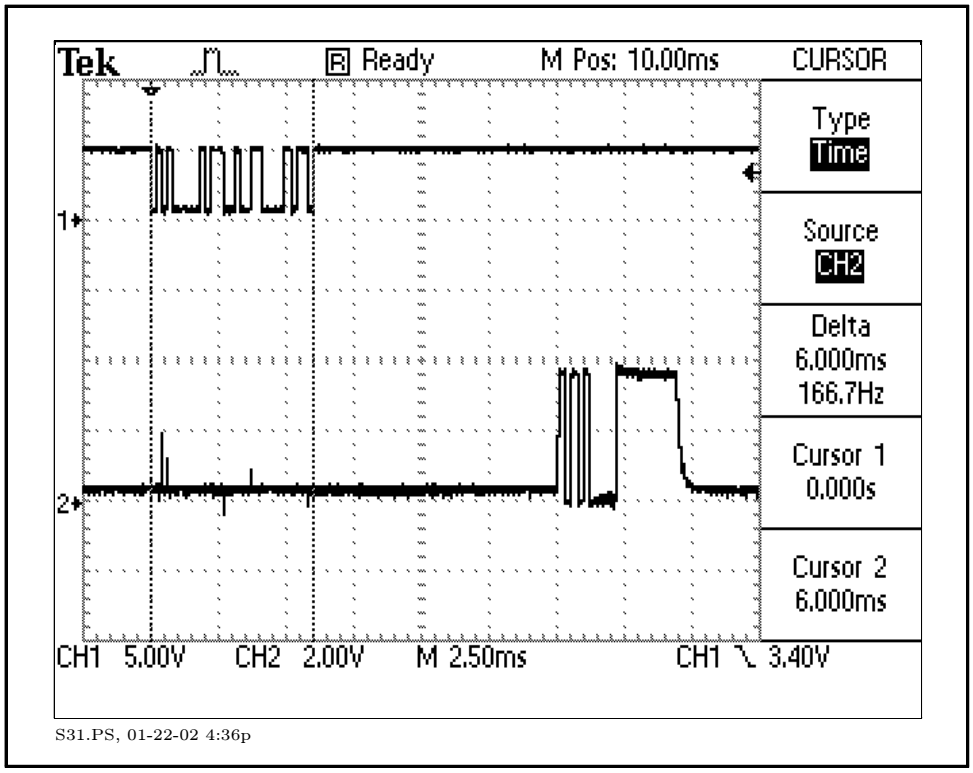

Figure 1. SpeedDome #5 Typical command length duration.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer "one-board" type of dome.

[1] $Header: d:/TXB-S422/RCS/pictsp1.tex,v 1.2 2002-01-23 12:55:00-08 Hamilton Exp Hamilton $
[2] $Header: d:/TXB-S422/RCS/pictsp1.inc,v 1.3 2002-01-24 11:25:41-08 Hamilton Exp Hamilton $

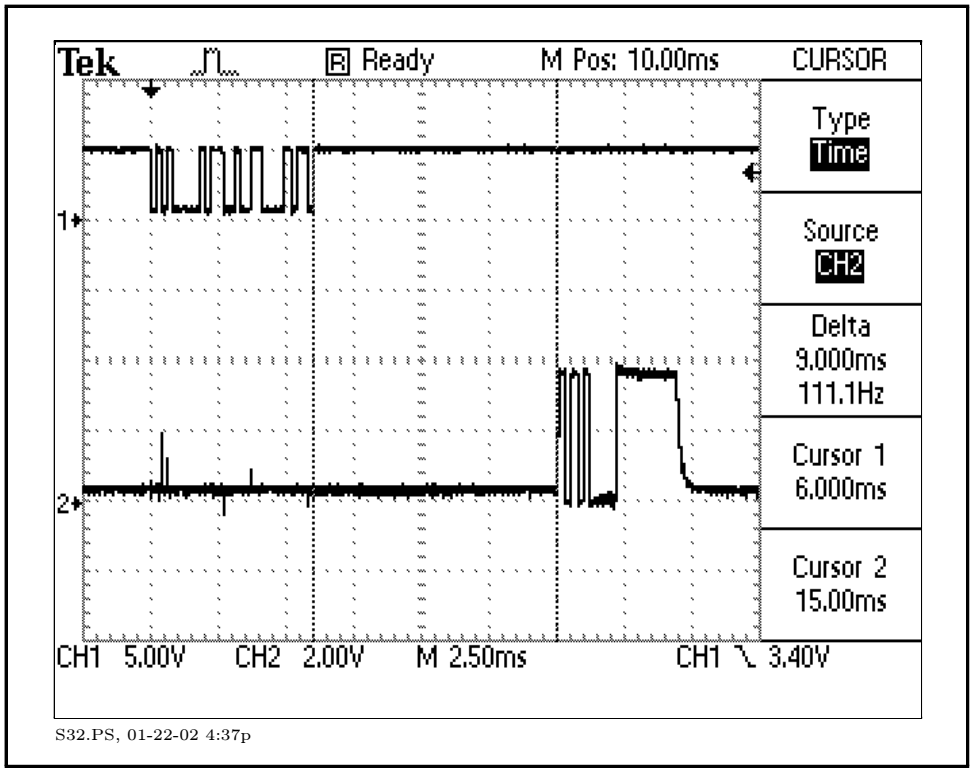

Figure 2. SpeedDome #5 Time to response.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer “one-board” type of dome.

