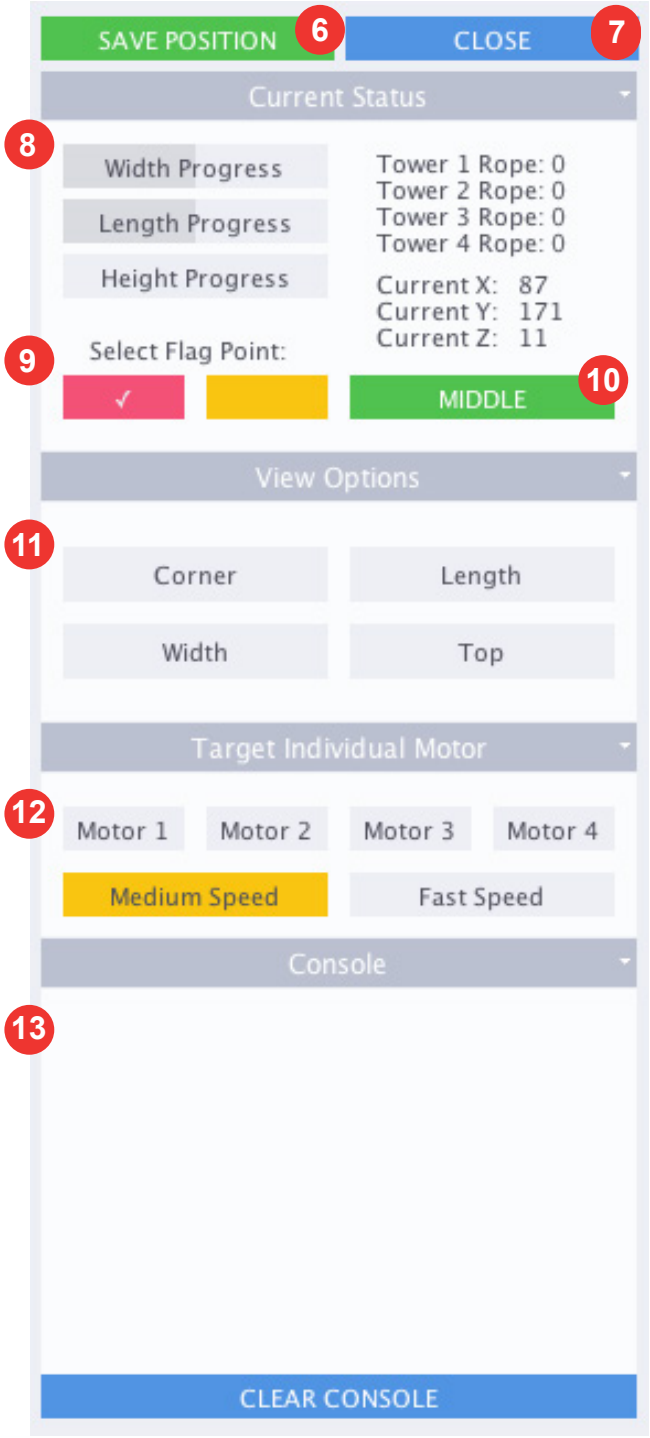
View the room from a different angle. With length, width or top mode selected, the blue dot representing the camera is able to be dragged to a new location.

