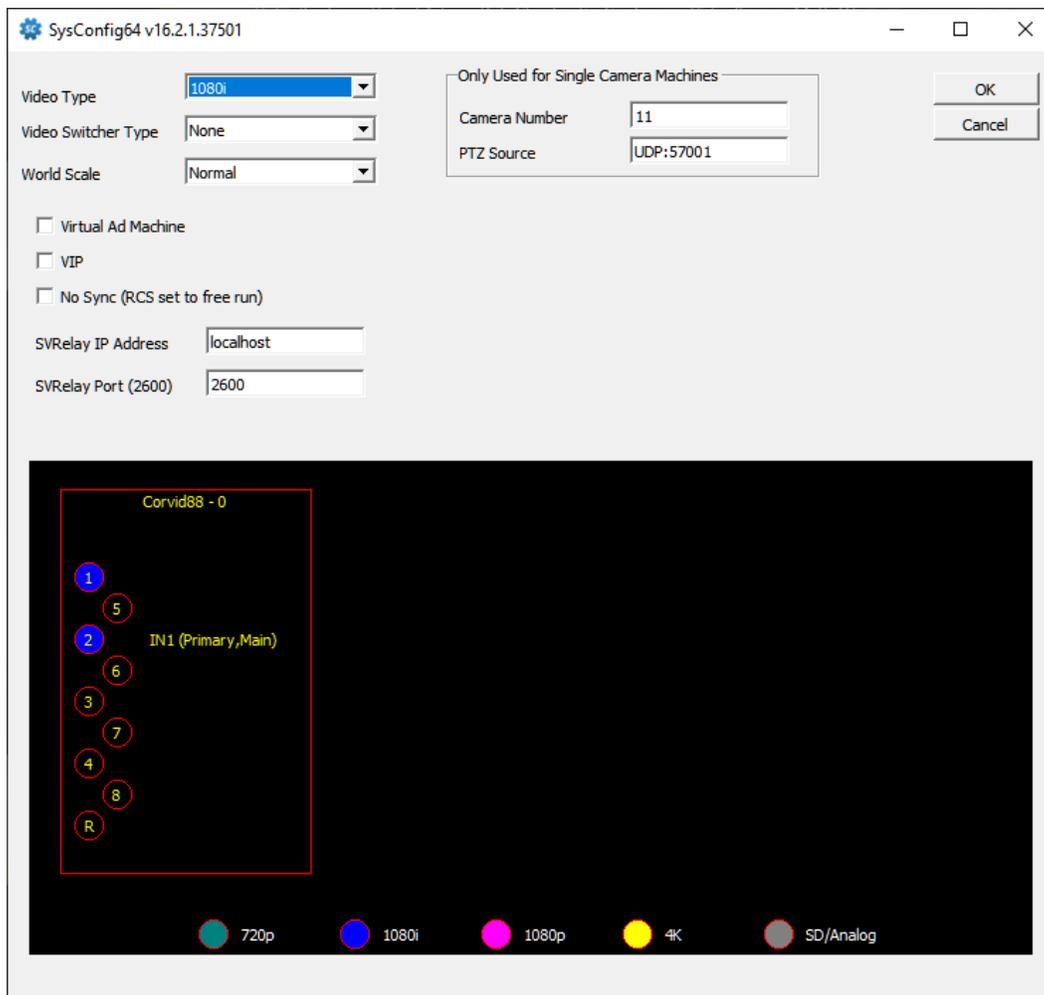


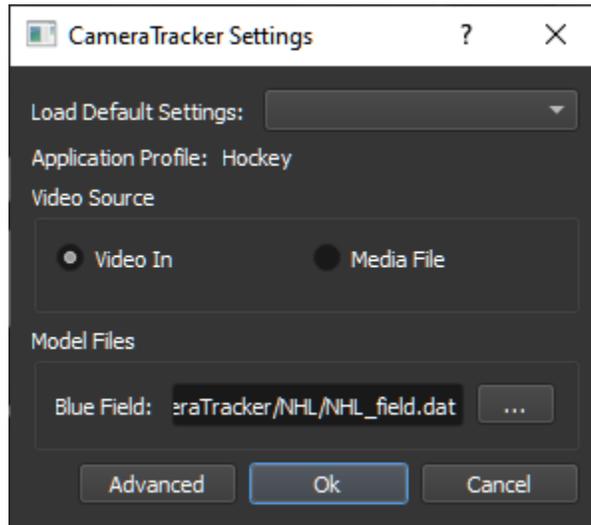
Calibrating Overhead Cameras for Optics

This document will go over the calibration process for the two overhead cameras. These cameras are not installed in every arena yet, but since the calibration process is a little different, here are instructions on how to get them ready for use for Optics. Unlike the Center Ice and High Goal calibrations, game lighting or capturing a video clip is not required. All you need is for the cameras to be locked off in their final position and the ability to see the ice well enough to drag your Blue Field in place.