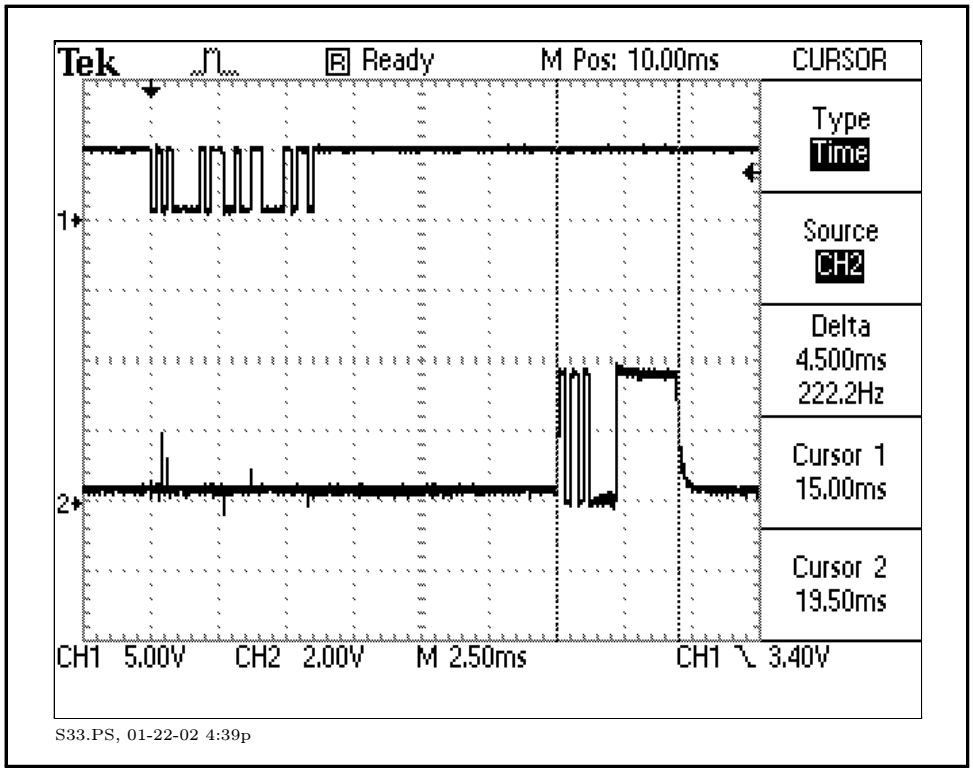

Figure 3. SpeedDome #5 Duration of response.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer “one-board” type of dome.

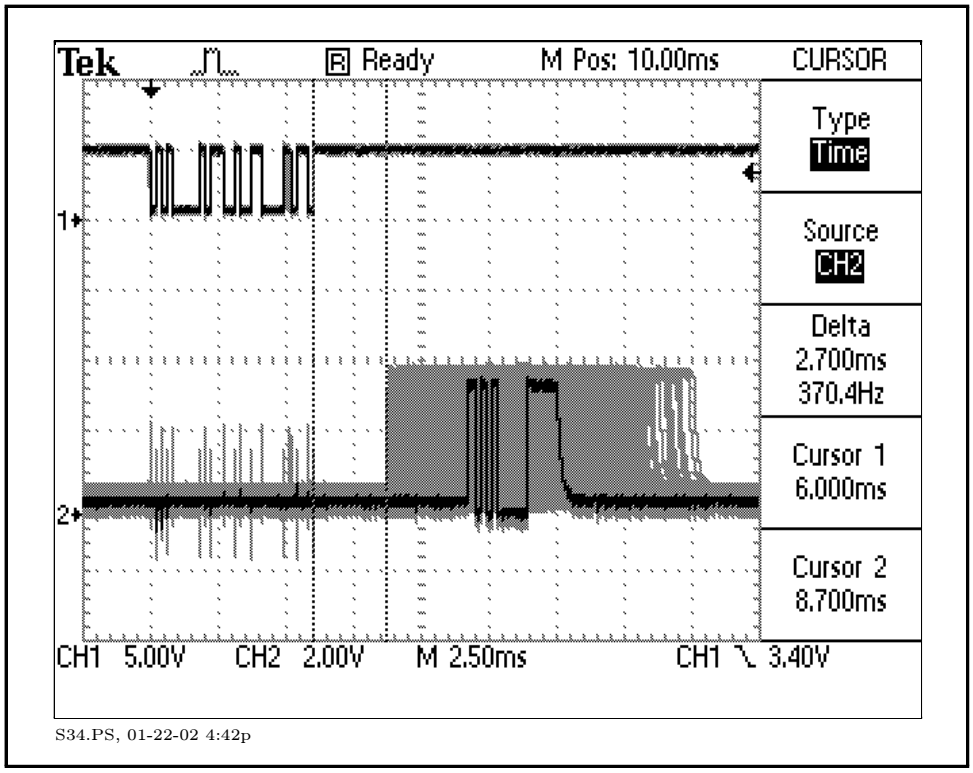

Figure 4. SpeedDome #5 Minimun time for response.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer "one-board" type of dome.
—	This information was acquired with the oscillscope in "infinite persistance" mode over a duration of about 30 seconds.

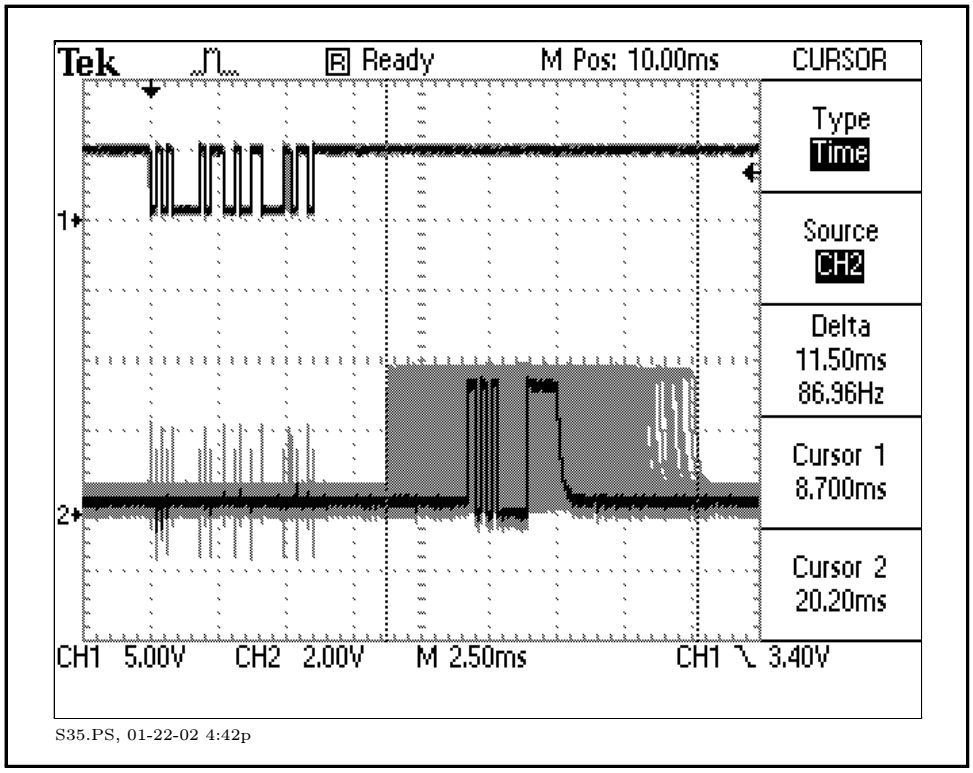

Figure 5. SpeedDome #5 Range of response durations.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer "one-board" type of dome.
—	This information was acquired with the oscillscope in "infinite persistance" mode over a duration of about 30 seconds.

