

COGNISYS
SCOUT
CAMERA CONTROL



Owner's Manual

Revision 1.2



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1. Safety Instructions

WARNING indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury.

Follow all CAUTION notices to reduce the risk of personal injury, prevent damage to the Scout equipment, accessories, and devices (computers, cameras, flashes, etc). Failure to follow all CAUTION notices may void your warranty. CAUTION may also indicate a potentially hazardous situation which, if not avoided, may result in personal injury.

The safety alert symbol  precedes a general CAUTION or WARNING statement.

The electrical hazard symbol  precedes an electric shock hazard CAUTION or WARNING statement.

-  **CAUTION:** Only use approved power sources for Scout equipment. Use of other power adapters or batteries may damage the controller and/or attached equipment.
-  **CAUTION:** Misuse of Scout equipment could potentially damage your equipment. Cognisys, Inc. will not be held liable for damage to your equipment. If you have questions about safety please contact us!

2. Getting Started

The latest version of this manual is available on our website at:

<https://www.cognisys-inc.com/downloads/scout/ScoutCamera.pdf>

The graphics/menus included in this manual may not be identical to the software that you are running. Improvements and adjustments to the software may happen prior to an updated version of the manual.

Not big on reading manuals? (What? No thumbs-up? We worked hard on this you know!) We have a few real world setups in the “5 - Examples” section. There is also the “Quick Start” in “2.4 - Quick Start Guide”. You can always come back to the technical details if you get stuck. You really should finish reading this section though – it goes through battery replacement and the basic care of the camera controller and box.

2.1 What is the Scout Camera Controller?

The Scout camera controller finally answers difficult questions for long-term trail photography and videography:

What do you do with the camera?

How to keep it dry?

How do you get the sensor to tell the camera it's time to take a photograph?

How do you control how many pictures are taken?

Put a hole in a box and run wires? Critters love to eat and play with the wires.

Let's go over the features:

- Weatherproof housing for your DSLR/mirrorless camera
- Wifi connectivity to your computer, tablet, or phone to adjust settings
- Wireless connectivity to other Scout products
 - Receiver/PIR sends wireless trigger signal to camera controller
 - Camera controller sends wireless signal to Scout Flashes
 - Camera controller sends wireless signal to Scout LEDs
- Customizable camera control (number of pictures, time windows, etc)
- Auxiliary lighting support for video – 3 aux outputs
- Complex multiple triggering options
 - PIR #1 activates lighting bank on the left
 - PIR #2 activates lighting bank on the right
 - Receiver #1 starts video recording
 - Receiver #2 takes several still photographs
- Time-lapse feature
- Can limit the number of shots to reduce nuisance triggers (curious squirrels)
- Optional power for your camera
- Multiple ¼-20 tripod mounts
- Security options for python cables and locks
- Power: 8 AA batteries or an optional Li-Ion pack. Battery packs can be doubled for long-term deployments
- > 100 days of battery life (use-case dependent)
- Wide operating temperature range: -40C – 85C (-40F – 185F)

2.2 What is Included

The Scout Camera Controller includes:

- Scout Camera Box
- Scout Camera Controller
- Lens tube
- Customizable foam or (optional) quick-release clamp kit
- 8xAA battery pack or (optional) Li-Ion battery and charger
- ¼-20 mounting bracket
- Free PC/Mac application for setup

If you purchased the Scout Camera Controller as a kit it may include additional accessories.

2.3 Installing Lens Tube

The lens tube is completely sealed (including the glass inside the filter). It has a sealing o-ring to make contact with the Camera Box. The tube should be screwed on until it just makes contact with the Camera Box. Then give the tube another $\frac{1}{4}$ turn. **Do not overtighten!**



2.4 Quick Start Guide

Want to be up and running in just a few minutes? Here's the quick-start guide:

1. Modify the camera box foam to fit your camera leaving a little room on the left side for your shutter release cable. If you purchased the quick-release kit then attach the plate to the bottom of your camera and attach your camera to the camera box.



2. Plug in your camera's shutter cable into the camera and then into the camera jack on the controller:



3. Plug in the battery pack into the Camera Controller's power connector.
4. Screw the lens tube onto the camera box until the lens tube just touches the sealing surface of the camera box. Then give the lens tube another $\frac{1}{4}$ turn. **Do not overtighten!**
5. Enable the Camera Control mode on your Scout Receiver: "Settings->System->Use CamCtrl"
6. Turn on the Camera Controller.
7. Walk through the Scout Receiver beam and you'll have a picture!

Of course, this just gets you started – if you want to be a power user you'll want to download the app! See section "2.10 - Download the app".

2.5 Battery Installation

Battery installation is a simple process and because the Scout Camera Controller has excellent battery life – you won't have to do it often!

The Camera Controller requires eight AA (LR6) batteries. You can use either alkaline, lithium, or rechargeable varieties. You can optionally use (and we recommend) the Scout Li-Ion battery pack for even longer life. For details about maximizing battery life see section “5.5 - Maximum Battery Life”.



1. Be sure the camera box is clean prior to opening otherwise dirt may compromise the weatherproof seal.
2. Open the two latches on each side of the handle.
3. Insert the battery pack as shown in the above photo.
4. Secure the hook and loop strap around the battery pack.
5. Plug the battery pack into the camera controller.
6. Verify the camera box seal is clean prior to closing the lid to prevent water leakage.

You can also power the Scout Camera Controller with external power using the optional power cable available here:

<https://www.cognisys-inc.com/store/3pin-extpwr-cable.html>

You do not need to remove the internal batteries when using external power but you should remove the batteries if the camera controller will not be used for an extended period.

Note: Do not store Li-Ion battery packs in a fully discharged state.

2.6 Cleaning and Care

We want your Scout equipment to last – so here are some brief steps to keep it happy!

2.6.1 Cleaning

For cleaning we recommend a slightly dampened (not wet) micro-fiber cloth. Do not spray water directly into the inside of the equipment. Any liquid that goes into the controller may cause an electrical failure of the device. Do not use a flammable liquid/solvents or cleaning agents on the controller – just a micro-fiber cloth (dampened if needed).

2.6.2 Care and storage

Scout equipment is designed to handle normal wear and tear but there are some things to avoid:

- Do not get the unit wet internally.
- If not using the external connectors be sure to attach the protective cover on the jacks or water may leak into the controller causing damage.
- Do not drop the unit
- Do not allow dirt to get into the weatherproof seal. This could cause seal failure and damage to the camera controller and/or your equipment.
- **Remove all batteries prior to long term storage.**

Failure to properly care for the Scout Camera Controller could result in a leak that may cause damage. The product warranty does not cover water damage resulting from user error or abuse.