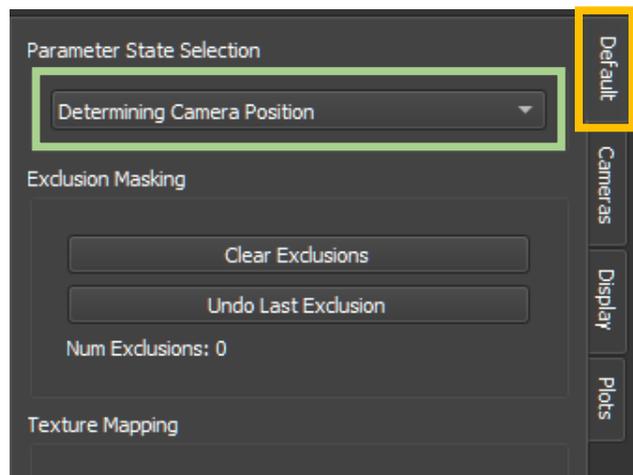
1. Change SysConfig to assign IN1 to the second spigot on your video card. The image below shows this change being made on a Corvid 88, but it is the same process on a Corvid 44.
 - a. The second spigot of Center Ice CameraTracker video card should be receiving the Right Overhead video from the Cobalt DA. This means you must perform the Right Overhead Calibration on this machine.
 - b. The second spigot of the High Goal CameraTracker video card should be receiving the Left Overhead video from the Cobalt DA. This means you must perform the Left Overhead Calibration on this machine.



2. Open CameraTracker in **Video In** mode.

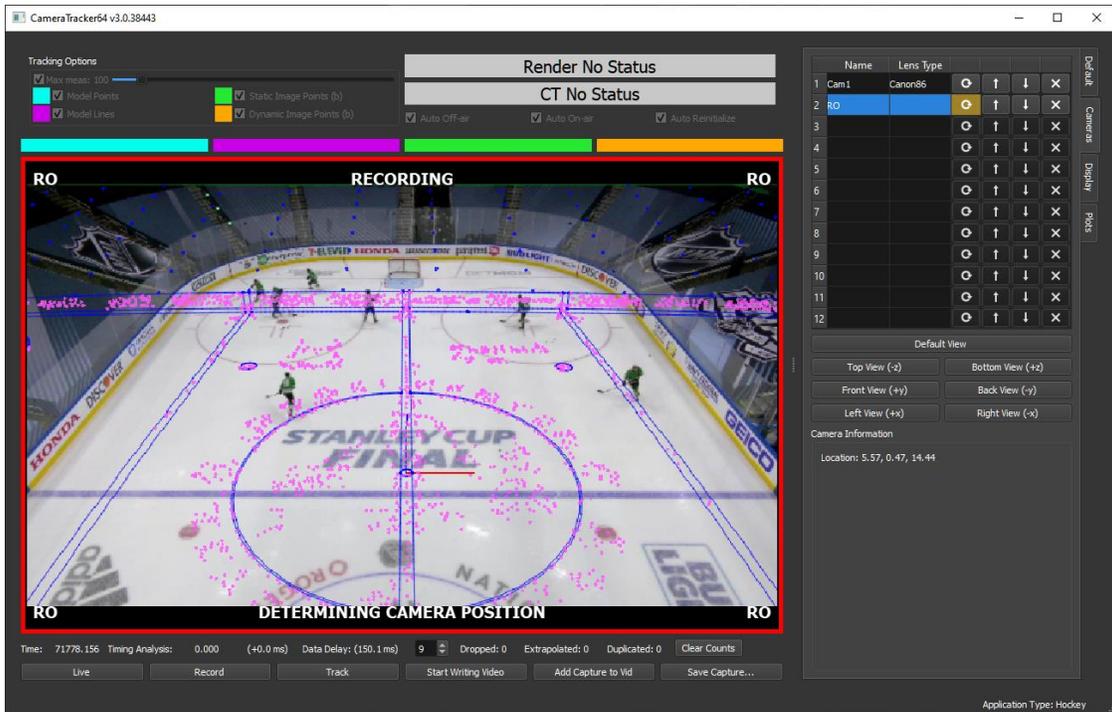


3. Do not clear your texture or wipe out what you have saved in the first camera slot of your **Cameras** tab.
4. On the **Default** tab, change the **Parameter State Selection** to **Determining Camera Position**.