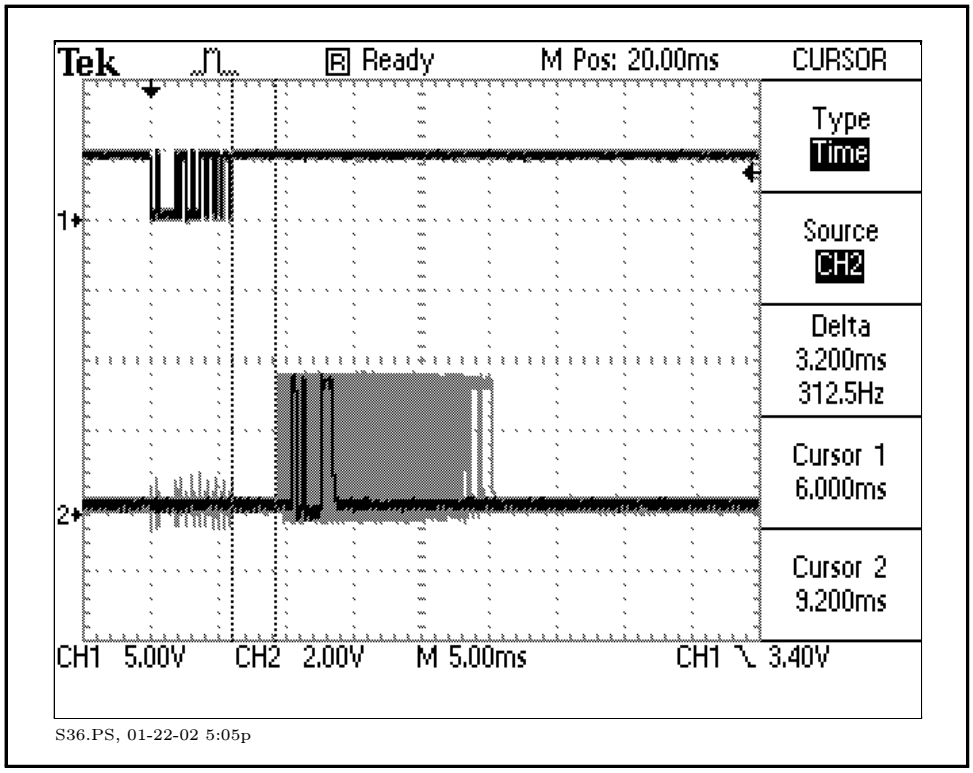

Figure 6. SpeedDome #2 Minimun time for response.

Trace	Use
1	StopAll to Camera #5.
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is an older "two-board" type of dome.
—	This information was acquired with the oscillscope in "infinite persistance" mode over a duration of about 30 seconds.

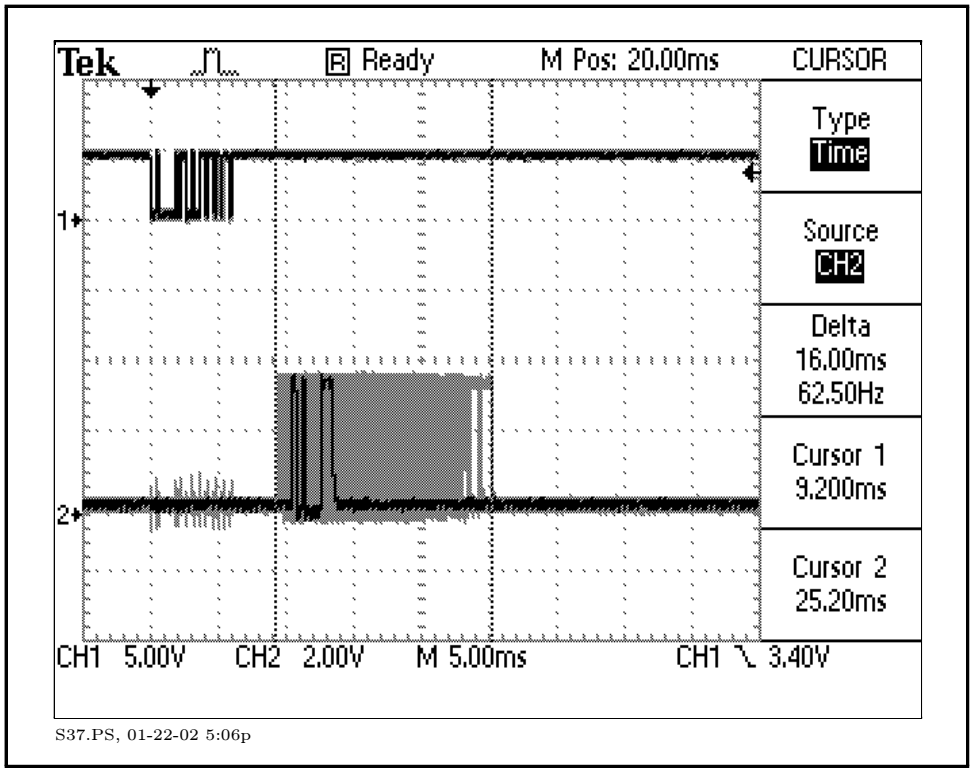

Figure 7. SpeedDome #2 Range of response durations.

Trace	Use
1	StopAll to Camera #2.
2	Response from Camera #2
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is an older "two-board" type of dome.
—	This information was acquired with the oscillscope in "infinite persistance" mode over a duration of about 30 seconds.