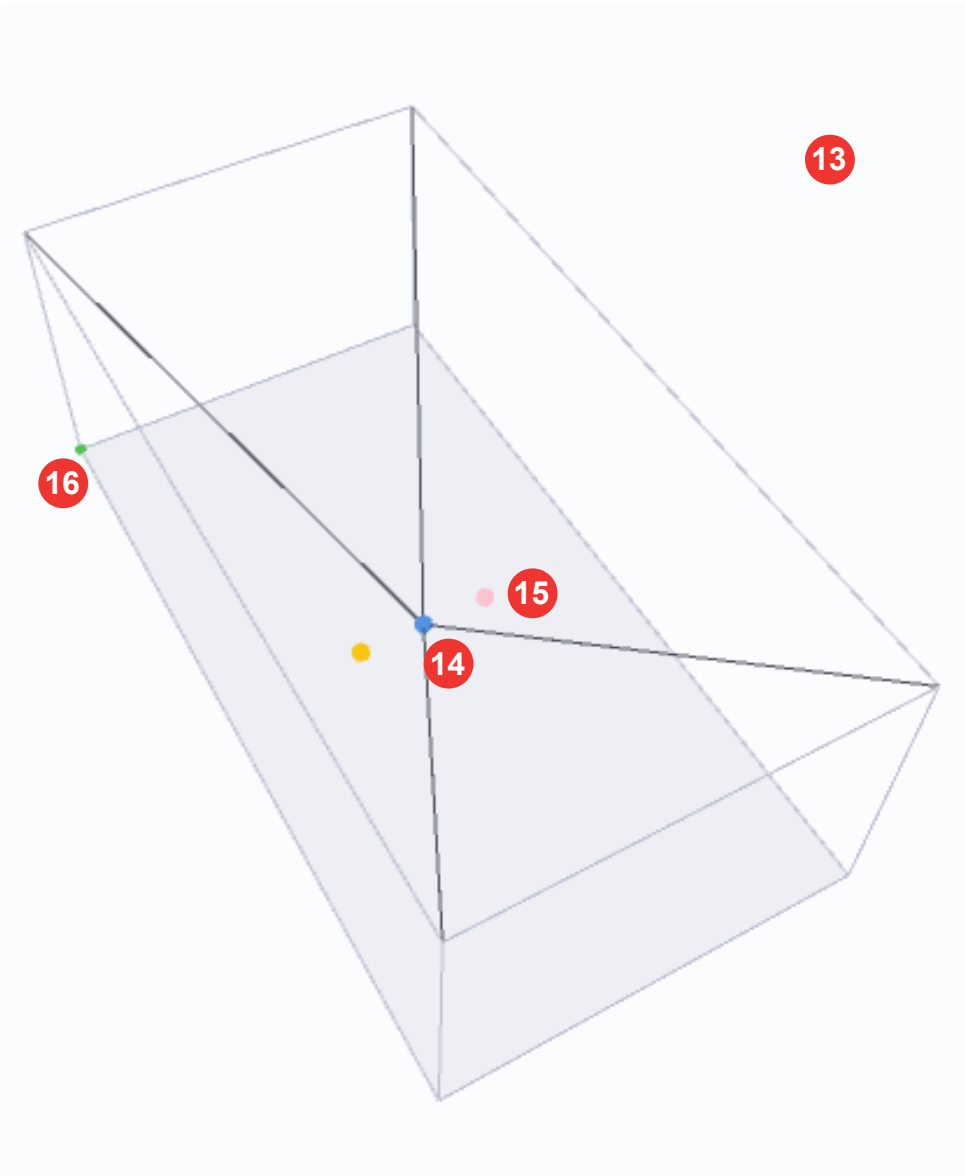
12 Target Individual Motor

Used to spool motors individually. To activate an individual motor, hold down one of the four buttons on the right side of the controller, and press the up or down button to spool more or less rope.

13 Console

Notifications concerning functionality and available actions are displayed here. Select ‘clear console’ to erase all messages





13 3D Visualization of space

Use the arrow keys on the keyboard to rotate the 3D visualization of the space.

14 Camera Point

The blue sphere represents the camera. Use the sticks on the controller to move the camera through the space.