2.6.3 Maintaining Weatherproof Design

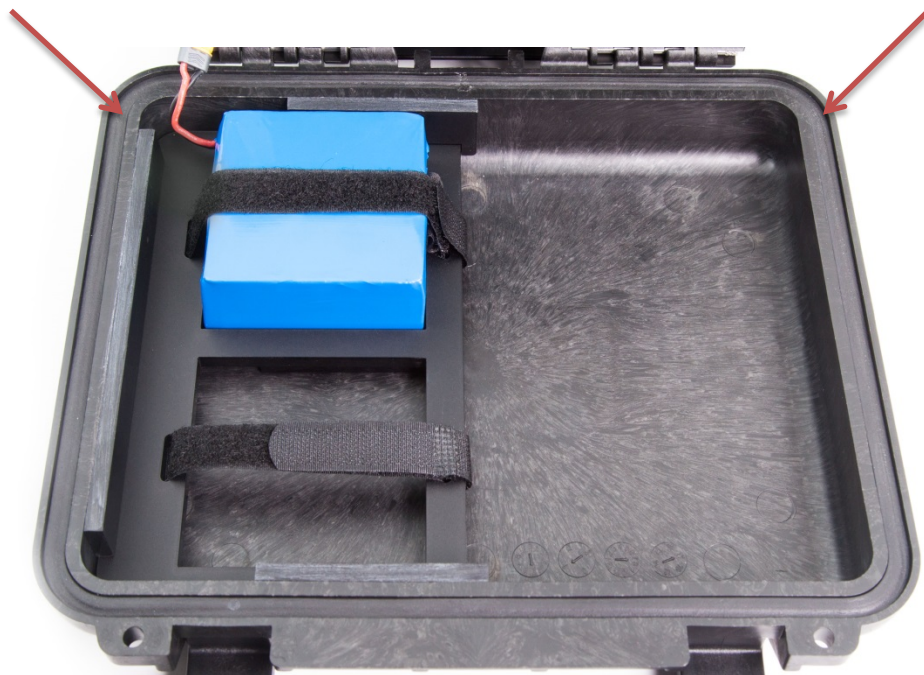
Scout equipment is designed to meet the most challenging environmental conditions. It does, however, require some care to maintain its weatherproof sealing.

Do not twist the pressure relief valve in the top of the housing. It is designed to be permanently sealed. An ePTFE pressure release system is installed in the housing to prevent pressure variations that could make it difficult to open the housing. Twisting or altering the pressure relief valve could cause water to leak into the housing.

Prior to opening the equipment rinse it under gently running water if it is dirty.

It's very important to keep the housing's weatherproof seal clean. A single hair or grain of sand could potentially cause the housing to leak and damage the equipment. To clean the seal open the housing and gently wipe the seal with a dampened microfiber cloth. Allow the seal to dry prior to reassembly.

Below is an image indicating the seal location. It is slightly recessed in a groove in the top cover of the Camera Box.



2.7 The Scout Camera Controller

2.7.1 Internal connections / buttons / indicators

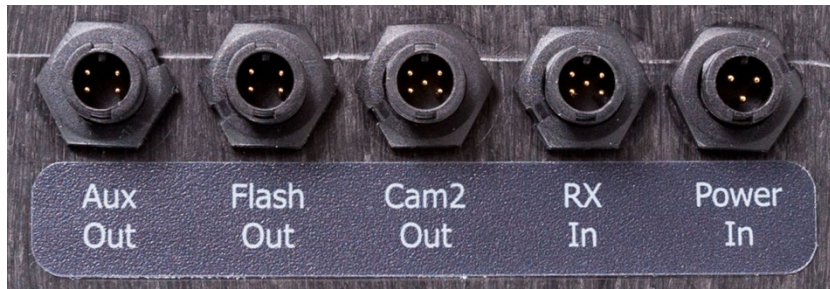


1 **2** **3** **4** **5** **6** **7** **8** **9**

There are several internal indicators and connectors on the Scout Camera Controller (left to right):

1. **Wifi button**
Turns on/off Wifi and wakes the controller from sleep mode.
2. **Power button**
Turns on/wakes up the controller from sleep mode.
Press and hold to turn off.
3. **USB**
Used for updating the firmware.
4. **Wifi indicator**
Blue when Wifi is currently on.
5. **Power indicator**
Green when power is on (and not in sleep mode).
Red when activating the internal camera shutter release.
6. **Flash sync in**
If using Scout flashes, this needs to be connected to your camera's pc-sync port or to the camera's hot-shoe.
7. **Camera shutter release cable**
3.5mm jack to control your camera.
8. **Camera power**
Power your camera using the optional dummy battery. Verify your camera is compatible with the 7 – 8.4v lithium ion batteries prior to use.
9. **Aux Out**
This 2.5mm jack will let you connect auxiliary devices internal to the camera box. Aux 1 and Aux 2 are available with this connector.

2.7.2 External connections



There are several external connectors on the Scout Camera Controller that can be used to control or receive signals from optional equipment (left to right):

1. Auxiliary control
Can be used with our Auxiliary box to power external devices such as LED or infrared lights.
2. External flash control
Can be used to hardwire Cognisys Scout flashes or attach to your own external flashes.
3. Secondary camera control
Can be used to control a secondary slave camera box (without a camera controller) or other device.
4. Receiver connection
This can be used as a hard-wired connection to the receiver if not using wireless. It can also be used to interface with non-Scout sensors.
5. External power
5 – 20V DC. 8 – 20V required if using the optional camera power.

The Scout Camera Box uses weather-resistant connectors and cables. If the Camera Box will be used outside during rain, snow, or condensing humidity be sure to have the connectors or caps fully locked in place. If using external 2.1mm, 3.5mm, or RCA connectors they must be kept dry.

2.8 Camera connection

The Scout Camera Controller uses a 3.5mm connector for attaching it to your camera. If the camera is controlling your flash(es) this is the only connection you need! Your Scout Receiver already came with a shutter cable but if you'd like another or are using the Camera Controller with your own sensor you can find one here:

<https://www.cognisys-inc.com/store/coiled-shutter-cable.html>

If, however, you are using one or more Scout Flash(es) you will also need to connect the Scout Camera Controller's "flash sync in" RCA connector to your camera. If your camera has a PC sync connector on it, then all you need is a PC sync to RCA cable:

<https://www.cognisys-inc.com/store/pc-sync-cable-locking.html>

If, however, your camera does not have a PC sync connector, you will need a hot-shoe instead:

<https://www.cognisys-inc.com/store/locking-hot-shoe.html>

Why do we use high-quality locking PC sync cables? Because traditional PC sync cables are notorious for failing or coming unplugged. So even if your camera *does* have a PC sync connector on it you may want to consider the locking hot-shoe to give your setup that extra protection.

2.9 Waking the Camera Controller

The Scout Camera Controller will automatically enter a low power mode after its Wifi connection times out (See section “4.2.7.4 - Timeout” for adjusting this timeout). To wake the camera controller quickly press either the power or Wifi button. This sometimes isn’t convenient in the field – especially if you just want to look at how many pictures have elapsed. You can optionally wake the camera controller by quickly pressing the power button on a Scout PIR or by navigating on the Scout Receiver to Settings->Wake CamCtrl and pressing enter.

2.10 Download the app

The PC and Mac versions of the app are free. You can download them here:

https://www.cognisys-inc.com/products/scout/scoutcam_tech_specs.php

There is also an Android and iOS application available for a low fee. Search the Android “Play Store” for “ScoutCam” or Apple’s “App Store” for “Scout Cam Control”.

2.11 Connecting to the Camera Controller

The Camera Controller acts as a Wifi router / access point. You do NOT need a Wifi router to use it! It will have a name of “ScoutCam” followed by a unique identifier.

2.11.1 PC/Mac connection

Simply connect to the Scout Camera Controller like you would any other wireless connection. Find the wireless network (as shown below) and then click on it to connect. The controller defaults to no security but you can add security and set a password later if required. You will have to connect to the camera controller each time Wifi is started unless you tell the operating system to “automatically connect”. The computer may prefer a different network (if available) for auto-connect since the camera controller doesn’t have active internet.