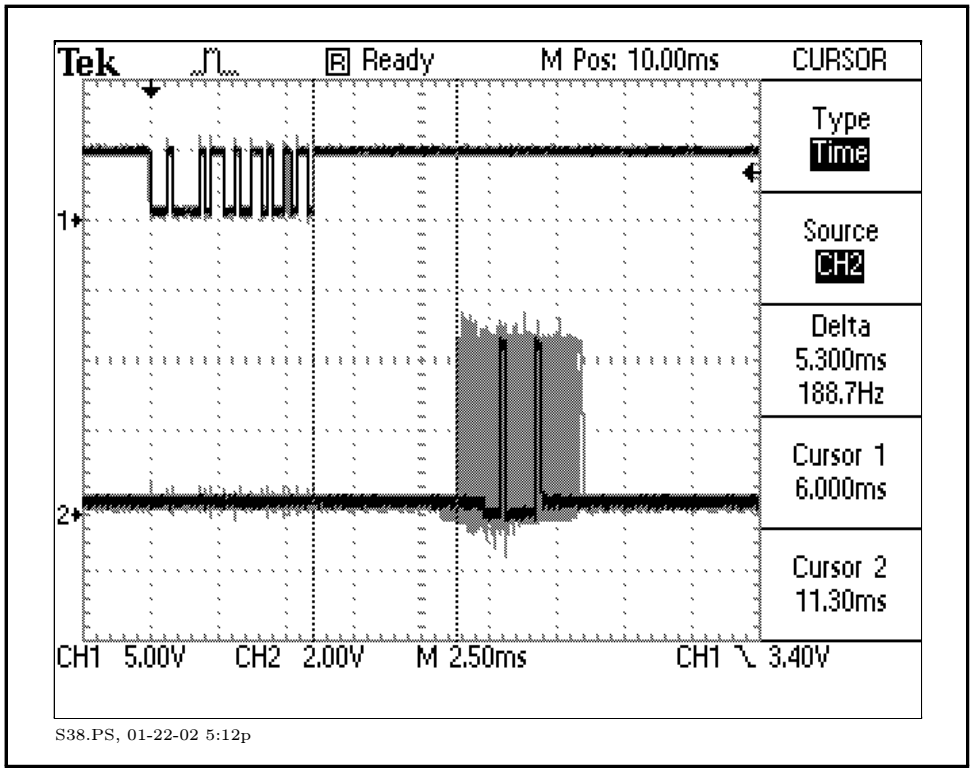

Figure 8. UltraDome #4 Minimun time for response.

Trace	Use
1	StopAll to Camera #4.
2	Response from Camera #4
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This information was acquired with the oscillscope in “infinite persistance” mode over a duration of about 30 seconds.

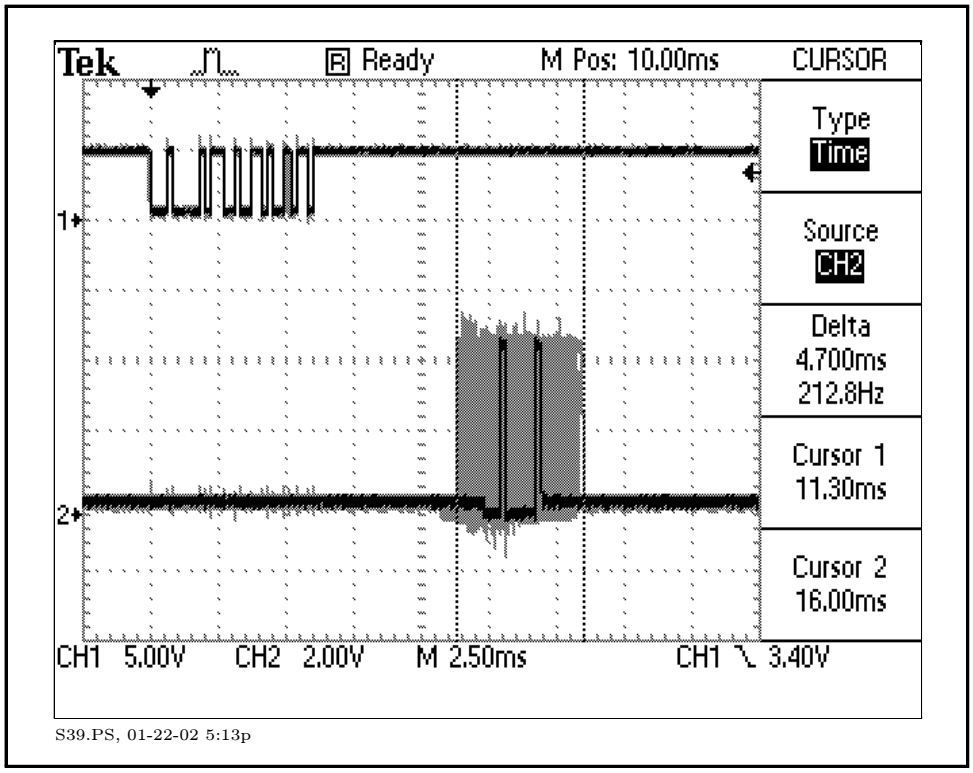

Figure 9. UltraDome #4 Range of response durations.

Trace	Use
1	StopAll to Camera #4.
2	Response from Camera #4
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This information was acquired with the oscillscope in “infinite persistance” mode over a duration of about 30 seconds.

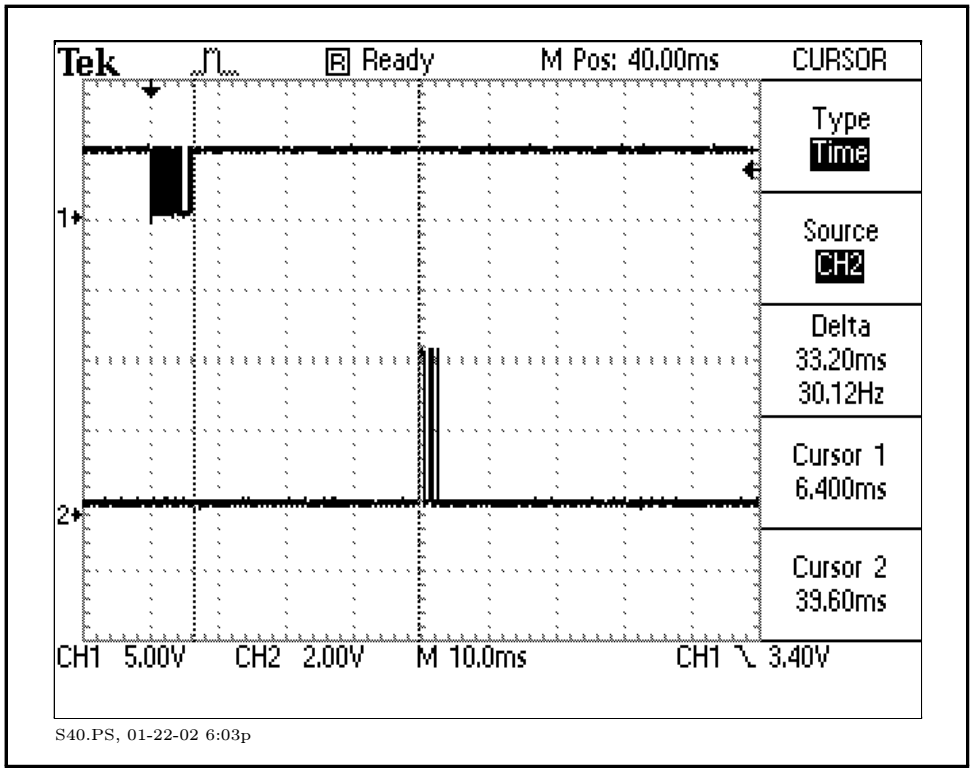

Figure 10. TXB-S422 "beta"Minimun time for response.

