The SLIDEYE 2.0 App is Slidekamera's in-house software for managing motion control devices. It's designed to work with both TV studios and cinema creators.

Slideye Pro for Android - DISCALIMER

Do not confuse the new software, **Slideye 2.0** with an obsolete Slideye PRO that was released for Android tablets. It's an unsupported app for previous-generation devices.
We're moving forward, but the "Slideye" branding remains.

HARDWARE

Slideye 2.0 has no particular hardware requirements and should run on all recent machines (desktops or laptops). Detailed hardware specs are not determined.
The interface is designed for HD screens, we recommend 1920×1080 or higher screen resolution.
Slideye 2.0 supports camera preview. You need to supply the video feed to the computer to use that feature. The app will use any video feed that is recognized by your operating system. You can use professional editing video cards or small consumer devices. If Zoom or Skype can work with your video feed, so can Slideye.

ETHERNET

Slideye 2.0 requires an Ethernet connection. Therefore motion devices have to use the Slidelink 3.0 network adapter (most commonly integrated into the power supply). We recommend connecting your computer and Slidelink 3.0 to the local network using a cable connection. If you don't want to use additional network hardware, you can configure static IP addresses and connect the devices directly.
You can connect your PC to the Wi-Fi generated by the Slidelink (swap the mode on the Slidelink to Wi-Fi, and the hotspot will be generated automatically).
Note that the Wi-Fi may be prone to interferences caused by other networks and broadcasts in the area you're operating the equipment.
For details about configuring the network on your Slidelink v3.0, refer to its User Manual.
Using an Ethernet connection allows you to use multiple control systems, Slidekamera or third-party solutions.

TITAN™ SLIDER + PSU™ 320E + TITAN™ STEPPER DRIVE + BULL™ HEAD STUDIO + KAIROS™
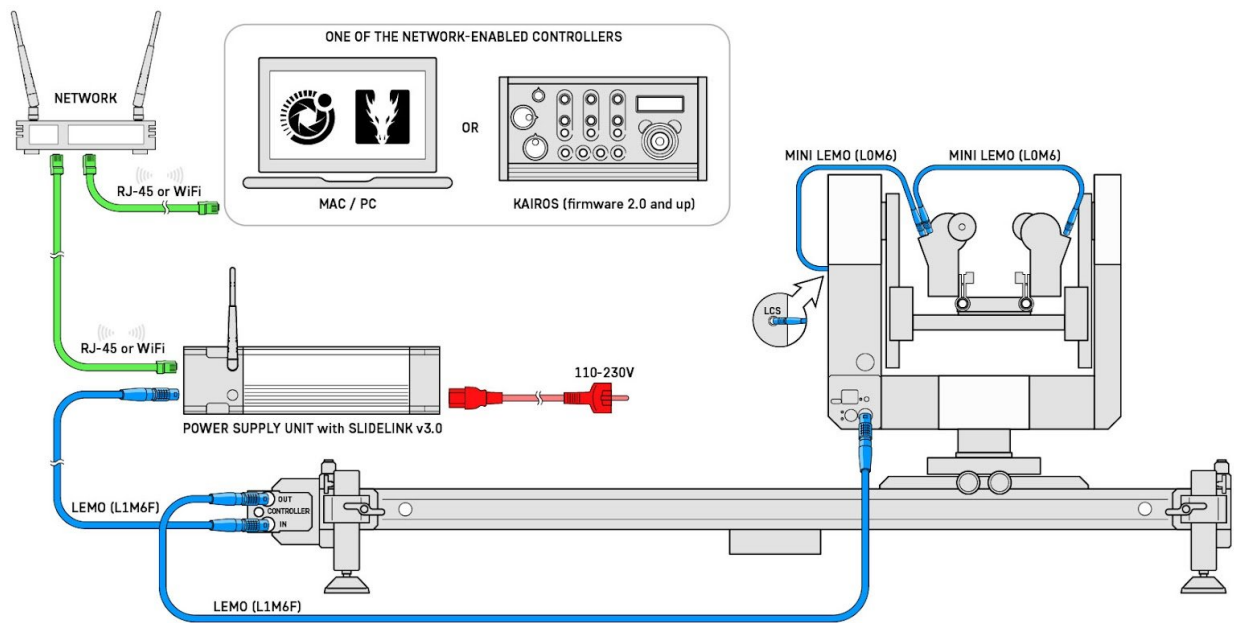
Example of connecting the Slidekamera motion control devices to Ethernet for using Slideye 2.0 software

INSTALLATION

Download the installation package from the Slidekamera website and install it.
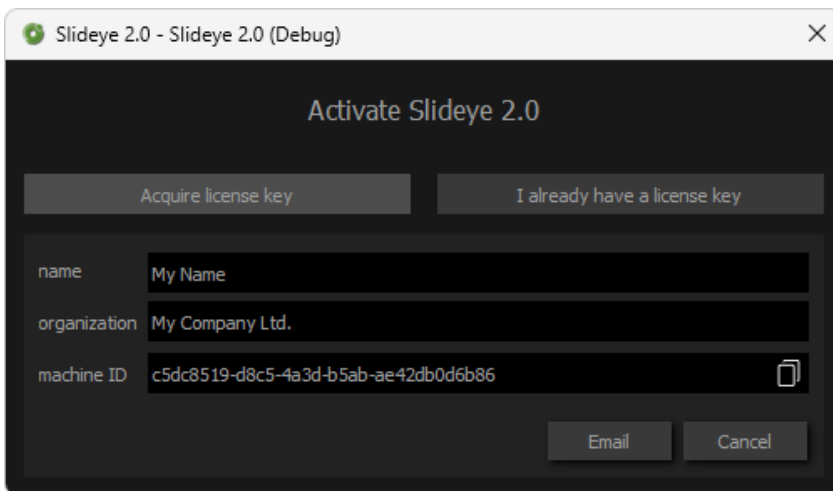
Choose the installation folder and accept the license.