Figure 1 - Connecting Windows

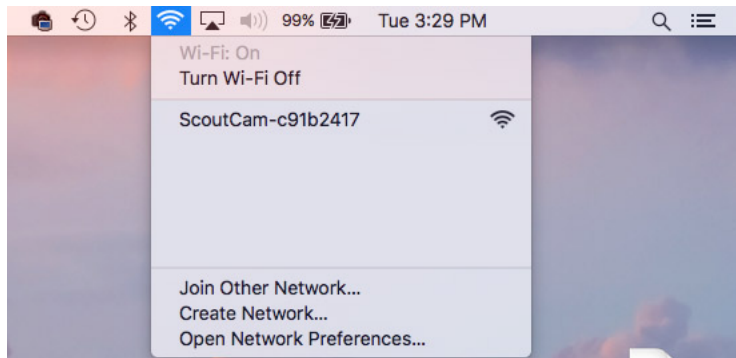


Figure 2 - Connecting OS-X

2.11.2 Android Connection

Android has this nice feature that allows apps to control the Wifi. Once you connect up to the camera controller the first time the ScoutCam app will be able to automatically change your network connection for you. So the process below only needs to be done once.

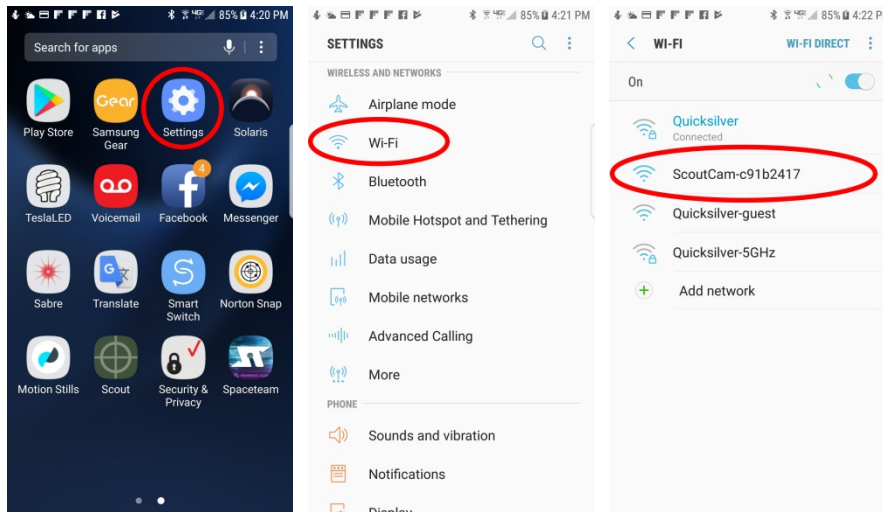


Figure 3 - Connecting Android

2.11.3 iOS connection

Connecting to your iOS device is simple. You will have to connect to the camera controller each time Wifi is started unless you tell the operating system to “automatically connect”. The device may prefer a different network (if available) for auto-connect since the camera controller doesn’t have active internet.

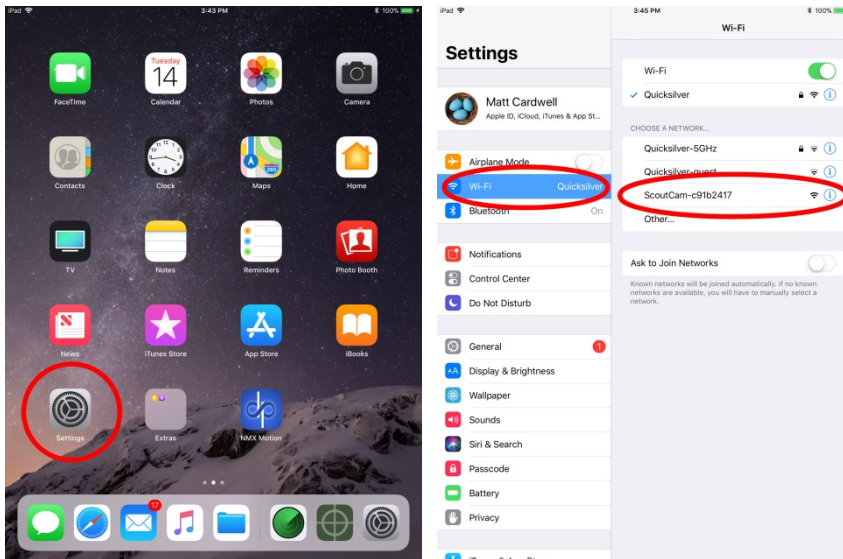


Figure 4 - Connecting iOS

3. Navigating the app

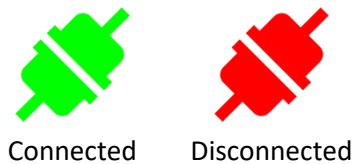
In this section we'll go into the basics of adjusting settings for the Scout Camera Controller. If you find your eyes glossing over with all the technical discussion you can always skip to the "5 - Examples" section to start using your Scout Camera Controller.

3.1 Connection Status

You can verify you have a connection to the camera controller. The indication varies depending on the operating system.

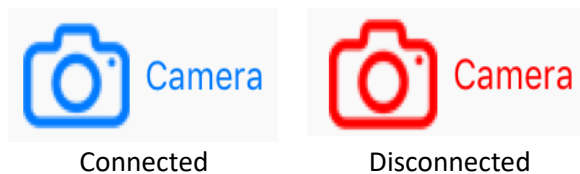
3.1.1 PC / Mac / Android connection

In the upper-right corner of the application there will be a green or a red indicator. Green indicates that the computer/device is communicating with the camera controller. Red means either Wifi is not connected or there is a communication issue (firewall, networking issue, etc).



3.1.2 iOS connection

For iOS, the color of the camera tab changes to indicate the connection status. At the bottom of the screen the "camera" will be blue for connected and red for disconnected.



3.2 Global buttons

There are five global buttons in the app that affect all the currently connected devices. "Find Devices", "Read Config", "Write Config", "Shutter", and "Outputs Off". Their location varies depending on the operating system:

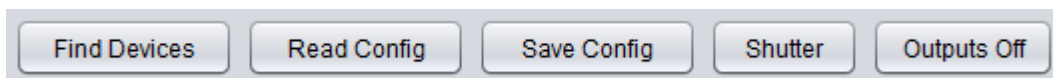


Figure 5 - Mac/PC Global Buttons (at top)

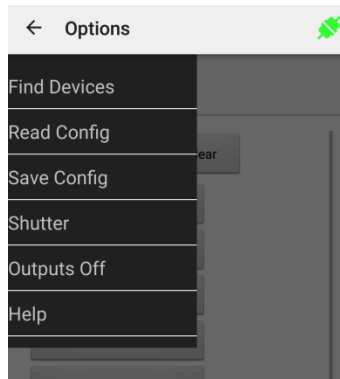


Figure 6 - Android Global buttons (under hamburger icon)



Figure 7 - iOS Global Buttons (at top)

3.2.1 Find Devices

This will go out and look for any present and “awake” devices. The app will do this automatically when launched (and periodically) but if you forget to wake up a device it might get missed. Some devices, such as the Scout Receiver and PIR don’t always have their wireless active in order to conserve battery. To make the Scout Receiver activate its wireless go to Settings->Wake CamCtrl. For the Scout PIR you can either quickly press the power button OR walk through the sensor path when the app is connected.