Trace	Use
1 2	StopAll to TXB-S422 "beta". Response from TXB-S422 "beta".
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.

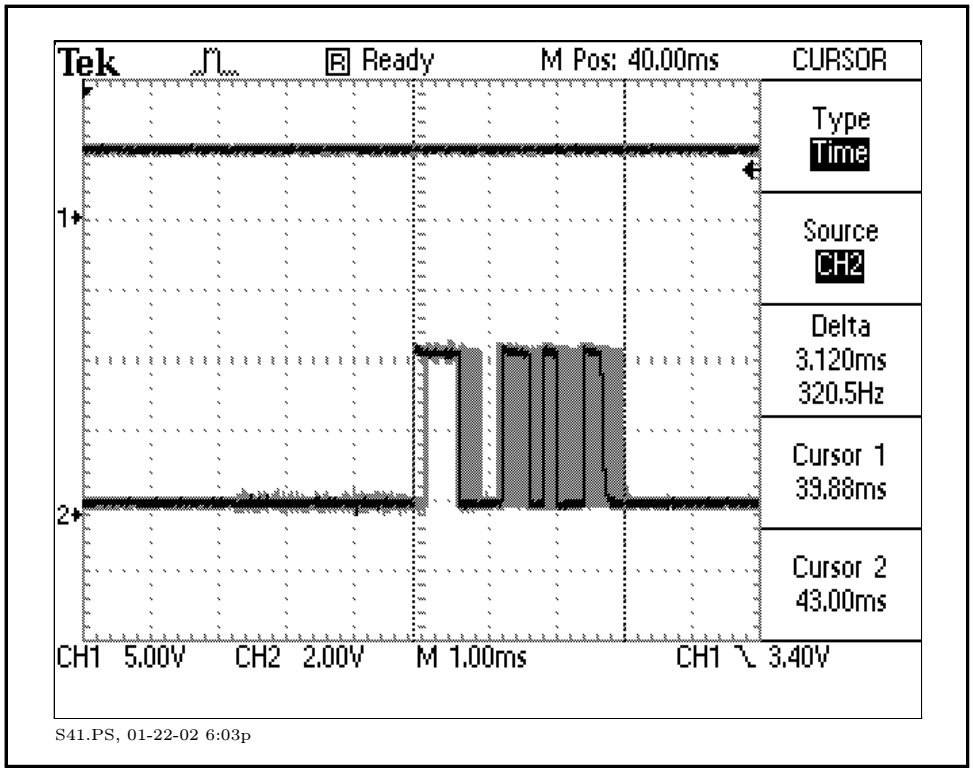

Figure 11. TXB-S422 “beta” Range of response durations.

Trace	Use
1	StopAll to TXB-S422 “beta”.
2	Response from TXB-S422 “beta”.
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This information was acquired with the oscillscope in “infinite persistance” mode over a duration of about 30 seconds.

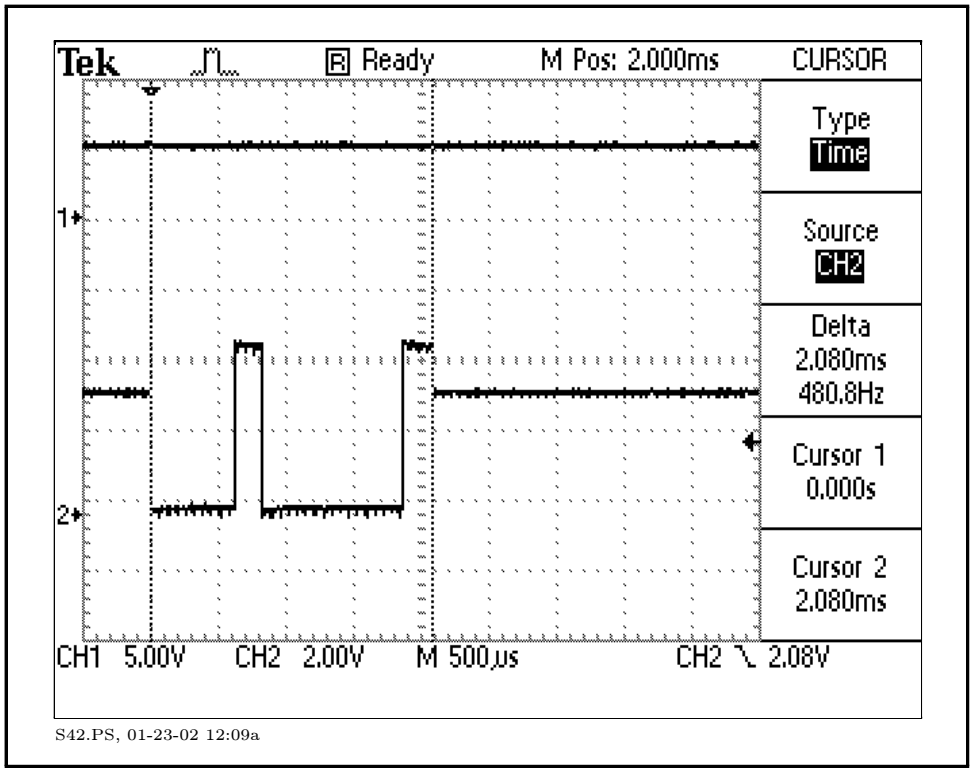

Figure 12. Dome #4, Duration of an ACK.

Trace	Use
1	StopAll to Camera #4 (off screen). .
2	Response from Camera #4
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	Markers are set to the duration of exactly one byte at 2400 baud.