The Slideye 2.0 software will check if there are any updates. It will automatically download a new installation package for an update. Overwriting the software won't delete your settings and configuration files, as they're stored separately.
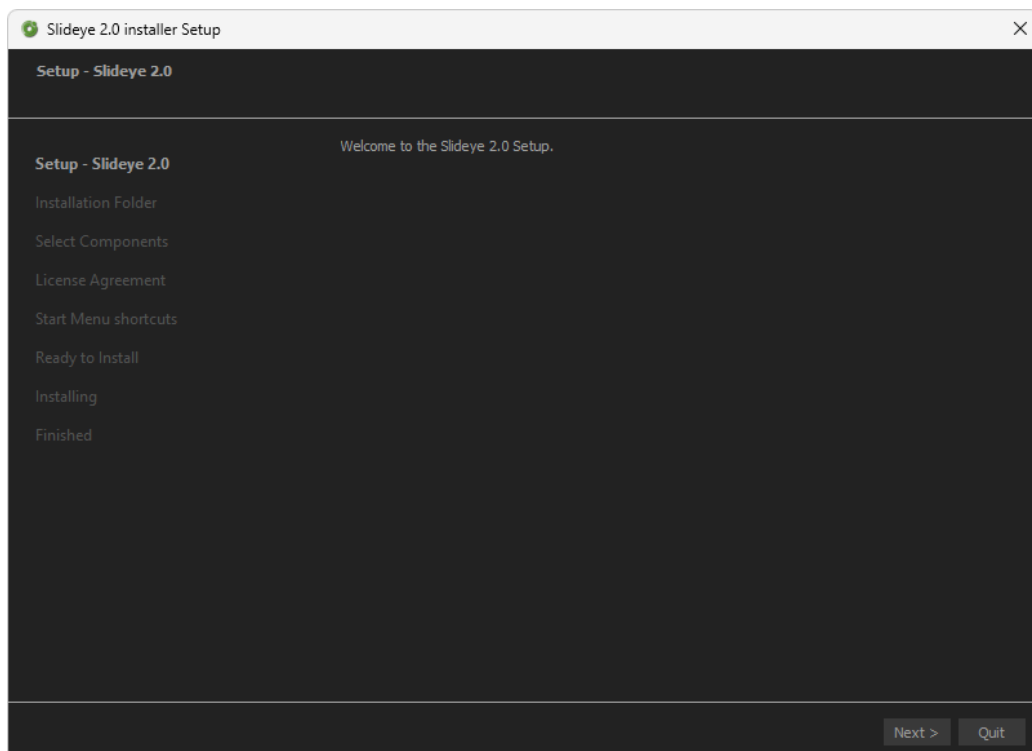
LICENSE

After the first launch, Slideye 2.0 will ask you for a license key. Fill out the boxes and send us an e-mail. You will receive a code that will enable the license.

The license is assigned to a particular computer. If you'd like to change the machine, you need another license code. Contact support@slidekamera.com for details.
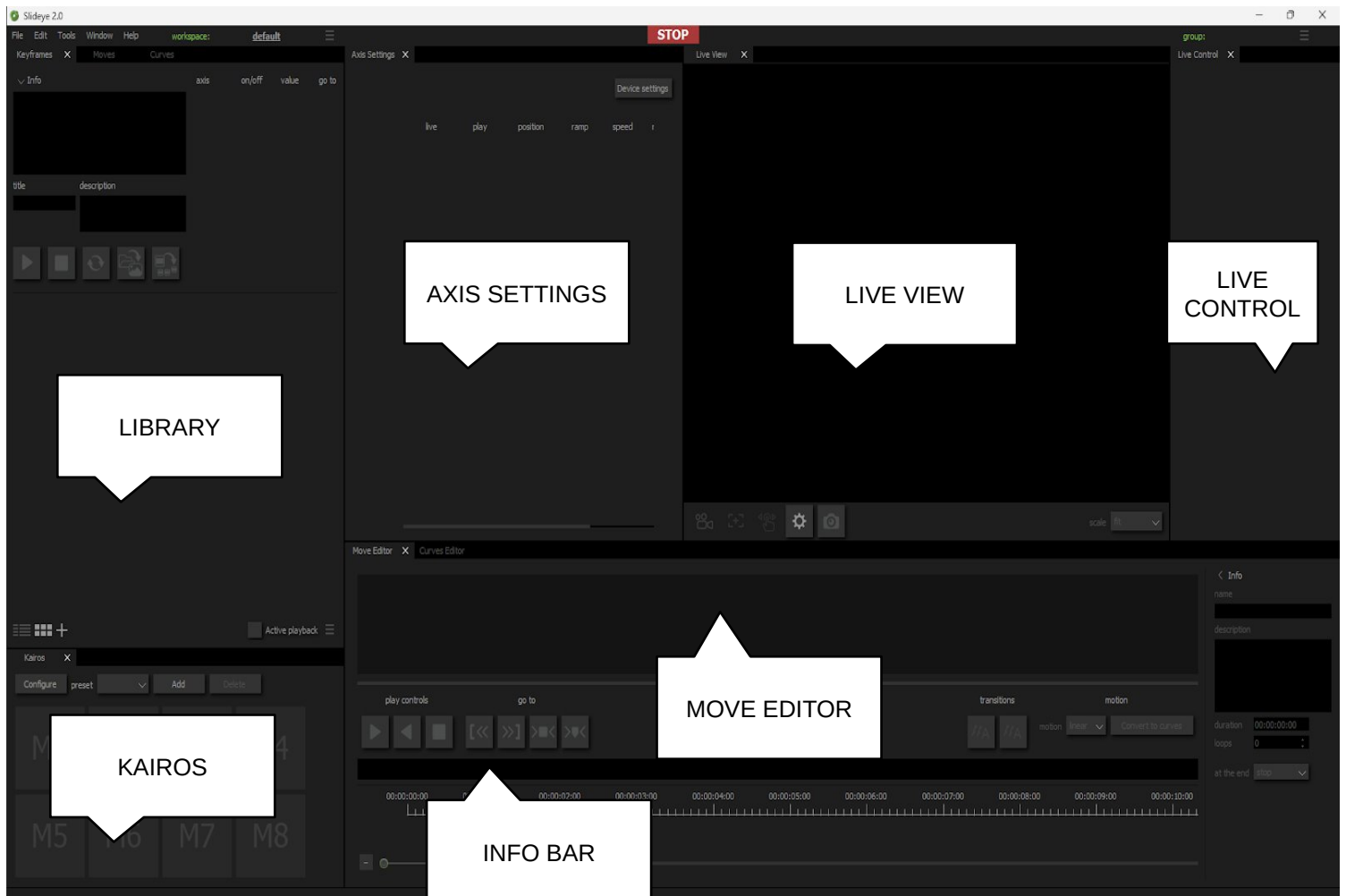
USER INTERFACE

The Slideye App contains windows that you can resize or rearrange. The default configuration is described below. You can save multiple layouts as "Workspaces" for different tasks.