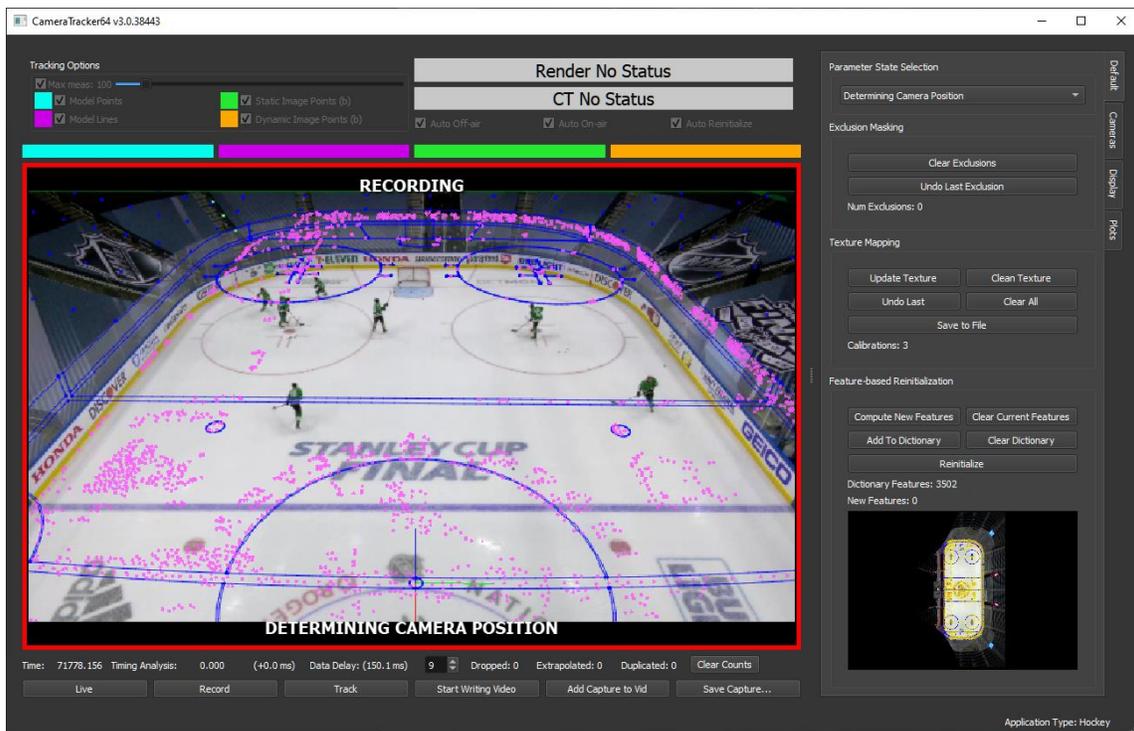


5. Navigate to your **Cameras** tab and press **F2** so you do not save over your Center Ice or High Goal calibration and enter the name **RO** or **LO** depending on which overhead zone you are calibrating. You do not need to set Lens Type.
 - a. We set the names based on which zone the cameras are pointing at. We use the zone orientation by their relationship to Center Ice using the main game camera to help determine this.
6. Press **Spacebar** to pause the video.