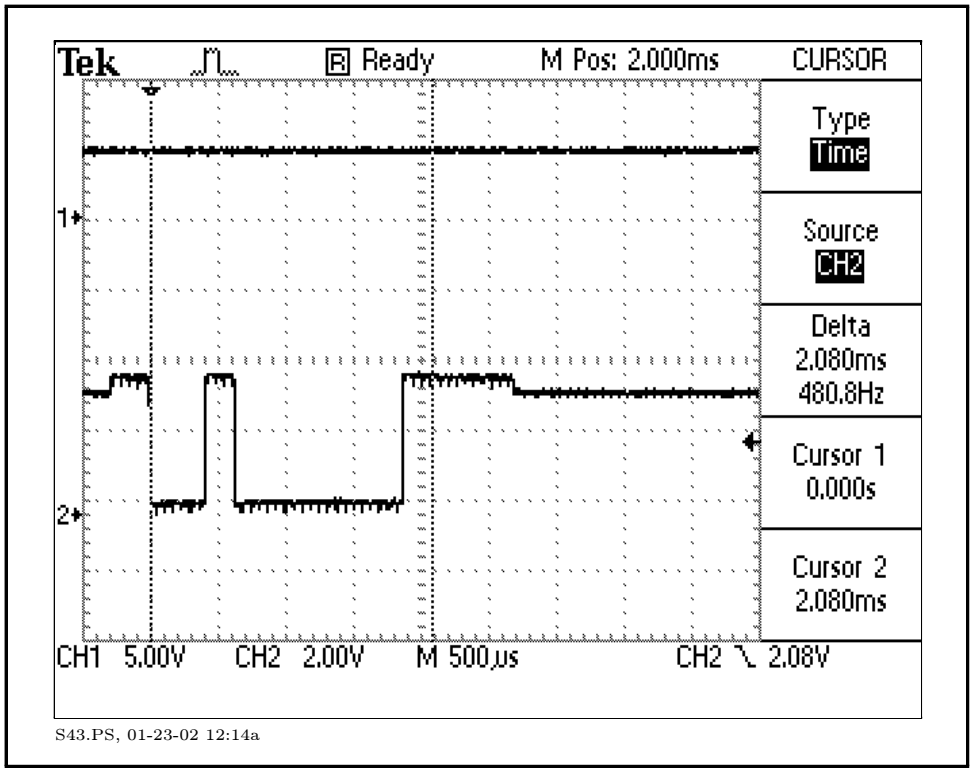

Figure 13. Dome #2, Duration of an ACK.

Trace	Use
1	StopAll to Camera #2 (off screen).
2	Response from Camera #2
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is an older "two-board" type of dome.
—	Markers are set to the duration of exactly one byte at 2400 baud.

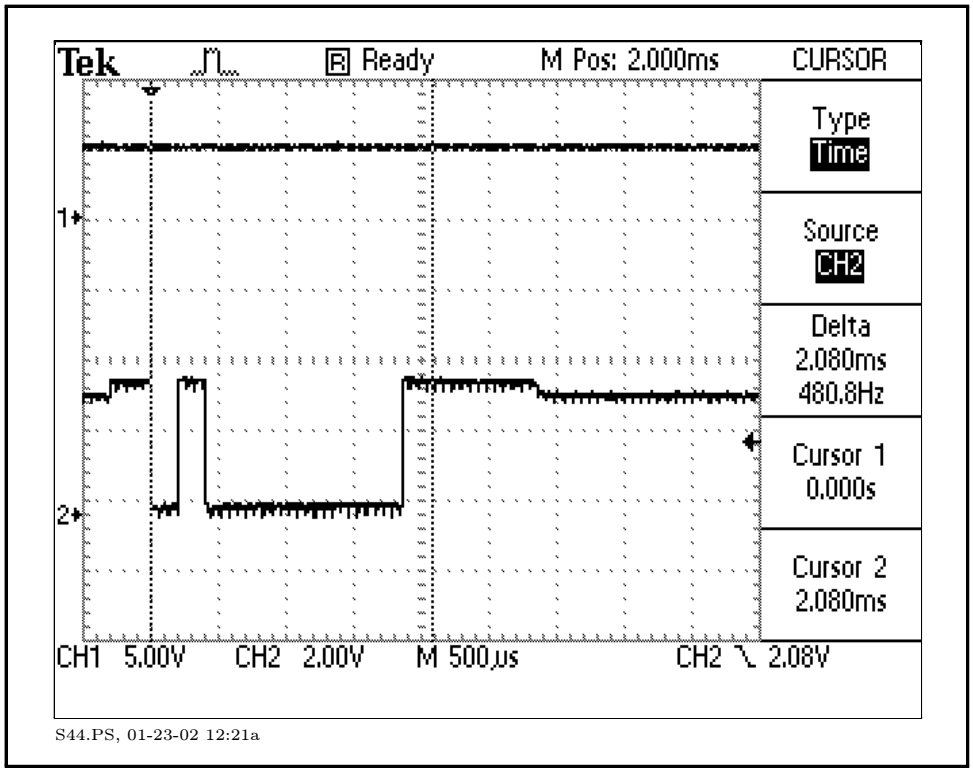

Figure 14. Dome #1, Duration of an ACK.

Trace	Use
1	StopAll to Camera #1 (off screen).
2	Response from Camera #1
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer "one-board" type of dome.
—	Markers are set to the duration of exactly one byte at 2400 baud.