The interface may look similar to NLE software – that was a deliberate design to make you understand the software intuitively.

LIBRARY - all your saved keyframes and motion paths will be stored here;

AXIS SETTINGS - the list of all axes in the setup you're currently using, you can change the parameters here and enter the "devices settings" window;

LIVE VIEW - the live feed from the connected camera, you can close that window if you don't use any video capture card;

LIVE CONTROL - virtual joysticks for connected axes, you can use your mouse or a touchscreen to move the devices without any hardware controller.

MOVE EDITOR - the timeline window, where you join keyframes to create a motion path.

KAIROS - configuring and controlling KAIROS panel for using with Slideye 2.0 software.

INFO BAR – notification area, where the software will inform you about current events.

DEVICES SETTINGS

Before you begin operating your devices, you have to configure the hardware. This config window will appear automatically when you open the software. To enter the config window later, press **[devices settings]** button on the Axis Settings window. The first time you press this button, the Windows Defender may ask for permission to access the network - you have to allow that to be able to communicate with your devices.
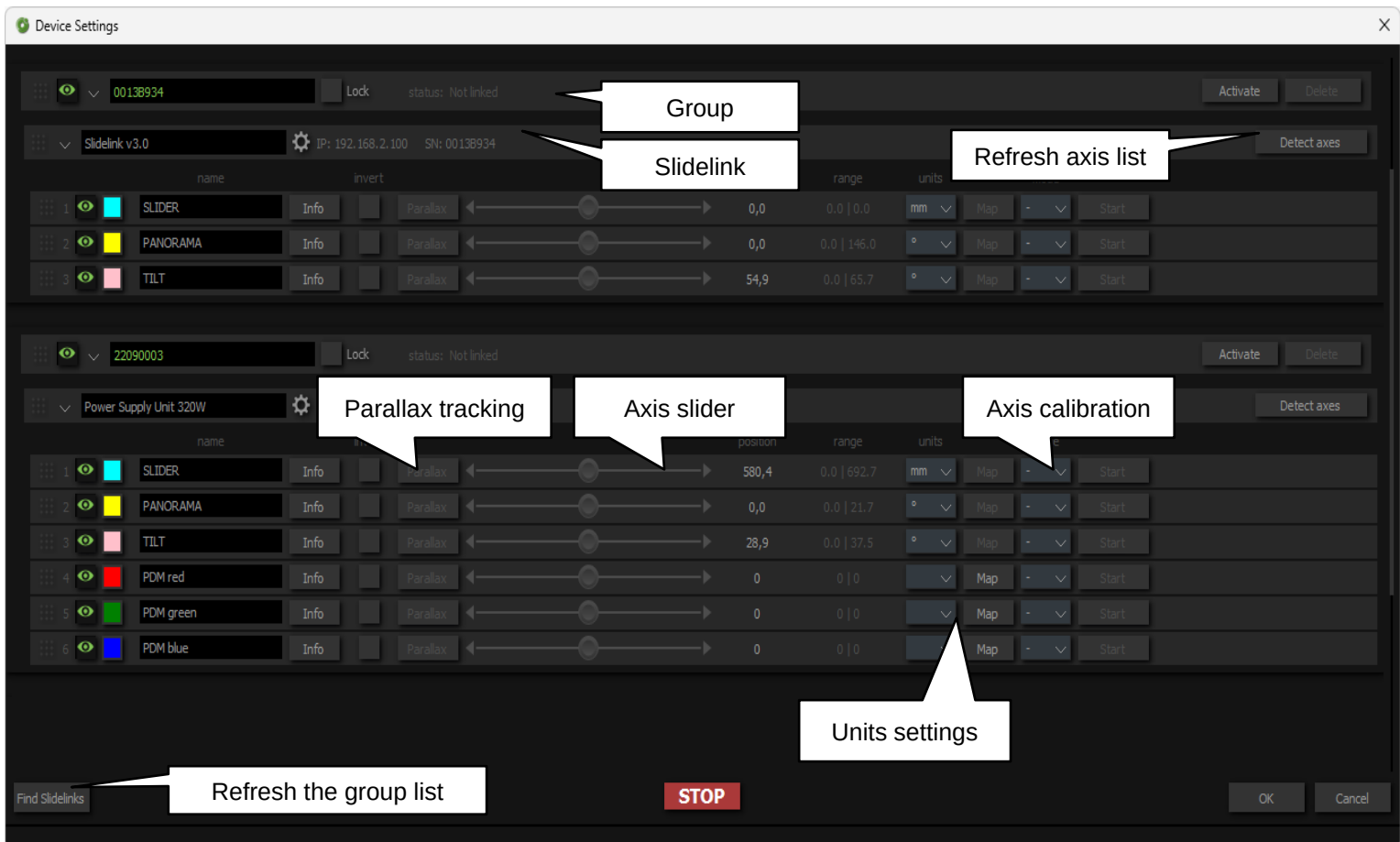
Groups:
The list shows available Groups of devices.
A Group is a set of devices (axes) that can be operated simultaneously. Typically it contains your slider, remote head and lens drives. You can have multiple sets in your system, but you can operate only one at a time.
Currently, the system does not allow to use of more than one Slidelink in a group.

Only one controller can be connected to a Group. If a Group is used by another user, the name and the IP address of the controller will appear.