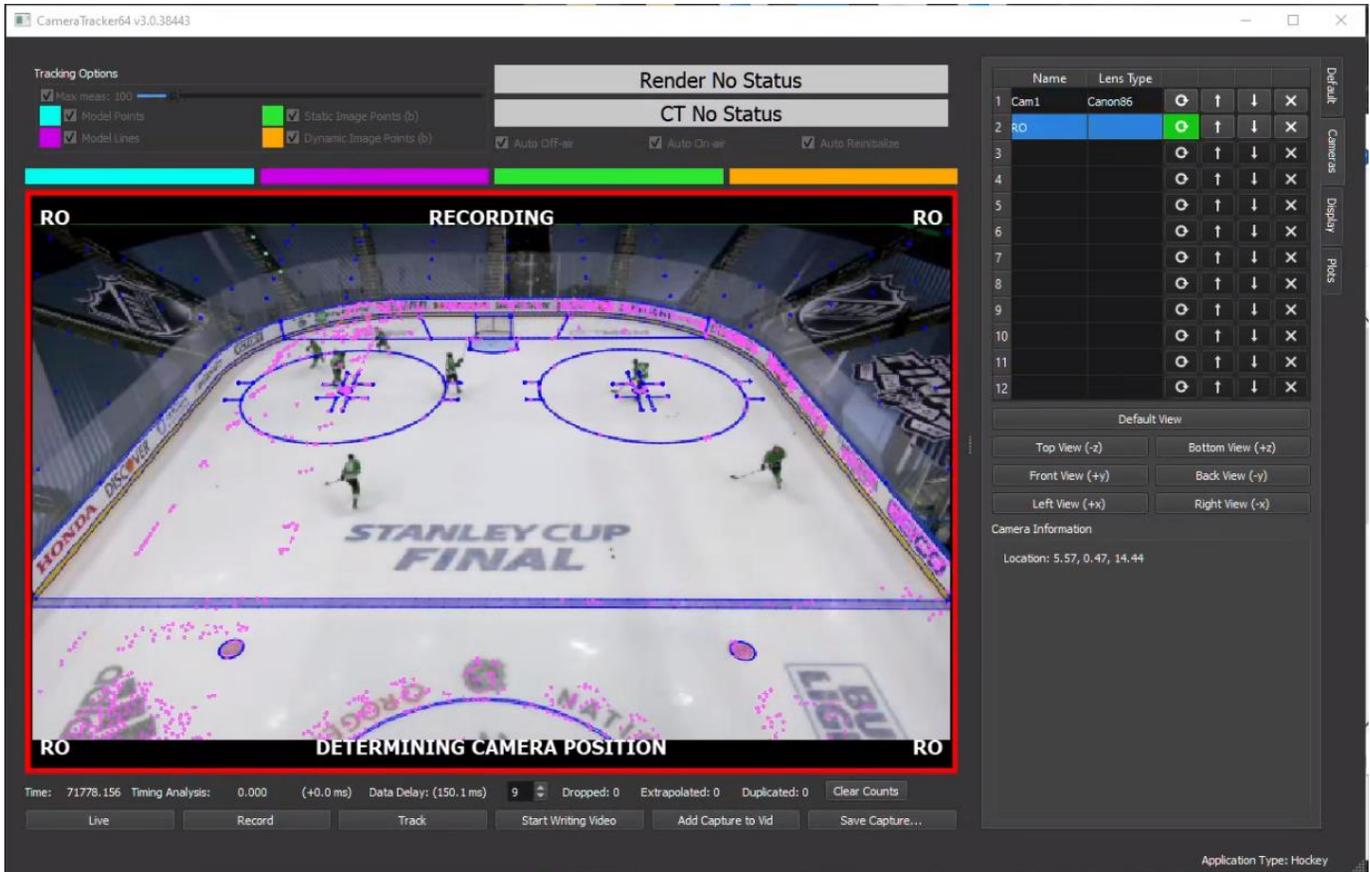




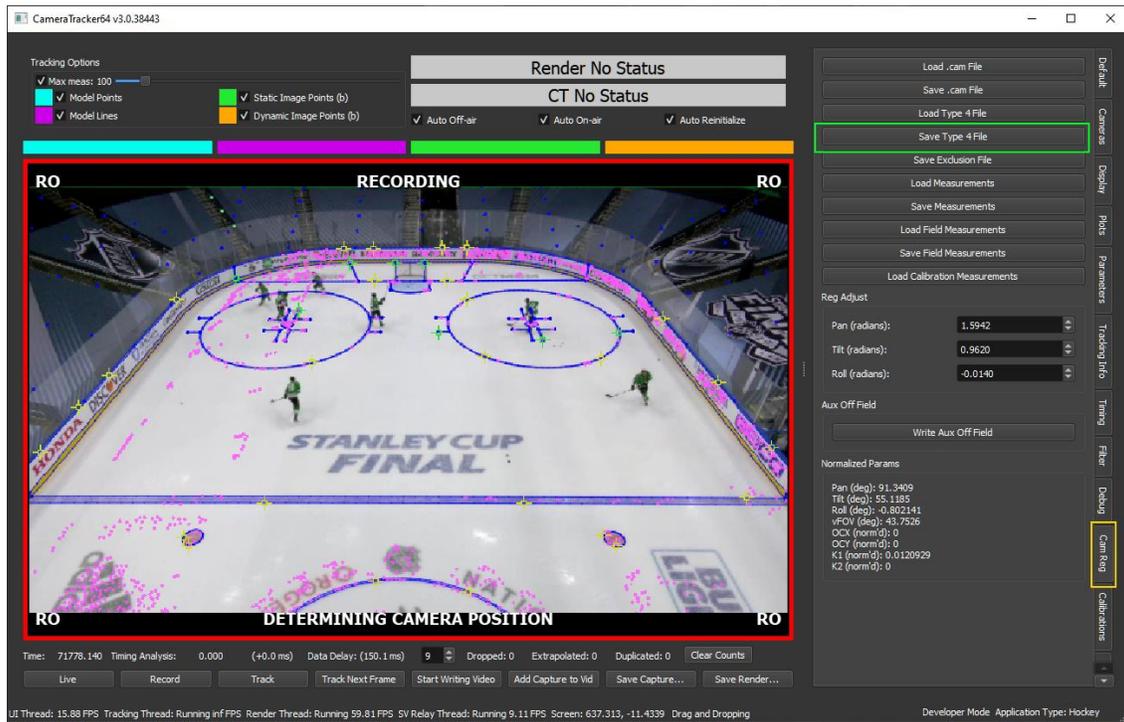
- Rotate the Blue Field so it is orientated the proper direction. Pay close attention to the half circles of the blue field as they will let you know you are rotating the camera in the right direction. This is very important as your graphics will appear incorrect if you rotate the Blue Field the wrong way.