There can be up to one camera controller, four receivers, four PIR’s, eight flashes, and eight LED’s. Each device must be set to the same wireless channel, and also be set to its own unique ID for that device type. Having multiple device types with the same wireless ID can cause communication issues.

3.2.2 Read Config

Pressing this button will read the current settings for all of the active devices.

3.2.3 Write Config

This will take any app changes and permanently save them to all the active devices. Any time you make a change to a setting it will be sent down to the applicable device but it will not be permanently retained (after a power-cycle) unless you press the “Write Config” button.

3.2.4 Shutter

This will activate the shutter outputs (and follow their programming) for the camera controller.

3.2.5 Outputs Off

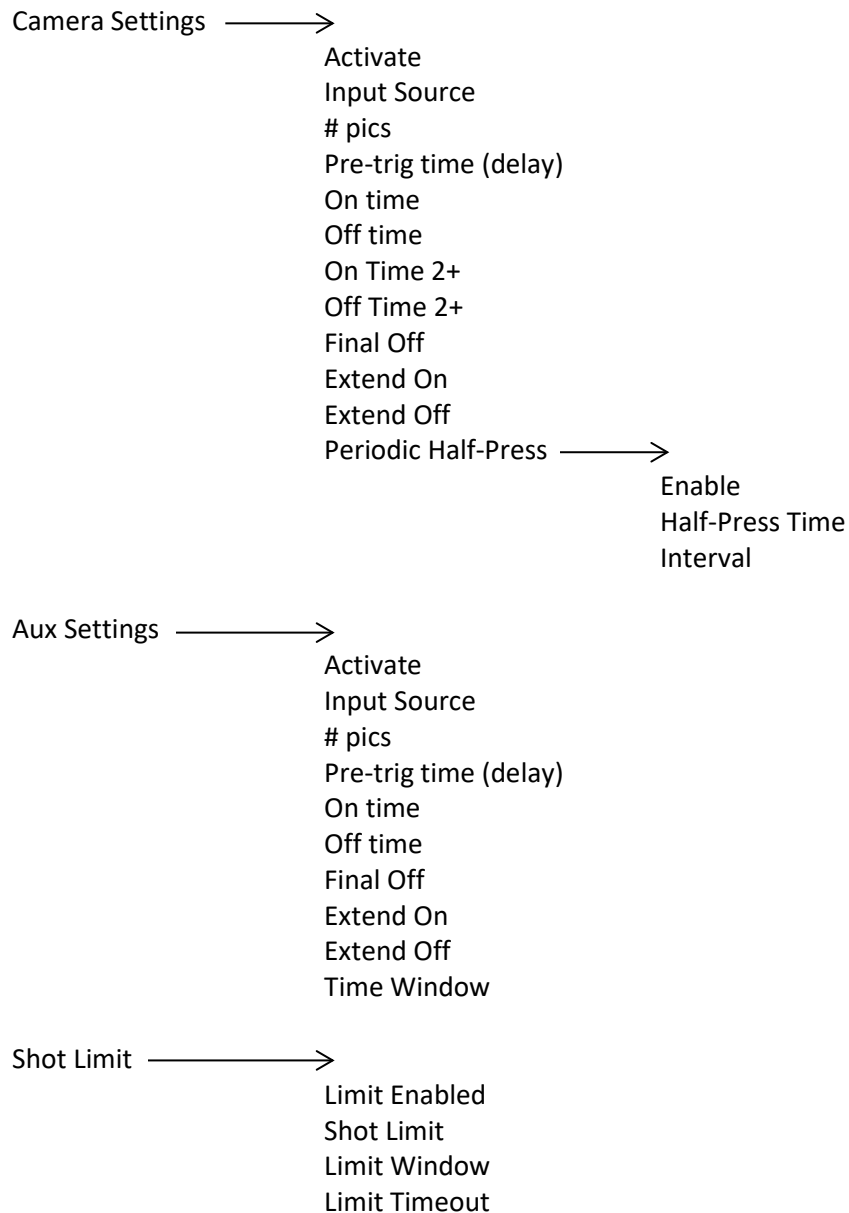
“Outputs Off” will stop any shutter/camera outputs as well as auxiliary outputs. It will also stop timelapse from running (if active).

4. Settings

The settings are grouped under collapsible categories. Press the button to expand or collapse the settings. This will reduce the number of settings visible at any given time and decrease “configuration fatigue”!

4.1 Settings Navigation Map

Below is the navigation map for all the settings. The links are “clickable” to get you to the specific details about the setting.



Time Settings →
Window Enabled
On Time
Off Time

Wireless Settings →
Channel
Wakeup Speed

Wifi Settings →
Security
Key
Channel
Timeout

Flash Settings →
Ready Wait

Power Settings →
Camera Power
Camera Wake
LED Debug

Infrared Settings →
Enabled
Mode

Time lapse Settings →
pics
Elapsed
Interval
Sensor Starts

Software Version

Voltage

Load ScoutCam Defaults

4.2 Setting Descriptions

4.2.1 # Pics

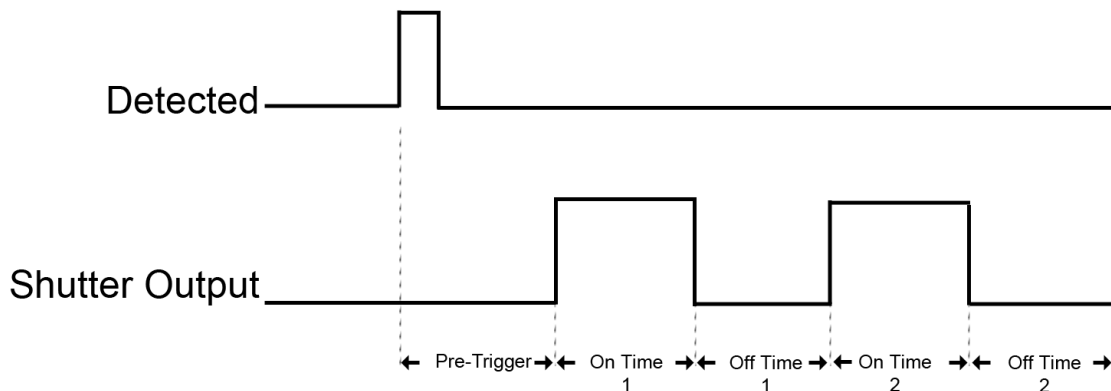
This is the number of “Camera (internal)” shutter activations that have occurred since power-up or since the “Clear” button has been pressed. It can be updated to the latest picture count by pressing the “Read Config” button. The count can be reset by pressing the “Clear” button.

If you have the “Camera (internal)” shutter control to active four times (it has it’s “# pics” set to four), this count will still only be increased by one. It is the number of times the shutter programming is activated.

4.2.2 Camera Settings

The Scout Camera Controller gives you plenty of flexibility for controlling your camera. You can choose how many pictures you want, how long the half-press is held (focus or wakeup), how long the shutter button is pressed, and even the time between each shutter button press.