You can rename groups. The Group names you apply there will be stored in the Slidelink and will be visible to other controllers (another Slideye 2.0 instance, independent Kairos panel, etc.). The name cannot be longer than eight characters.

You can rename the Slidelink instances, but the new name will be stored locally on your computer and won't be shared with other devices over the network.

The Axis list:
- **Eye icon** - visibility of the drive; you can hide it if you don't want to use it in the main window (it will be still visible in the Devices Settings window);
- **Color picker** - asign a color to an axis (will be visible e.g. in the Curves Editor);
- **name** - you can rename the axis (the name is stored locally);
- **info** - pop-up window with a technical data of the drive;
- **invert** - reverse the drive's direction;
- **Parallax** - configuring PARALLAX tracking feature;
- **slider** - use it to move the axis to calibrate or verify if it works properly;
- **position** - actual position of the drive;
- **units** - displayed values may be recalculated to chosen units (the data is stored in internal values, so changing this won't affect stored presets);
- **range** - current calibration values, displaying START and END limits;
- **Map** - mapping drive units to non-linear scale, e.g. for focus on lens motors;
- **mode** - select calibration mode for particular axis;

CALIBRATION

Before you start to operate the devices, the drives require calibration. Calibration is a process of setting safety limits - extreme positions, that will never be exceeded. This prevents breaking off cables or damaging the camera.

Press the [ACTIVATE] button to establish a connection with a Group and control the devices (note that this connection will be active only in the Device Settings window).

When you activate the Group, you can move the axes using the on-screen slider and calibrate them.

If you want to calibrate a drive, pick a calibration mode from the drop-down menu. You can use Auto and Base for devices with end-stops (sliders and lens drives) and Manual for other drives.

Press START to begin the calibration procedure. During manual calibration, use the on-screen slider to move the drive and press the Set START / Set END buttons to store extreme positions.
Note that after successful calibration, the number in the "range" column changes.

For PDMOVIE drives with manual calibration, set the **[Set START]** / **[Set END]** points without moving the drive (to mark the drive as "calibrated") and perform manual calibration on the lenses.

Press **[OK]** to exit the Device Settings window. The Groups will be disconnected automatically.
Pressing Cancel will discard changes in the Groups layout (visibility, renaming) but won't revert calibration, as it is saved directly on the drives and is irreversible.
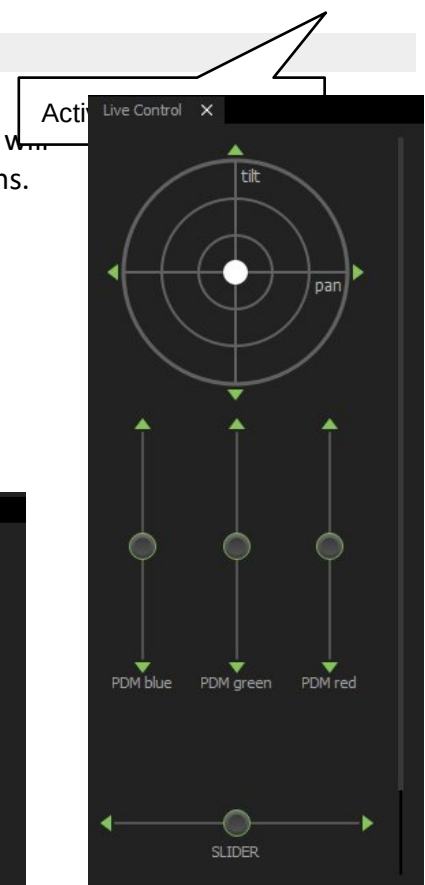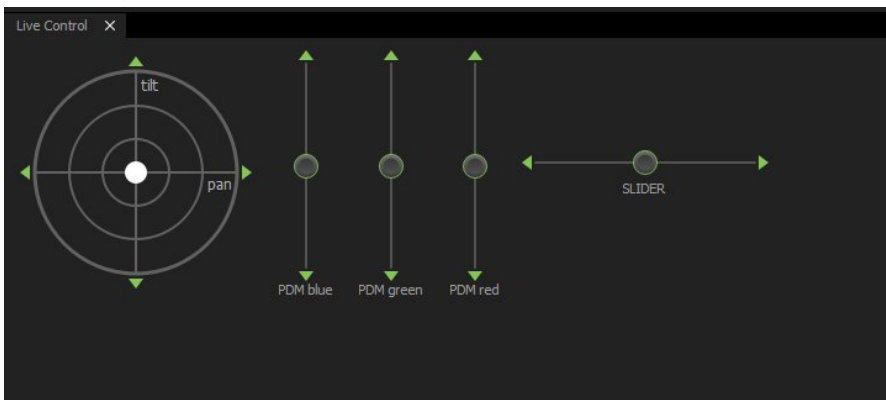
OPERATING THE DEVICES

After closing the Devices Settings dialogue, the software turns to Live Mode. You can operate your devices in real-time using controls in Live Control window or the Kairos panel.

Your Axis Settings and Live Control windows will be filled with controls for a particular group. If you have multiple groups in your network, make sure that you choose the correct one.
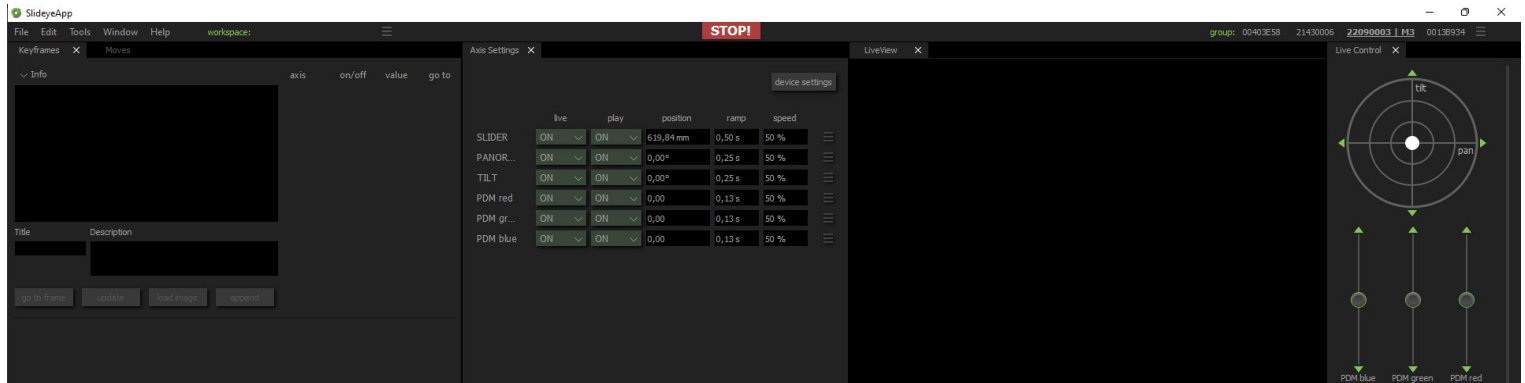
LIVE CONTROL