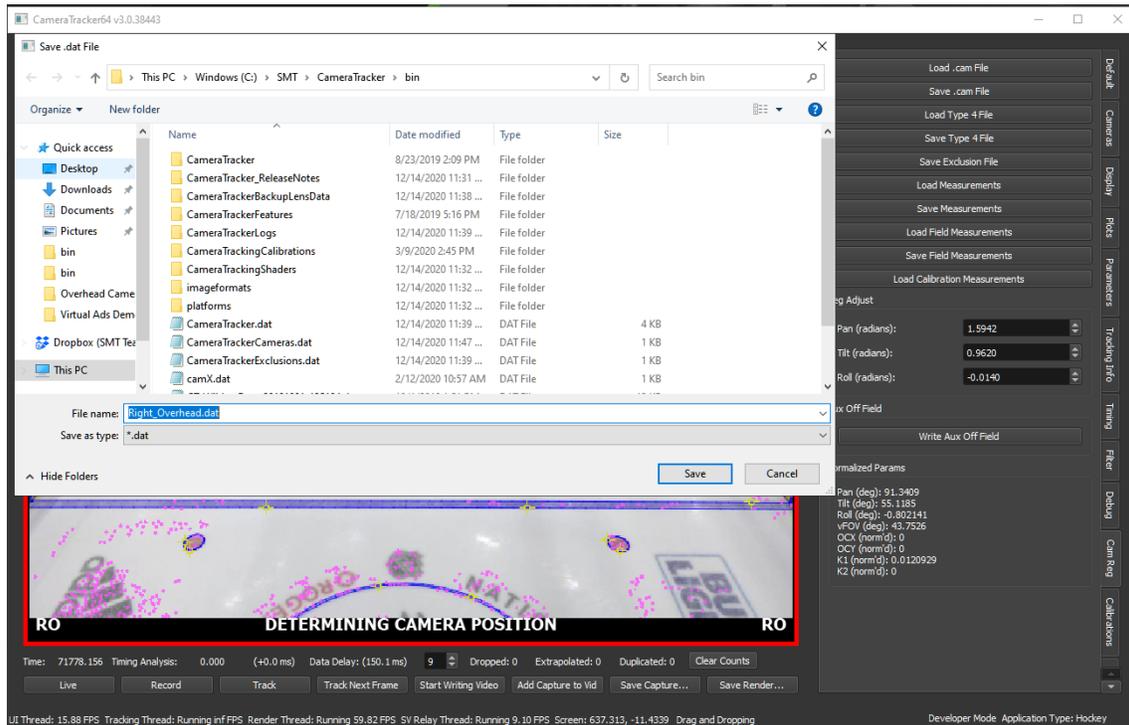
8. Drag the blue field into place using the same functions you used while Determining Camera Position on either the Center Ice or High Goal camera.
9. Once the Blue Field is completely lined up, make sure to save your calibration on line two.



10. Press the **CTRL ALT** and **D** keys all at the same time and navigate to the **Cam Reg** tab.



11. Press the **Save Type 4 File** button and save the file by naming it **Right_Overhead.dat** or **Left_Overhead.dat**.



12. Press the **CTRL ALT** and **D** keys all at the same time again to get rid of the extra tabs.
13. Move the two files you created to both of your **Instant Replay** renders and both of your **Package Replay** renders.
14. Navigate back to **CameraTracker** and press **F1** to tell the software to go back to using your calibration for Center Ice or High Goal depending on which machine you are on.
15. On the **Default** tab, change the **Parameter State Selection** to **Game Operation**.
16. Close **CameraTracker**.
17. Change **SysConfig** to assign **IN1** to the first spigot on your video card.
18. At this point you can go back to operating CameraTracker like normal for the event.