15 Flag Points

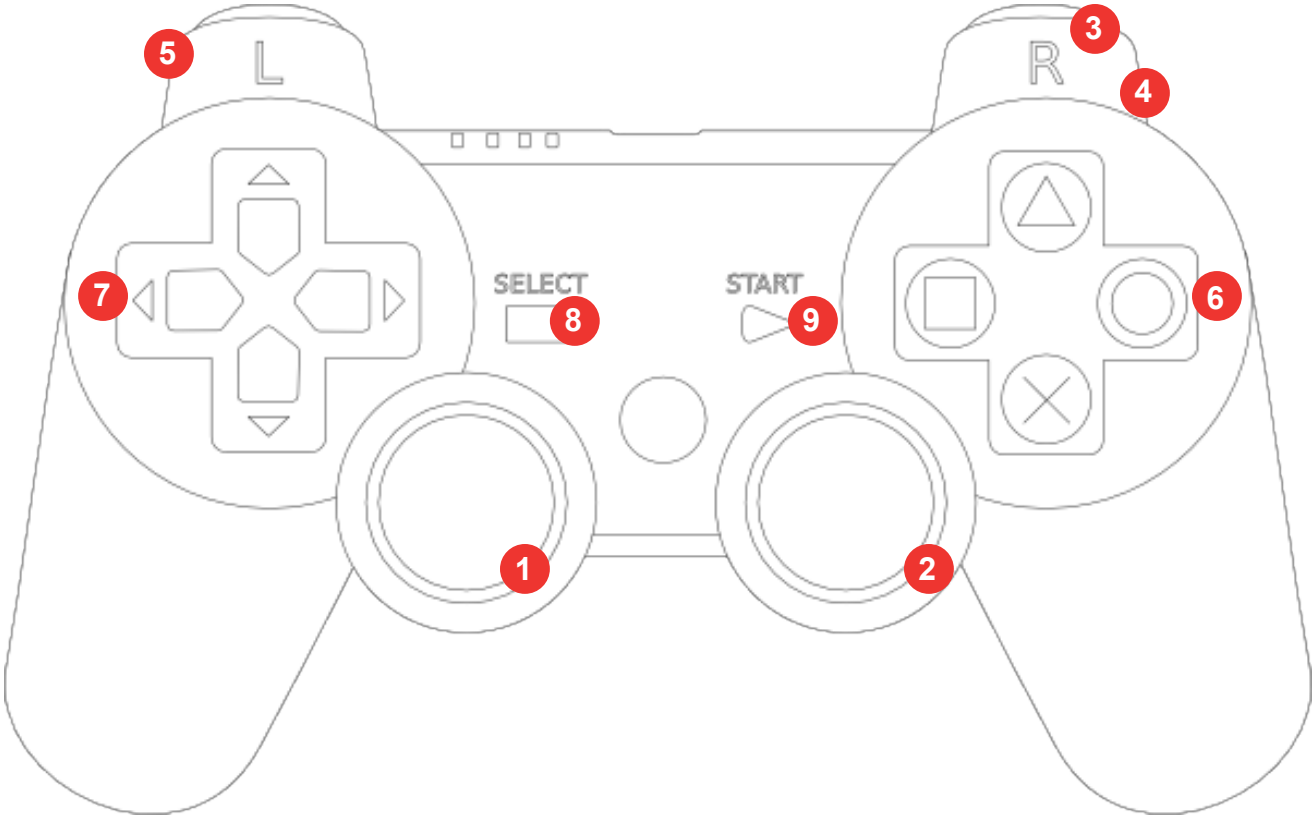
The pink and yellow spheres are flag points.

The sphere of the most opaque colour is the active flag point. When the start button is pressed on the controller, the camera will ease towards this point. Once the camera reaches the active flag point, it deactivates and the other flag point becomes active.

The flag points can be moved by pressing the arrow buttons on the left side of the controller, and the left bumper / trigger.

16 Indicator

The green sphere indicates which corner represents ‘Height 1.’ All other height values are clockwise from this point.



1 Moves camera up and down

2 Moves camera along length and width

3 Hold bottom button to seek camera towards active flag point

4 Hold top button to toggle moveable flag point

5 Move selected flag point up / down

6 Hold in combination with up / down arrow to turn motors individually

7 Moves selected flag point along length and width

8 Press to move active flag point to camera location

9 Start / pause movement towards active flag point