Below is a diagram showing the different steps the Camera Controller will go through when it activates the camera. In this example, “# pics” is set to two, and “final off” is also turned on.



4.2.2.1 Activate

This will start the programming for this specific camera. This is useful for testing connections or properly framing your camera.

4.2.2.2 *Input Source*

You can choose what device you would like to activate the camera (either internal or external). The system defaults to using the Scout Receiver that is programmed with an ID of “1”.

You can currently select between the Scout Receiver or PIR. If using multiple receivers and PIR’s make sure that each device is set to its own unique ID. You can have a Scout Receiver and a Scout PIR with “ID: 1”, but **not** two Receivers with “ID: 1”.

You can also select “Any” for the source or “Any” for the ID. Here are a few examples:

Example 1:

Source: RX

ID: 2

Only the Scout Receiver that is programmed with a wireless ID of “2” will activate the shutter or aux outputs.

Example 2:

Source: Any

ID: 1

Either a Scout Receiver OR PIR with ID 1 will activate the shutter or aux outputs.

Example 3:

Source: Any

ID: Any

Any sensor will activate the shutter or aux outputs.

4.2.2.3 *# pics*

This is the number of times you would like to take a picture when Scout Camera Controller receives a detection signal. This assumes your camera isn’t in burst mode, of course! We’ll also refer to it as “shutter activation”.

4.2.2.4 *Pre-trig time*

This is the first step after a sensor detects something. During the pre-trigger time the camera’s half-press is held down. Some cameras are quite slow to wake up before they’ll respond to a shutter activation. You can use this “pre-trig” time to make sure your camera is ready to go! Also since the half-press is held down you could potentially use this to try and get a focus lock on a subject if your lens is set to auto-focus. If “Pre-trig” is set to zero then this step in the shutter activation process is skipped.

If shooting video with Sony cameras the “pre-trig” time may need to be in excess of one second to allow the camera to fully wake up.

4.2.2.5 On time

Once the “pre-trig” time expires (or completely skipped if it is set to zero), the camera’s full-press (shutter activation) will be held down for this time.

If your “pre-trig” time is set to zero you will want this “on time” to be at least long enough to wake your camera out of sleep mode.

If your camera is set to burst mode, this is how long the burst mode will be active (minus the wake-up and lag time of the camera of course).

4.2.2.6 Off time

The “off time” is how long the shutter button is released. If your “# pics” is greater than one, this will be the duration between pictures.

Once this time expires, the Scout Camera Controller will start looking for another subject detection signal.

4.2.2.7 On Time 2+

If the “# pics” is set to greater than one you can use this setting to adjust the duration of the second (and all future) shutter activations. This can be useful for long duration (bulb mode) exposures. The first “On Time” can be quick to wake the flashes and the second (“On Time 2+” can control the duration of the bulb mode exposure.

4.2.2.8 Off Time 2+

If the “# pics” is set to greater than one this will be the time between shutter activations beyond the first one. This is used in “On Time 2+” to set all shutter timing beyond the first shutter activation.

4.2.2.9 HP Limit

This is a half-press limit. If you set the “Pre-Trig” or “Delay” normally the half-press will be held down the entire duration. “HP Limit” lets you set a shorter duration for the actual half-press but still wait the “Pre-trig” or “Delay” time.

Why would you want to do this?!? When shooting video with some Canon cameras you can't give them a long half-press or else it will bring up a "Push the Start/Stop button to activate Movie Shooting" screen. The camera needs a quick half-press, but also a little more time to "warm up".

4.2.2.10 Final Off

You have the option of disabling the final "off time". Here are two use-cases.

- 1) The "# pics" is set to one. If "final off" is set to on, then you can use the "off time" to set how long the Camera Controller will ignore any additional subjects walking through the a sensor.
- 2) The "# pics" is set to two. The first shutter activation could start a video recording. You would then set "off time" (the time between shutter activations) to how long you want to record the video (let's say 30 seconds). Then the second shutter activation would happen (because "# pics" is set to two). But for this application, you do NOT want the final off time, because it would mean you'd be waiting another 30 seconds before the Camera Controller would detect anything.

4.2.2.11 Extend On

If this option is selected any detection signal from a sensor will continue the programmed "on time" if the "on time" is currently active. This can be useful for video recording where you may have programmed 30 seconds of video but if the sensor continues to detect a subject the video will continue another 30 seconds.

4.2.2.12 Extend Off

This is similar to "Extend On". It can be used for a couple of use-cases.

1. If a subject enters the sensor area it will fire the camera. If the subject hovers and continues to re-trigger the sensor, and this option is enabled (along with final off), it will prevent the camera from firing again.
2. If the "# pics" is set to greater than one, and the subject hovers, this can be used to prevent the picture taken until the subject stops moving in the sensor area.

4.2.2.13 Periodic Half-Press

The Receiver has the capability to periodically give your camera a half-press. Why in the world would you want to do this given that it will decrease the battery life of the camera?

Some cameras (Canon) will exit live-view video recording if allowed to sit idle (in sleep mode) for about 30 minutes. The next time you wake them up – you'll find the camera

requires a physical button press to get it back into video mode. Less than ideal when your camera is sitting in a weatherproof box for months at a time.

Periodic half-press can work around this problem by every so often giving the camera a good *poke* to make sure it doesn't do something as silly as leaving video mode!

It can also be used for some setups to recharge flash capacitors.

The green LED will light on the Scout Receiver when the camera receives a half-press.

4.2.2.13.1 *Enable*

Selecting this will enable or disable the Periodic Half-Press feature.

4.2.2.13.2 *Half-Press Time*

This is how long the half-press will be held down on the camera at the specified interval. Most cameras will wake up with a 0.5 second interval (the default).

4.2.2.13.3 *Interval*

The "Interval" is how often the camera will receive the half-press signal. You can specify minutes or seconds.

4.2.3 **Aux Settings**

The "Aux Settings" are identical to the camera settings but they apply to the devices connected to the auxiliary connector.

4.2.3.1 *Time Window*

The "Aux Time Window" behaves exactly like the global "Time Window" discussed in section "4.2.5 - Time Settings" except it is on an output by output basis. The "Aux Outputs" are typically used for video lighting and these time windows let you only turn on the lights at certain times (and only if a subject is detected). This way you can have the lights on only at night and not during the day.

The global "Time Windows" will still prevent the "Aux Outputs" from starting regardless of the "Aux Time Window" settings.

4.2.4 **Shot Limit**

Sometimes you can get yourself into a bad environment where things are moving around too fast and critters (the ones you don't care about) are causing false triggers. Wasted frames and overheating flashes – **not** good! There is a way to tell the Camera Controller to stop triggering the camera if it sees too many subjects. Three settings come into play to adjust this. The first is "Shot Limit". This sets the maximum number of pictures that can be

taken within the time set in “Window”. See the two other settings below.

Note: The Camera Controller will no longer take photos while the shot limit is reached. To reset the shot limit manually (instead of waiting for it to time-out) you can press “Outputs Off” in the app, or quickly press the power button on the controller. You can also reset the “Shot Limit” by pressing “Wake Cam Ctrl” on the Receiver or by tapping the power button on the PIR.

4.2.4.1 Limit Window

This sets the time “window” for the “shot limit”. If you get “shot limit” number of frames within “limit window” amount of time, the Camera Controller will ignore any more detections for a period of time. If you get a few pictures but it doesn’t reach the “Shot Limit” within this amount of time, the number of pictures taken will be reset. See below.