The controls for all visible axis are available here. They will automatically rearrange if you change the window dimensions. Use <ctrl> + <mouse scroll> to change the size of virtual joysticks.

Single clicks on the green arrows will move the drives in small increments.

Hold <ctrl> while using the slider, and the drive will continue the motion even if you let go of the slider (click it to stop).

Here you will set the drive's parameters. They are equivalent to the values used by the KAIROS controller.

live - the mode used when controlling the devices using virtual joysticks or the Kairos panel:

      ON - axis active;

      OFF - axis inactive (you can turn off the tilt axis to avoid moving it while operating the joystick on the horizontal axis only);

      PRLX - PARALLAX mode (linking rotation of the axis to the position of a slider);

play - mode during playback; you can set the axis to manual mode and use it with the controllers while playing back motion trajectories for other axes;

position - actual value; you can type here a number using the keyboard or use the mouse scroll to change values in increments (confirm by clicking outside the box or pressing enter);

ramp - acceleration of the drive (time in seconds to reach top speed);

speed - maximum allowed speed (a percent of the drive's physical capability);

rebound - change direction after reaching the boundary (allows to make simple loops on single axis); this feature is particularly useful, when you combine it with holding <ctrl> when dragging the drive's slider - this way you can create a simple loop in a "live" mode, without setting keyframes and designing a motion path;
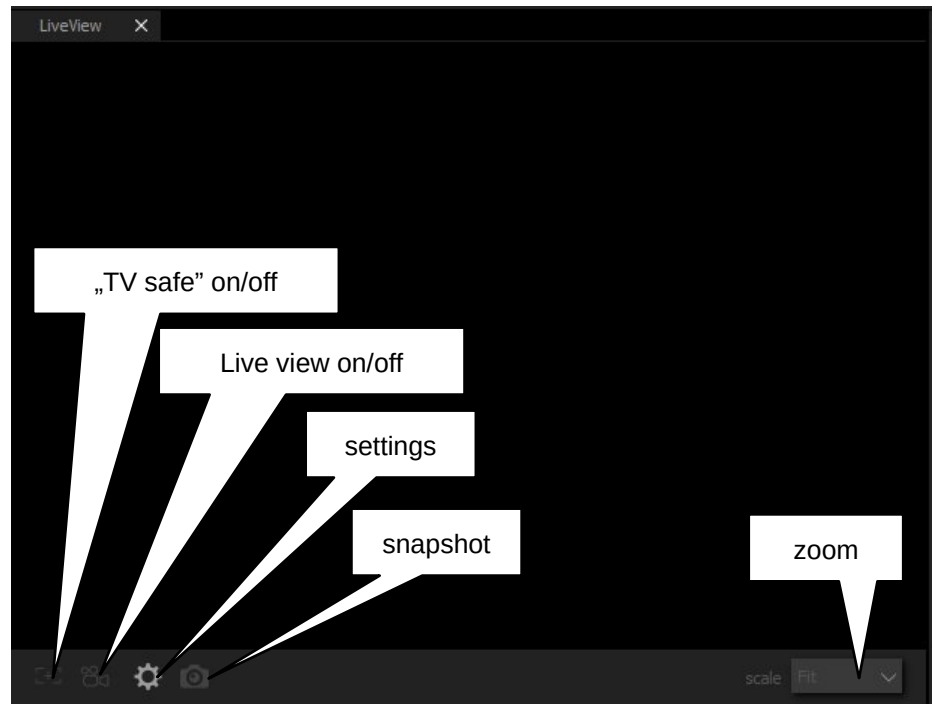
auto - automatic mode for selected axes (e.g. focus in PTZ cameras)
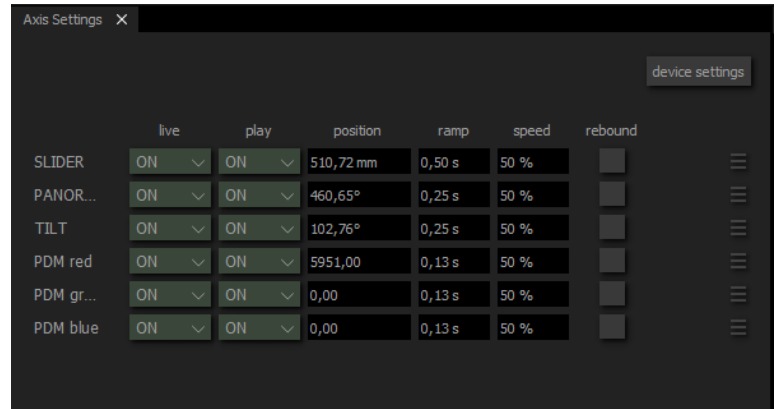
If you have your camera connected, you can configure the preview by pressing settings button (cogwheel icon).
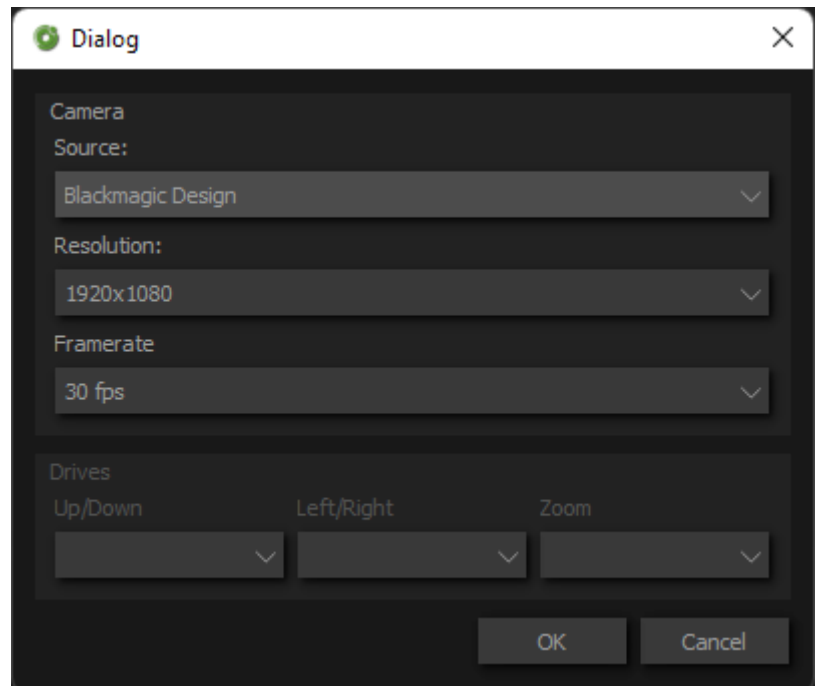