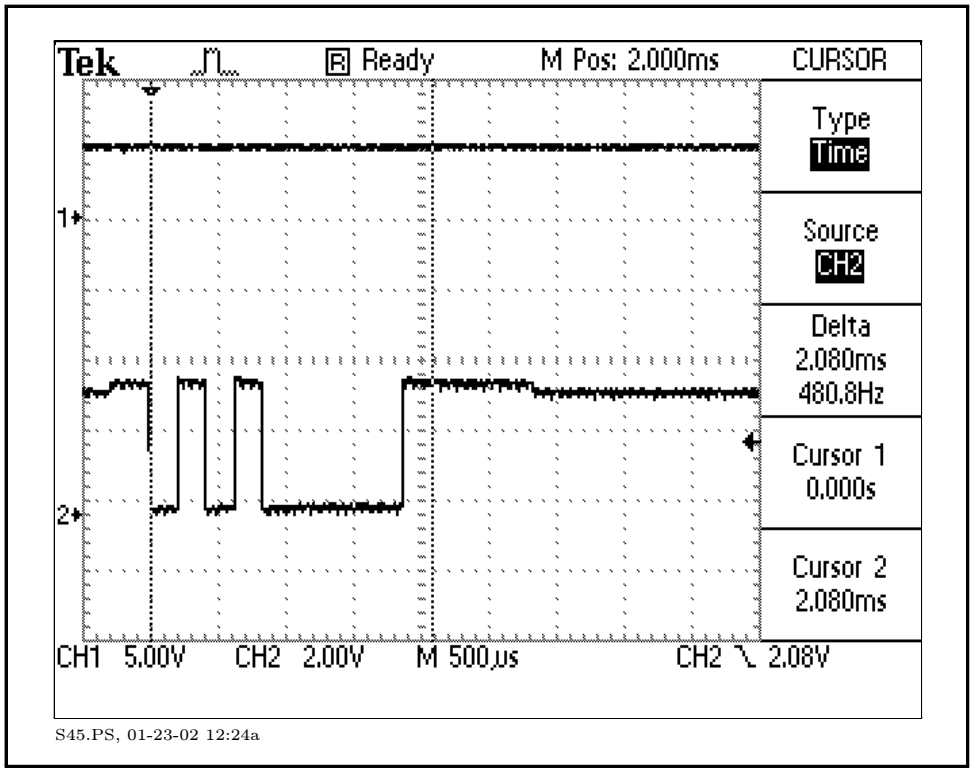

Figure 15. Dome #5, Duration of an ACK.

Trace	Use
1	StopAll to Camera #5 (off screen).
2	Response from Camera #5
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This is a newer "one-board" type of dome.
—	Markers are set to the duration of exactly one byte at 2400 baud.

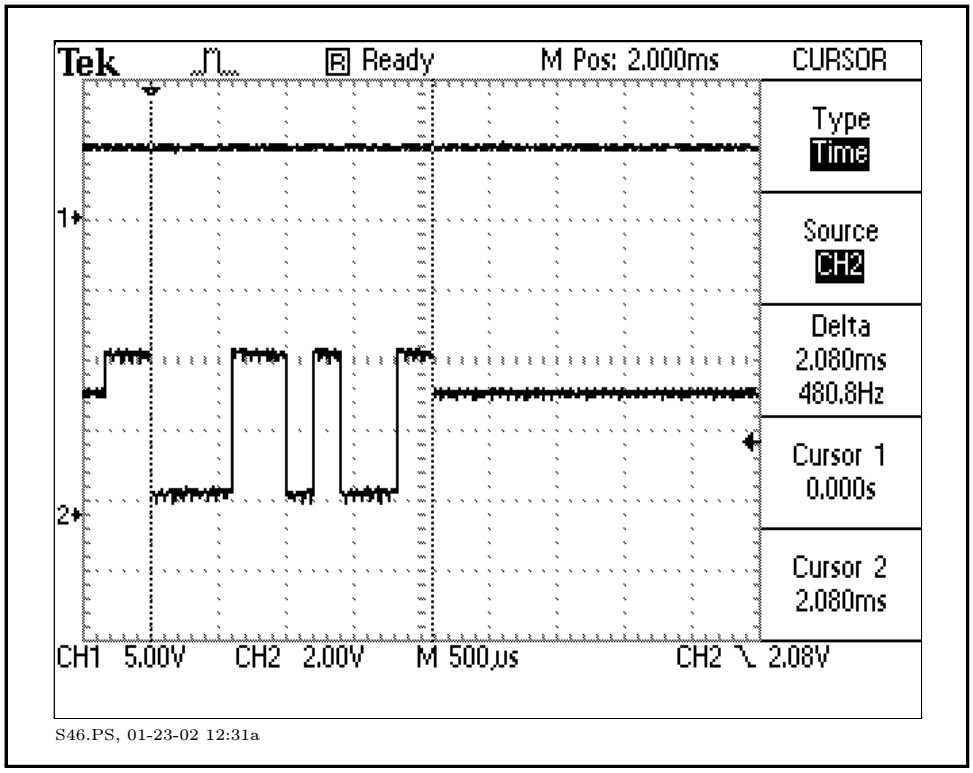

Figure 16. TXB-S422 “beTA”, Duration of an ACK.

Trace	Use
1	StopAll to TXB-S422 “beTA” (off screen).
2	Response from TXB-S422 “beTA”.
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	Markers are set to the duration of exactly one byte at 2400 baud.

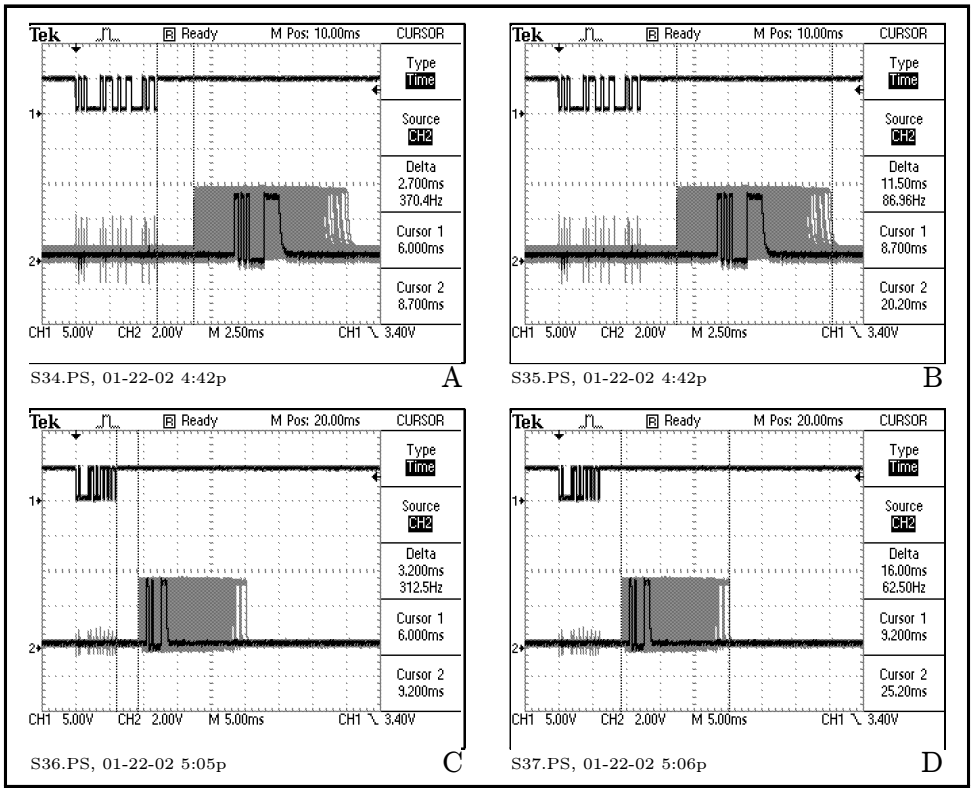

Figure 17. Timing for start of response and its duration variation for domes #5 and #2