4.2.4.2 Limit Timeout

This is how long the Camera Controller will ignore anything crossing in front of a sensor. You won’t have any camera activations for this duration. That’s a lot of words! Let’s put some numbers to these settings and then walk through a scenario. We’ll use the defaults in this case:

“Shot Limit” is set to 10, “Limit Window” is at 20, and “Limit Timeout” is at 300. Your setup is working great – you’re getting some great shots. You leave the setup to go into town for an hour. Unfortunately a biblical swarm of cicadas appears (the horror!). Your Camera Controller and sensors, being very effective at detecting things starts rapidly triggering. With the settings above, you’ll definitely see 10 cicadas within the 20 seconds – it’s a swarm after all! Once the sensor “sees” those 10 within the 20 seconds, the Camera Controller will ignore any more for 300 seconds (5 minutes). Let’s say you get back from town, shoo away the swarm (the cicada story falls apart here), but now you want to start looking for critters again. Simply press the power button to reset the shot limiter and it is back to normal. You could have also waited for the 300 seconds to elapse.

4.2.4.3 Limit Enabled

Check this box to enable the “Shot Limit” feature.

4.2.5 Time Settings

The Camera Controller can limit when it will activate the camera (or wake up other Scout equipment) based on the time of day. If you are only interested in night photographs or you want to decrease “interest” in your equipment from two-leggeds during the day you can use the “time settings” to create a “window” of time. You simply set the current time, a start time, and an end time, and turn on the window.

Two windows are supported. This lets you set up more complex scenarios for triggering (two hours in the morning, two hours in the evening).

When you save the settings the Camera Controller will use the current time of the device that is running the app. The Camera Controller will remember the time even if the batteries are removed (for over 12 hours).

4.2.5.1 On Time

The “Start Time” sets when the window begins.

4.2.5.2 Off Time

This will set the off/end time for the window. Here are a couple of examples:

On Time: 6:00AM

Off Time: 8:00AM

In this case, the Camera Controller will only activate the camera for a two hour period in the morning.

The next example is a little different:

On Time: 6:00PM

Off Time: 8:00AM

Since the on time is after the off time (because it is set to **PM**), the Camera Controller will activate the camera for 14 hours – starting at 6:00PM and ending at 8:00AM the following day. So please be sure to pay attention to the AM/PM – it could easily get you into trouble!

4.2.5.3 Window Enabled

Follow the programming for the selected window. You can enable the time windows individually or have both active.

4.2.6 Wireless Settings

Wireless is used by the Camera Controller to communicate with other Scout equipment. It uses a 2.4 GHz proprietary low-latency RF protocol.

4.2.6.1 Channel

This determines what frequency the Receiver operates on. All Scout equipment for a given setup must be on the same channel to operate properly.

If using more than one Scout setup in the same area (within 100 meters / 330 feet) you should assign each setup its own unique channel.

The default “channel” is 15.

For the PC/Mac applications you have the option to “scan” the radio spectrum to evaluate the cleanest channel for operation. For maximum range you should select the channel with the highest bar on the graph.

4.2.6.2 Wakeup Speed

The “Wakeup speed” setting determines the speed of wireless wakeup. “Normal” works for most applications but if you need a faster response time you can change this setting to “Fast”.

Note: All Scout equipment for a given setup must have its wakeup speed set to the same value. Equipment may not wake properly if all devices are not set to the same “Wake up” setting.

Battery consumption will increase on all devices when wake-up speed is set to “Fast”.

4.2.7 Wifi Settings

Wifi can be turned off and on using the Wifi button on the Camera Controller. The blue LED will light when it is on. Wifi will automatically turn off after ten minutes of inactivity (no computer/phone/tablet app communication) in order to conserve battery power.

There are only four settings which are described below.

4.2.7.1 Security

Much like your home router, Sabre has different security modes to encrypt data sent back and forth as well as prevent “undesirables” from accessing your Camera Controller. Your Camera

Controller ships with security disabled. You must “save settings” and then power-cycle your Camera Controller for these new settings to take effect.

4.2.7.1.1 Open

No security measures are in place. This is easiest for you to connect up to your Camera Controller – but also for your neighbors (including squirrels with phones). Any communication is unencrypted. Of course, the “open” security is also extremely effective against intruders if Wifi is turned off.

4.2.7.1.2 WPA

This encrypts all transmissions to and from Sabre using Wifi Protected Access. This will prevent anyone from connecting to your Camera Controller unless they know the security passphrase/key. You will need to make a note of the “key” or change it to something you will remember. If you ever forget the key, you can load the factory defaults by having the Camera Controller turned off, press and hold the power button until the red power LED goes out, and then release the power button. The security will revert back to “Open”.

4.2.7.2 Key

This is your Wifi key or passphrase. The key must be at least eight characters/numbers and up to 64. If you change the key, you must “save settings” and then power-cycle your Camera Controller for the new key to take effect.

4.2.7.3 Channel

There are 12 supported Wifi channels. This setting is included for people in heavily congested Wifi areas where interference with neighbor’s routers may be a problem. Typically you will not need to adjust this setting.

4.2.7.4 Timeout

This is how long Wifi will remain active before turning off automatically. Any communication from an app will restart this timeout – so it is how long to leave Wifi on *after* you have closed the application. Don’t make this too short otherwise it can be difficult to have enough time to connect the app to the Camera Controller!

4.2.8 Flash Settings

The “Flash Settings” only apply when using Scout Flash(es).

4.2.8.1 Ready Wait

The Scout Camera Controller has the capability to wait for the flashes to be ready (charged) prior to telling the camera to fire (flashes on first exposure). This helps prevent the subject from being “spooked” with the camera shutter firing but not having the flashes fire.

If “Ready Wait” is turned on, the camera will be activated as soon as the flash(es) are ready.

If “Ready Wait” is off, the camera will be activated immediately upon the subject being detected.

4.2.9 Power Settings

“Power Settings” lets you manage additional power options.

4.2.9.1 Camera Power

If enabled the Camera Controller will provide power to the camera via its camera power port. This way your camera can take advantage of the larger Lithium Ion battery packs that the Camera Controller supports.

4.2.9.2 Camera Wake

This feature lets a sensor only apply a half-press to the camera for a configurable amount of time. An example use-case is a PIR sensor with a wider field of view to give a half-press to wake/top off flashes prior to the primary sensor (Scout Receiver) firing the camera.

4.2.9.3 LED Debug

The Camera Controller is optimized to save battery life which means even though it’s running it may not light an LED to indicate that it is still alive and running.

If “LED Debug” is set then the Camera Controller will periodically give a quick “blip” to indicate it is still running.

4.2.10 Infrared Settings

The Camera Controller has the capability to trigger your camera using Infrared. Normally you would use a hard-wired camera cable but some cameras either don’t support that or cannot start video recording via a hard-wired cable. The Camera Controller will still activate the hard-wired half press on the shutter cable to wake the camera.

4.2.10.1 *Enabled*

This will enable the infrared transmitters.

4.2.10.2 *Mode*

Here you select which camera you would like to support. There are different settings for video vs. stills. The currently supported infrared formats are:

- Canon (still)
- Canon (video)
- Nikon
- Sony (still)
- Sony (video)
- Olympus
- Pentax

4.2.11 *Time lapse Settings*

Time lapse lets you take pictures (or video) at specific intervals. When Time lapse mode is enabled any signals from the Scout Receiver or PIR will be ignored.

