

Sequence Action Table

State	Keyboard Keys						
	PREV > 2s	PREV < 2s	Next > 2s	Next < 2s	Hold	PTZ	# CAM
OFF	Start sequence running backward beginning with last sequence camera.	Go to camera whose number is one greater than currently displayed camera *	Start sequence running forward beginning with first sequence camera	Go to camera whose number is one less than currently displayed camera *	NO OP	Control Camera	Switch monitor camera **
Forward	Reverse Sequence direction to backward	Bypass dwell time of current camera, Go to previous sequence camera, Change sequence direction to backward, Restart dwell	NO OP	Bypass dwell time of current camera, Go to next sequence camera, Restart sequence dwell on new camera	Stop dwell	NO OP	Switch monitor camera and turn sequence off
Backward	NO OP	Bypass dwell time of current camera, Go to previous sequence camera, Restart sequence dwell on new camera	Reverse sequence direction to forward	Bypass dwell time of current camera, Go to next sequence camera, Change sequence direction to forward, Restart dwell	Stop dwell	NO OP	Switch monitor camera and turn sequence off
Hold	Restart sequence dwell Sequence runs in backward direction	Go to previous sequence camera do not restart dwell	Restart sequence dwell Sequence runs in forward direction	Go to next sequence camera and do not restart dwell	NO OP	Allow Camera Control	Switch monitor camera and turn off sequence

* If a camera is not accessible to the keyboard or monitor when a PREV or NEXT key is pressed in the OFF state, the first accessible camera with number less than or greater than the current camera will be displayed. Also wrap arounds will occur such that if camera one is selected and the PREV key is pressed (less than two seconds), camera sixteen will be displayed. Similarly if camera sixteen is selected, and the NEXT key is pressed (less than 2 seconds), camera 1 will be displayed. Wrap arounds have the same accessibility stipulation as described above.

** For a camera switch the actual switch only takes place if the camera is accessible to the monitor and keyboard.

Sequence State Diagram