Camera Settings:

Set your camera source. You may have to change the resolution and framerate if the preview is not working properly.

Press **[OK]** to close the dialog.

Enable the preview by clicking the camera icon.

KEYFRAMES

A Keyframe is saved for all drives. To save a Keyframe, mode your drives to desired position using virtual joysticks or connected KAIROS panel and press the [+] icon or double-clik on the empty space of the Keyframes library window. A new item will appear.

You can select the Keyframe and change its name and description.
Next to the preview you'll find stored values for each axis. You can turn off particular axis to disable it from playback. The "go to" button moves single axis to a value stored in the Keyframe, without moving other drives.

[play] - moves all drives (except turned off) to the Keyframe;

[stop] - stops the motion and returns to Live Mode;

[update] - overwrites the Keyframe with current position and video preview thumbnail;

[load image] - side-load alternative image for preview;

[append] - load the Keyframe to the Move Editor;

Active Playback - if enabled, clicking on a Keyframe will automatically move all drives to that position (it's a mode dedicated for TV studios for fast switching between keyframes); to select a Keyframe without moving the drives, disable Auto Playback mode.
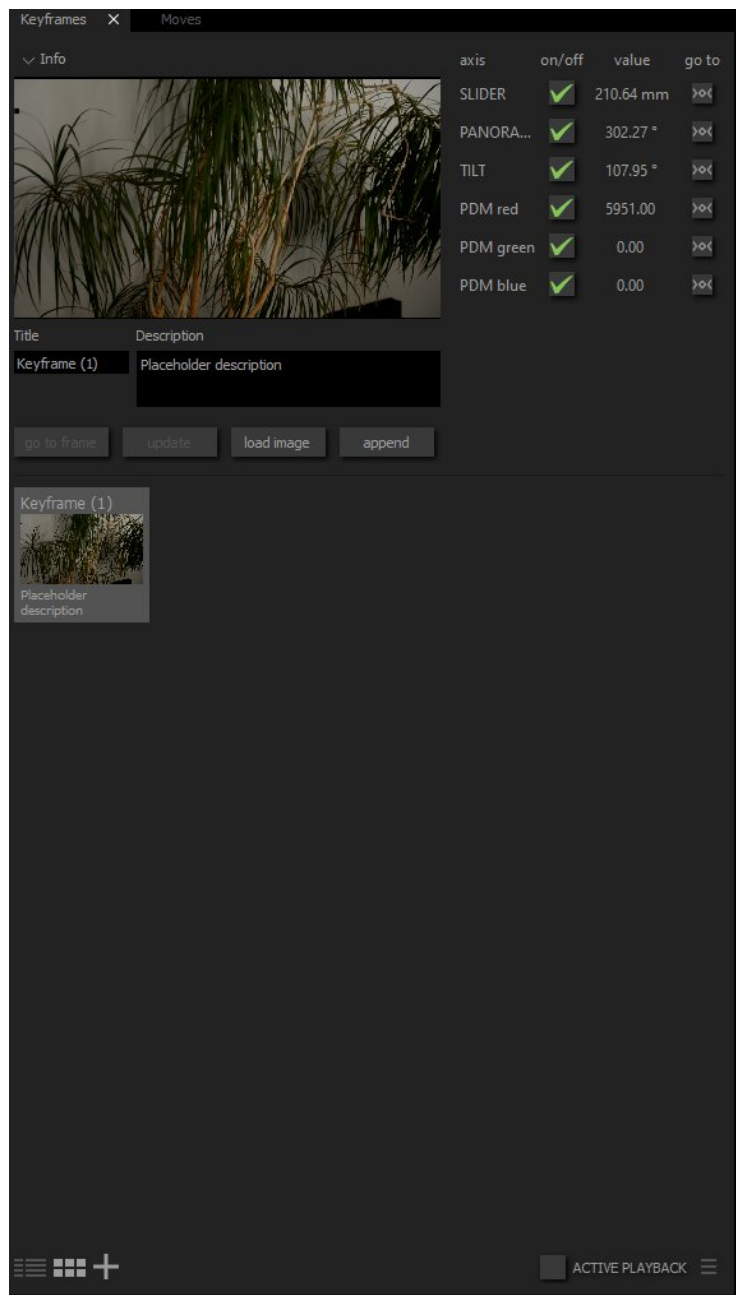
MOVE EDITOR