When the time lapse interval expires the Camera Controller will follow its programming for all of its outputs: Camera Internal, Camera External, and Aux 1-3.

Additionally you can use the “Time Window” feature (see section “4.2.5 - Time Settings”) to limit what times your time lapse will be active.

To stop the time lapse from running simply press the “Outputs Off” button.

4.2.11.1 *# pics*

This is the maximum number of pictures that the time lapse will run for. More specifically, it is the number of times the shutter programming is activated. If this “# pics” is set to 10 and the “Camera Settings” are programmed to take five pictures, you will end up with 50 pictures total.

Set to zero if you would like the time lapse to run indefinitely – batteries willing!

4.2.11.2 *Elapsed*

Press the “Read” button to see how many time lapse “# pics” have elapsed.

4.2.11.3 *Interval*

“Interval” sets how often to start the shutter programming. You can choose from 1 – 1000 seconds, minutes, or hours.

4.2.11.4 *Sensor Starts*

If selected then the Scout Receiver or PIR must detect a subject before the time lapse will start.

Note: You must still press the start button to enter time lapse mode. Then once the sensor detects a subject it will begin the time lapse.

4.2.12 Software Version

This is current software version on the Camera Controller.

4.2.13 Voltage

This indicates the current highest voltage (from the batteries or external power) being applied to the Camera Controller. You can use this to determine if it is time to replace the batteries.

If using the AA battery pack the lowest usable voltage is 7.2V. For the Scout Li-Ion pack it is 12V. Replace the batteries before coming close to this lower limit.

4.2.14 Load ScoutCam Defaults

Press this button to load the default settings. This will load the factory default settings for only the Camera Controller. It will not load the defaults for other connected devices.

5. Examples

In the following sections we will walk you through some real-world setups/examples using your Scout Receiver. Be sure to check out our website and follow us on YouTube (<http://www.youtube.com/user/CognisysInc/>) for video examples. Sometimes watching a video makes the whole process much easier to understand!

The most important task in setting up a successful camera trap is to test-test-test your setup once you *think* it is working. We're not talking just framing and lighting but waiting for the camera to enter sleep mode, make sure it wakes up, goes back to sleep.

5.1 Camera Settings

Here are some suggested camera settings.

Drive Mode: Single or Continuous. If set for "Single", then you can have the Scout Camera Controller control how many shots are taken and how much time there should be between the shots (Off time). If set to "Continuous", then the "# pics" should be set to "1", and the "On time" on the Camera Controller should be set to how long you want to run the camera in "Continuous" mode. You'll want to make sure your flashes can keep up at the camera's frame rate with whatever power setting they're set at. Make sure that mirror lock-up is turned off!

Camera Mode: You only really have two options. Aperture Priority (Av) or Manual (M) mode. If set to Aperture Priority then you'll have a nice background during the day, but as night comes the camera's shutter speed is going to become very long. In complete darkness, this means it could increase to in excess of 10 seconds – meaning you'll probably only get one shot of the subject moving through. As the sun sets, however, you could be running a one second shutter but the flashes will still fire. This will cause ghosting in the final image.

In Manual (M) mode, you'll have to have the f-stop high enough to not become over-exposed during the day, but also allow enough light from the flashes to expose the subject. This may mean a compromise of the background being fully illuminated at night.

Either of these modes have compromises for day/night operation. Just remember that the Scout Camera Controller has two separate "Time Settings" that can let you exclude trouble periods for ambient light.

f-stop: Since you don't know where in the beam-path the subject will be – set your f-stop as large as you can possibly stomach. f/8 is a good starting point. The larger the f-stop though, the brighter the flashes will have to be. Brighter flashes = shorter battery life.

ISO: You likely don't have a \$5,000 camera in your camera box do you? That means the high-end of your ISO is going to be pretty limited. Setting it low, however, will mean the flashes may have to work that much harder.

Auto-focus: While you CAN use auto-focus, you're counting on the subject to not be moving terribly fast. Your camera has to wake up and achieve a focus lock (hopefully on your subject!). Definitely don't use auto-focus if doing night-time photography. Because of those variables we'd recommend sticking with manual focus. If you're only interested in day-time photography you can always have the Scout Camera Controller operate just during the day. See section "4.2.5 – Time Settings" for details.

Power Management: Turn off the image review feature (or set it to a minimum duration). Also set the "auto power off" to the minimum.

Noise Management: For all that is holy in the world be sure that your focus-lock "beep" is turned off.

Lens: Wide-angle, auto-focus turned off (probably), image-stabilization turned off.

Note: We experienced issues with the Canon EF-S 10-18mm lens. It seems to be a problem with their STM lenses (not their USM). The first shot would always be blurry even if auto-focus was turned off. If you hold the half-press down for a short duration (by setting the "Pre-trig time") you could then get a good focus. Sacrificing time to get a lens to work? The STM series wouldn't be on our recommended list.

5.2 Full Wireless

This is the ideal camera trap deployment. In this setup there are no cables between any of the equipment giving you complete photo, video, and equipment freedom.



Scout Sensor, Flash, and Camera Box connected via wireless.



Wireless ID = 1
Channel = 15



Wireless ID = 2
Channel = 15

The Scout system follows this process:

1. The Scout Receiver infrared beam or PIR detects a subject.
2. The Receiver/PIR wakes the Camera Controller and tells it that a subject has been detected.
3. The Camera Controller will wake the Scout Flashes or LED video lights and wait for them to become quick-charged (if Flash Settings->Ready Wait is selected). The LED's are instantly ready.
4. The Camera Controller will activate the camera using the programmed shutter settings.
5. When the camera's shutter is open, the camera activates the "flash sync" signal.
6. The Camera Controller then wirelessly transmits to the flashes to activate (for Scout Flashes – if using your own flashes then you would use your currently selected wireless transmitter).

Note: If you are using your own wireless transmitter (not using the Scout Flashes) you should disable "Flash Settings->Ready Wait".

To enable this functionality on the Scout Receiver you need to do the following (this assumes the Receiver is starting with its default settings loaded):

1. Go to Settings->System Settings->Use Camera Ctrl and make sure it is checked.
2. Make sure the Wireless Channel matches the Camera Controller:
Settings->System Settings->Wireless Settings->Channel (by default it does)
3. Make sure that wireless ID also matches:
Settings->System Settings->Wireless Settings->ID **must match** the Camera Controllers
Camera Settings->Camera (Internal)->Input Source->ID. (by default it does)

To enable this functionality with the Scout PIR you need to do the following:

1. Make sure that the PIR Wireless Settings->Channel matches the Camera Controller's
Wireless Settings->Channel
2. Change the "Input Source" on the Camera Controller to PIR:
Camera Settings->Camera (Internal)->Input Source: PIR
3. Make sure that the PIR Wireless Settings->ID matches the Camera Controller's:
Camera Settings->Camera (Internal)->Input Source->ID

Have your own wireless transmitters/receivers? This is what the physical connections look like:



5.3 Wired Flashes

Wired flashes have the advantage of being guaranteed to receive the flash sync signal – but the significant downside of tripping hazards and enthusiastic wildlife eating the cables. Should you go this route the Scout Camera Controller supports wired flashes. Here are the physical connections:



The Scout system follows this process:

1. The Scout Receiver infrared beam or PIR detects a subject.
2. The Receiver/PIR wakes the Camera Controller and tells it that a subject has been detected.
3. The Camera Controller will activate the camera using the programmed shutter settings.
4. When the camera's shutter is open, the camera activates the "flash sync" signal.
5. The Camera Controller passes the "flash sync" to your external flashes via the 4-pin "Flash Out" connector.

