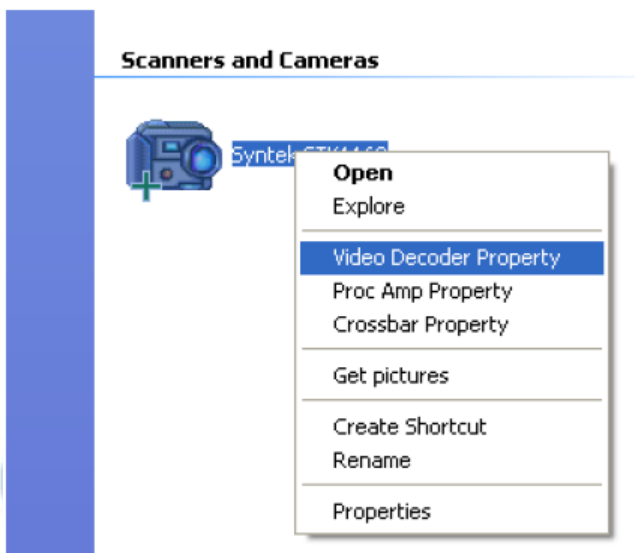
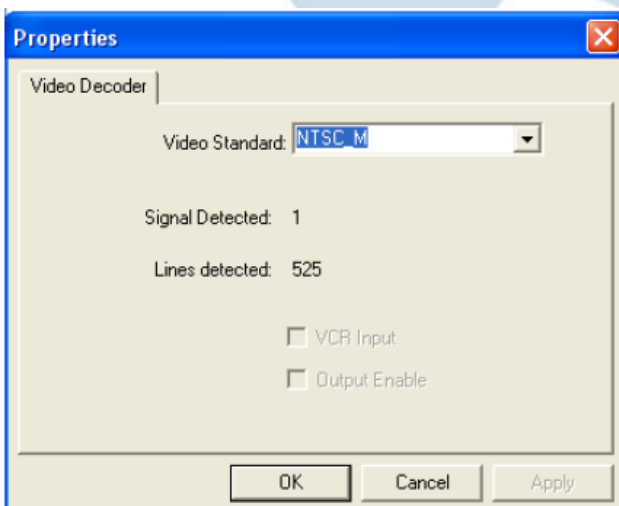


Pelco Camera Startup

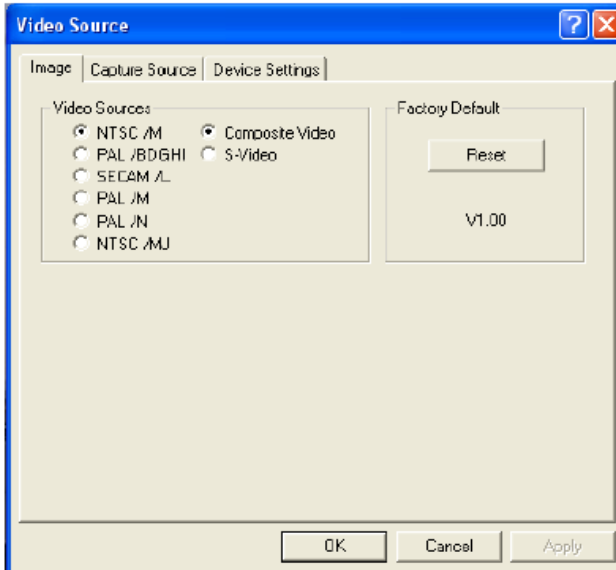
- Make sure the **Video Cable** is connected to the **Video to USB Converter** to the back of the computer on **channel 2**.
- Go to **My Computer** and then drop down until you see the **Syntek STK1160** icon.
- Right Click and go to **Video Decoder Property**.