Trace	Use
1	StopAll to Camera
2	Response from Camera
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This information was acquired with the oscillscope in "infinite persistance" mode over a duration of about 30 seconds.
A	Minimum response time for dome #5 a UniCard SpeedDome
B	Response duration variation for dome #5
C	Minimum response time for dome #2 a two board Speed-Dome
D	Response duration variation for dome #2

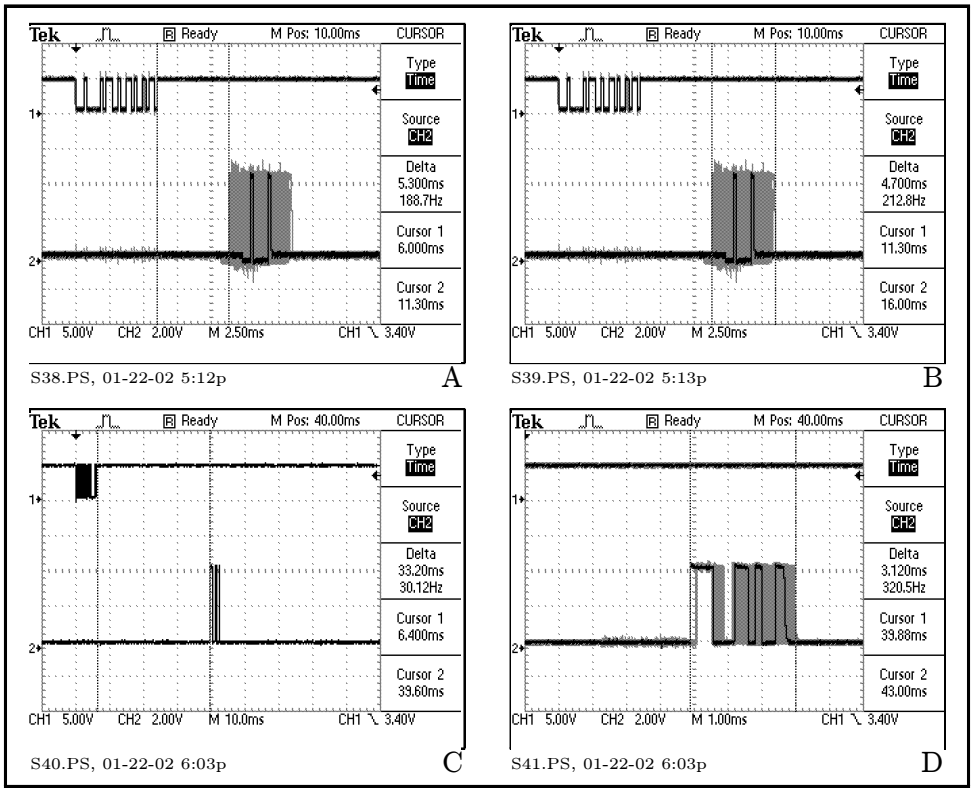

Figure 18. Timing for start of response and its duration variation for domes #4 and TXB-S422

Trace	Use
1	StopAll to Camera
2	Response from Camera
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	This information was acquired with the oscillscope in “infinite persistance” mode over a duration of about 30 seconds.
A	Minimum response time for dome #4 an UltraDome
B	Response duration variation for dome #4
C	Minimum response time for the TXB-S422
D	Response duration variation for the TXB-S422

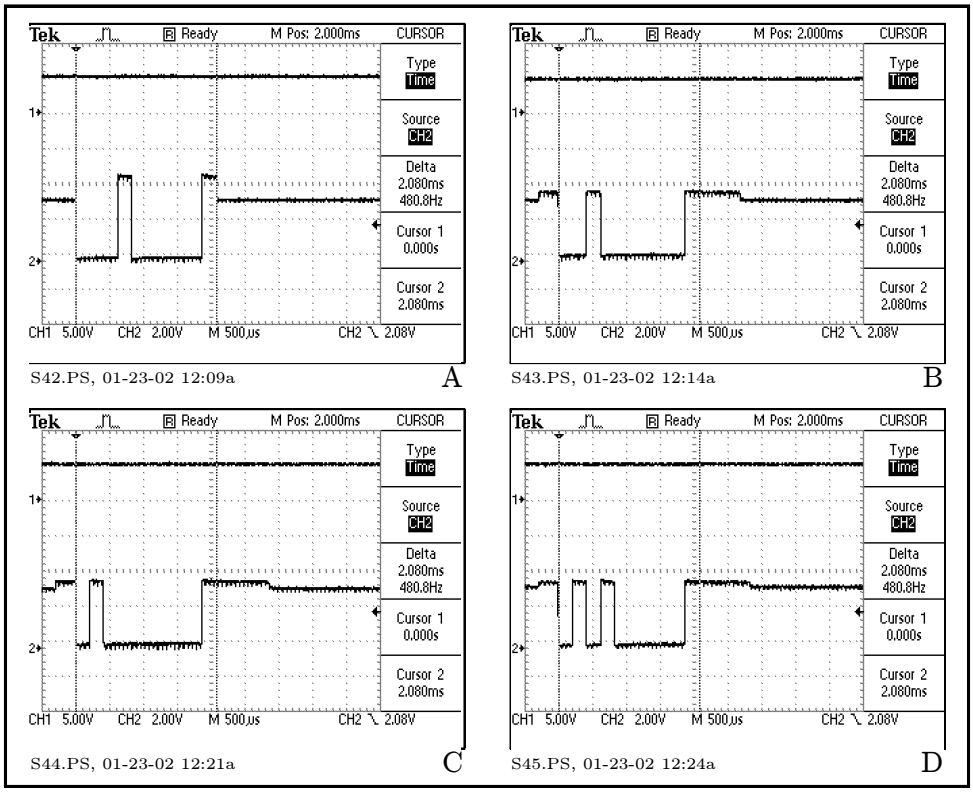

Figure 19. Durations of ACKs for various Sensormatic domes

Trace	Use
1	StopAll to TXB-S422 “beTA” (off screen).
2	Response from TXB-S422 “beTA”.
—	Note inputs to the oscillscope are from an RS422 circuit, however only one side of the input is used and this causes some noise to be picked up on the screen.
—	Markers are set to the duration of exactly one byte at 2400 baud.
A	Results for dome #4
B	Results for dome #2
C	Results for dome #1
D	Results for dome #5