

Menu Parameter	Deep-Sky brighter objects	Deep-Sky dimmer objects	Solar Ha See Note	Moon/Wht Lt Sun See Note	Planets bright comets	<i>as of: 19 Mar</i> Comments
1. Exposure Exposure Options Sense Up AGC Lens Speed* Brightness	Normal - - - Off Off Electric X128 ~ 40	Normal - - - Off Low Electric X512 ~ 40	WDR (or HLI) On (HLI = 40) Off Off Electric 1/10,000 - 1/2000 ~ 40	WDR On Off Off Electric 1/10,000 - 1/4000 ~ 40	Normal - - - Off Off Electric 1/1000 - 1/60 ~ 40	<i>HLI dims bright areas</i> WDR Auto=0-20 / HLI=0-4 <i>Rarely Changed</i> <i>Not to be Changed</i> Depends on Optics/Obj (0 - 99) <i>Rarely Changed</i>
2. Color (RGB) R(-Y)/B(-Y)	ATW (auto) - - - / - - -	ATW (auto) - - - / - - -	ATW (auto) - - - / - - -	ATW (auto) - - - / - - -	ATW (auto) - - - / - - -	(Manual, AWC to capture/fre (0 - 255 if adjusting neede
3. Day & Night	Day (color)	Night (bw)	Night (bw)	Night (bw)	Day (color)	(use only Day - Night - Aut
4. Effect Mirror Sharpness	<i>As Needed</i> ~ 10	<i>As Needed</i> ~ 10	<i>As Needed</i> ~ 20	<i>As Needed</i> ~ 20	<i>As Needed</i> ~ 20	(Off - Hor - Vert - Rotate) (0 - 49)
5. Motion	- - -	- - -	- - -	- - -	- - -	<i>Not Used/Not to be Change</i>
6. Privacy	- - -	- - -	- - -	- - -	- - -	<i>Not Used/Not to be Change</i>
7. Enhance (Sys) Gamma 3D-DNR Monitor DPC	1.0 - - - <i>As Needed</i> Off	1.0 <i>As Needed</i> <i>As Needed</i> Auto	1.0 - - - <i>As Needed</i> Off	1.0 - - - <i>As Needed</i> Off	1.0 - - - <i>As Needed</i> Off	0.3 = bright / 1.0 = da (0 - 5 stacked frames (CRT-LCD) <i>Rarely Change</i> for auto hot pixel correctio
8. System (Set) Comm ID RS-485 Baudrate Title Language Sync	1 Pelco-D 9600 <i>As Needed</i> English Internal	1 Pelco-D 9600 <i>As Needed</i> English Internal	1 Pelco-D 9600 <i>As Needed</i> English Internal	1 Pelco-D 9600 <i>As Needed</i> English Internal	1 Pelco-D 9600 <i>As Needed</i> English Internal	0-254 (As needed for cable use <i>Not Changed (for cable use</i> <i>Not Changed (for cable use</i> (up to 16 characters <i>Change if Needed (to Chines</i> <i>Not to be Changed</i>