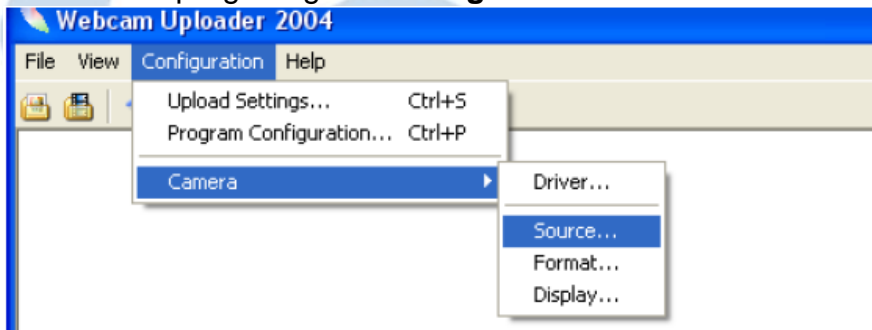
- Under **Video Standard** make sure **NTSC_M** is selected and press **Apply**.



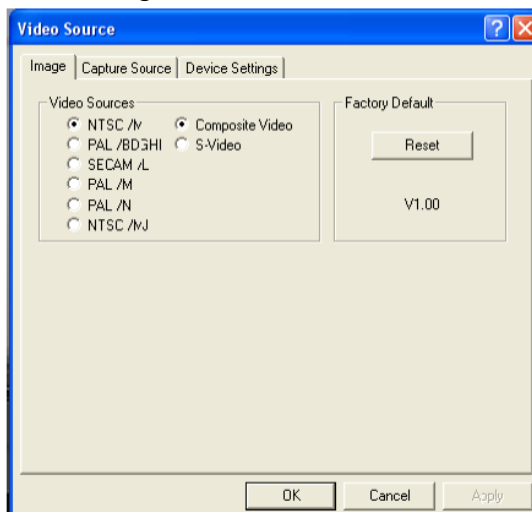
- Right click again on the **Syntek STK1160** icon and click **Properties**.
- Go to Image and make sure **NTSC/M** and **Composite Video** are selected and click **Apply**.



- Close out of the My Computer window and open the **Shortcut to Webcam Uploader icon** on the desktop.
- Once in the program go to **Configure/Camera/Source**.

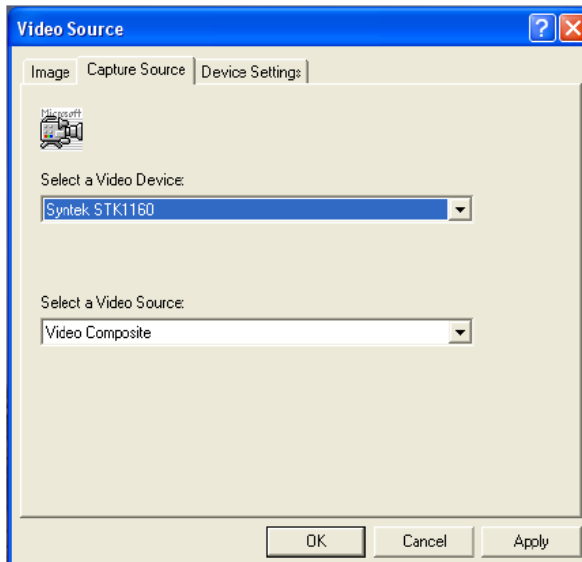


- Under Image make sure **NTSC/M** and **Composite Video** are selected.





- Under **Capture Source** make sure the **Syntek STK1160** is selected and press **Apply**.



- The video from the Pelco Camera should be shown on the screen and will upload by the minute.
- Lastly go to the **Pelco Camera Keyboard (KBD300A)** and press the **Pattern** button once. **DO NOT** hold down the Pattern button for more than two seconds or this will cancel the current camera pattern. If the camera pattern is canceled, see the **Pelco Camera Pattern Reset** page below.
- Leave program running.

Pelco Camera Pattern Reset

- In case the Pelco Camera Pattern is canceled, follow the instructions below.
- Go to the Pelco Camera Keyboard and find the **Pattern (1)** button.
- Make sure you can see the live video from the Pelco Camera on the computer screen in the program Webcam Uploader 2004.
- Select a long Pattern by holding down **Pattern (1)** for two seconds. The long pattern function gives **six minutes** to program the camera.
- The monitor will indicate the **programming** function is active.
- Move the camera position with the **Joystick (2)** as desired for the pattern. When finished programming the pattern, press **ACK (3)** to close the programming function.
- To run the pattern, press **Pattern (1)**.