To design a motion path between two Keyframes, define them in the Keyframes library.
Then, add them to the Move Editor's timeline. You can do that by selecting the Keyframe and pressing "append" button, or by drag-and-drop the Keyframe from the Library to the editing bar. You can also rearrange your keyframes using drag-and-drop.
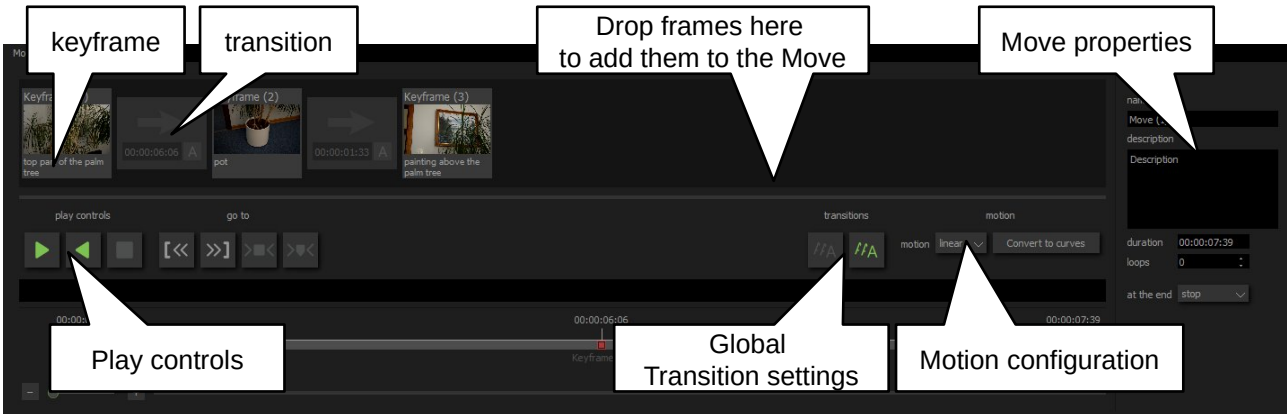
Between each Keyframe tile, a Transition tile will be generated automatically. The tile shows the duration time between the frames. By default it's based on the max speed selected in the Axis Settings window. When you change those values, press the "Update" button on the editor to recalculate transition times. All transition values will also be recalculated if you change the timeline (e.g. add/remove a keyframe).

If you want to set the transition time manually, press the **[A]** icon on the Transition tile to enable changing the transition time.
Note, if the typed value is shorter than automatically calculated, the Play button will be disabled.
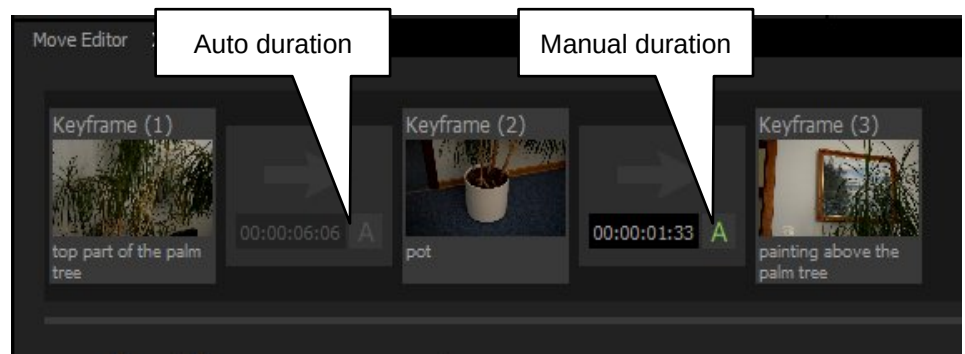
play controls:

Play - goes to the first Keyframe and automatically plays back the motion;
Play (reverse) - playback in reverse (plays from the last Keyframe to the first Keyframe);
Stop - stops the playback;

go to:
start - goes to the first Keyframe
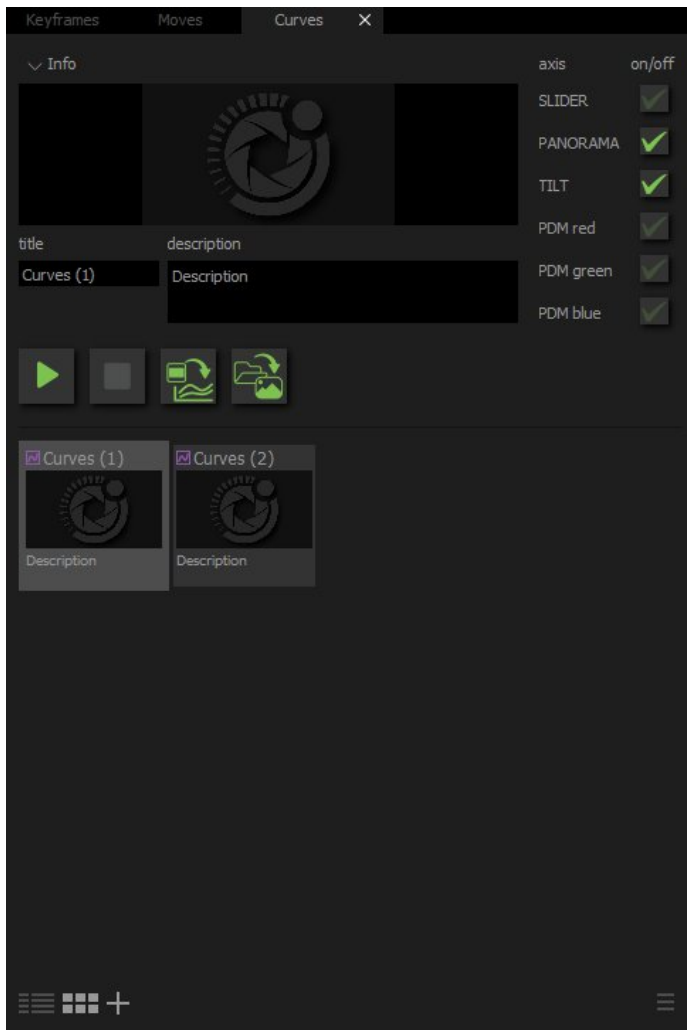**end** - goes to the last Keyframe
keyframe - goes to the selected Keyframe

Transitions:
manual - resets all Transitions and enables to type values manually;
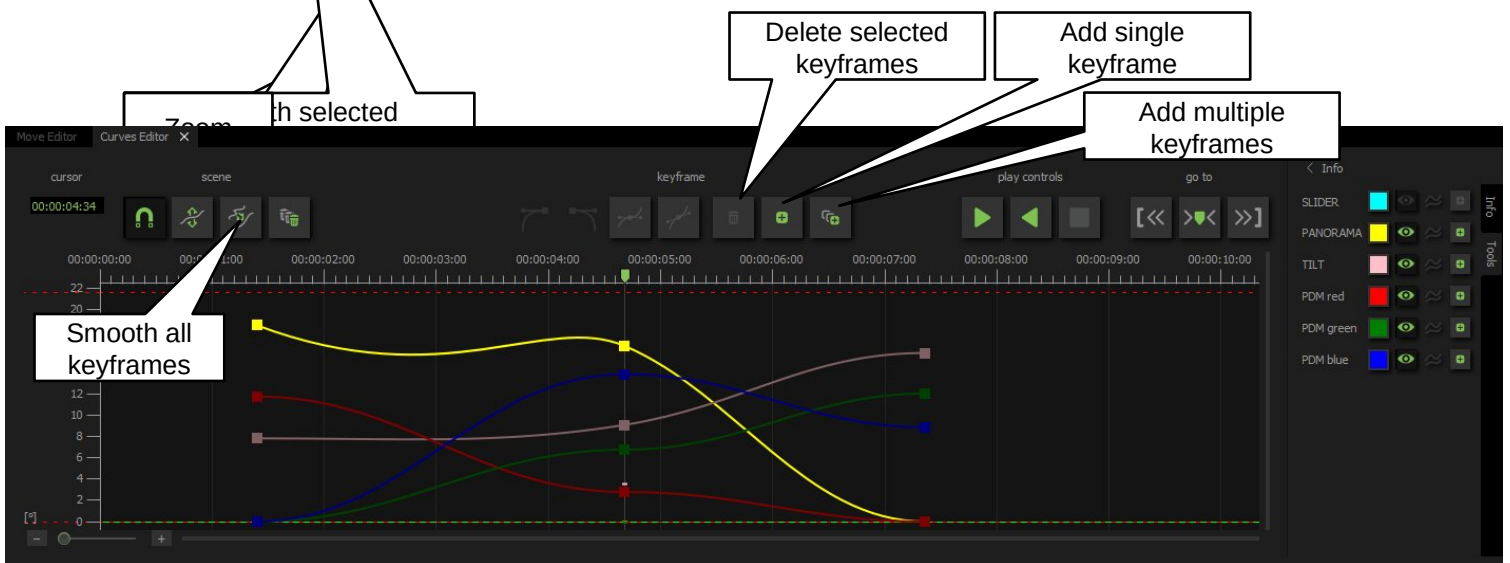**auto** - sets all Transitions to automatic duration;

CURVES and CURVES EDITOR

If the tiles in the Move Editor does not allow you to create a perfect shot, you can use the Curves editor to gain greater control over the motion of your devices.

To create a path designed with Curves Editor, open the Curves library window and add a new item. You can do it the same way, as with the Keyframes and Moves windows – by pressing the [+] button, or by double-clicking in the empty area of the window.

To enable the features of the Curves Editor, open the new item in the editor by pressing the [Open in CE] button.

Delete selected keyframes

Add single keyframe

Add multiple keyframes

Zoom ... th selected

Smooth all keyframes

To add a Keyframe (KF) at the curves editor, move the drives to the desired position (using virtual joysticks in the Live Control window or go to a stored Keyframe) and press the [Add new keyframe] button. Points with desired values will appear.

Move the Timeline cursor to a position of another keyframe and again press ADD. You can move your drives beforehand to desired positions, or use the curves to set the correct positions of the drives in this particular frame.

Select a Keyframe to edit it. You can adjust its position in time and space, and modify the Control Points (CP). Additional options (smoothing, setting a CP to linear, etc.) are available with the buttons above the editor.

Hotkeys during editing the curves:

While dragging the KF:
hold <shift> to move horizontally
hold <ctrl> to move vertically

When dragging the CP:
hold <ctrl> to move horizontally

Zoom:
<ctrl>+<mouse scroll> to zoom in/out vertically
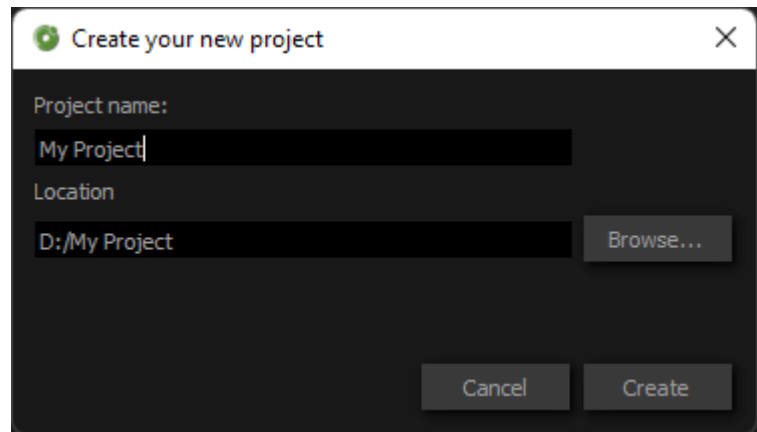<shift>+<mouse scroll> to zoom in/out horizontally
<mouse scroll> to pan vertically
<alt>+<mouse scroll> to pan horizontally

SAVING AND OPENING THE PROJECTS

Use **File -> Save Project** to save all keyframes and motion paths. The app will generate a folder containing project files and thumbnails - you can easily access the images and copy or modify them if necessary.

If you open the Slideye 2.0 and load the previously saved project and won't find any items in the Library window, it means the app did not activate the devices. Open the Device Settings window to search for available Groups, make sure that your Group is on the list and press OK. All items should appear in the Libraries.

WORKSPACES

You can rearrange the windows to match your preferences and save a new Workspace using the menu next to the available presets.