Note: On the Scout Camera Controller you should have "Flash Settings->Ready Wait" turned off.

To enable this functionality on the Scout Receiver you need to do the following (this assumes the Receiver is starting with its default settings loaded):

1. Go to Settings->System Settings->Use Camera Ctrl and make sure it is checked.
2. Make sure the Wireless Channel matches the Camera Controller:
Settings->System Settings->Wireless Settings->Channel (by default it does)
3. Make sure that wireless ID also matches:
Settings->System Settings->Wireless Settings->ID **must match** the Camera Controllers
Camera Settings->Camera (Internal)->Input Source->ID. (by default it does)

To enable this functionality with the Scout PIR you need to do the following:

1. Make sure that the PIR Wireless Settings->Channel matches the Camera Controller's
Wireless Settings->Channel
2. Change the "Input Source" on the Camera Controller to PIR:
Camera Settings->Camera (Internal)->Input Source: PIR
3. Make sure that the PIR Wireless Settings->ID matches the Camera Controller's:
Camera Settings->Camera (Internal)->Input Source->ID

5.4 Video Recording

For this setup the Camera Controller will only control the camera using the 3.5mm shutter cable. This assumes the camera supports video recording using a shutter release cable. Here are the settings to optimize the performance:

1. Turn off Flash Settings->Ready Wait (See "4.2.4.2.2 - Ready Wait").
2. Set the number of pictures to be taken to two:
Camera Settings->Camera (Internal)-># pics->2
3. Set the "Pre-trigger" duration to something long enough to guarantee that the camera will be awake and respond to the shutter activation to start video recording:
Camera Settings->Pretrig time (See "4.2.2.4 - Pre-trig time"). This time will vary depending on the camera but 0.5 seconds is a good place to start.
4. Set the duration of the video recording by adjusting the time between the shutter activations:
Camera Settings->Off time (See "4.2.2.6 - Off time").
5. Turn off Camera Settings->Final off (See "4.2.2.10 - Final Off").

This setup assumes it takes one shutter press to start video recording and another to stop it. It is absolutely critical that you verify the pre-trigger time (the duration the half-press is held down) is sufficient to wake the camera and have it respond to the start recording signal (the first shutter press). If it is not long enough you could run into a situation where it misses the first start recording shutter activation but catches the second one. This means the camera would be recording for the entire duration that you DON'T want it to! (All the time between detected events) You might come back to a full memory card if this happens...

The Cognisys Sony Video Switch does **not** require two shutter activations. You only need to set the "On Time" to the duration of the video you'd like to record. Most Sony cameras do require at least 0.5 seconds of pre-trigger time, with older models like the A6000 in excess of one second.

The Scout system follows this process:

1. The infrared beam or PIR detects a subject and wakes the Camera Controller
2. The Camera Controller holds down the half-press on the camera for the duration of "pre-trigger".
3. Then the Camera Controller activates the shutter button to start video recording.
4. It waits for the "off time" (your record duration).
5. Finally it activates the shutter button again to stop video recording.

5.5 Maximum Battery Life

Battery life is a tricky business. There is some magic chemistry going on inside of those little things that can significantly affect the performance of your Scout equipment. Of course, you'll probably want to use rechargeable or Li-Ion batteries because the landfills likely don't need any more batteries tossed in them. Here are some general tips:

Now that we've worked through the battery chemistry here are a few things you can do to extend the battery life of the Camera Controller:

1. Set the "Wifi Timeout (See "4.2.7.4 - Timeout") to something relatively short. This is just how long that the app isn't running before Wifi automatically turns off.
2. If the Camera Controller isn't powering your camera be sure to have "Camera Power" disabled (See "4.2.9.1 - Camera Power").
3. Make sure "LED Debug" is disabled. (See "4.2.9.3 - LED Debug").
4. If possible keep the Camera Controller box out of direct sunlight. Electronics tend to draw more current when warm.

Following these steps can help you get in excess of three months of battery life from the Scout Camera Controller!

5.5.1 AA Batteries

1. If using AA batteries use low self-discharge (LSD) rechargeable batteries such as Eneloop. Otherwise you could be losing 2% of your battery life per day just from the battery itself. At high temperatures (the Receiver/PIR/Camera Controller in the Sun) it could be as high as 6% per day!
2. Speaking of temperatures – batteries are typically rated at 25C. They lose some of their capacity at warmer temperatures but at cold it's *really* bad. A 2500 mAh battery at -20C (-4 F) could only have 500mAh of capacity. So if your Scout gear normally had 100 days of battery life it would be cut down to 20 days – a big difference! If you're planning on long-term deployments at cold temperatures you may want to consider our Li-Ion pack or an external battery pack.
3. Use batteries of the same age and type. Mixing in an old battery with new ones could cause the old battery to be over-discharged damaging the battery and significantly decreasing the over-all battery life of the system.
4. The Scout Receiver displays the current voltage it is receiving from either the internal or external battery pack. You can also get this from the ScoutCam app. Don't be alarmed if the voltage displayed drops quickly if you take batteries from the charger and put them in the Receiver. It's normal for rechargeable batteries to drop their voltage in a day or two after coming off the charger. The Scout Receiver isn't being more hungry than necessary!
5. AA Batteries are typically "empty" when each cell is at 0.9V. So if your Receiver says the input voltage is 5.4V (6 cells x 0.9V) there isn't much capacity left. For the Camera Controller that would be 7.2V.

5.5.2 Li-Ion Pack

Rechargeable Lithium Ion batteries are a great alternative to AA batteries. They're lighter weight per watt than AA batteries and can significantly increase the run time of the Camera Controller. If you are using the Camera Controller to power your camera (or other accessories) we highly recommend using our Li-Ion pack. We even offer an optional cable that lets you run two Li-Ion battery packs together – perfect if the Camera Controller is powering your camera.

1. Like AA-batteries, Li-Ion batteries are susceptible to extreme temperatures. At cold (-20C / -4F) you should expect no more than 50% of the rated capacity for the battery pack.
2. Li-Ion has a slightly lower maximum operating temperature – 60C (140F). Keep in mind this is the battery temperature, not the air temperature. If the camera box is exposed to sunlight the internal battery may be significantly warmer than ambient temperature.
3. If using our Li-Ion pack with the Camera Controller it will automatically turn off when the pack reaches its minimum voltage (about 12V). Do not store the Li-Ion pack in a fully discharged state as this can significantly degrade its capacity.
4. Li-Ion batteries self-discharge at a rate of about 3% per month.
5. Li-Ion batteries have a much higher charge density than AA and lead-acid batteries. More power per weight!
6. Li-Ion batteries should only be charged at room temperature. Be sure to let the battery acclimate itself prior to charging.

6. Installing the Reflash software (optional)

What is “reflash”? It’s a small program that allows you to update the firmware on your Scout Products. **You do not need this program to use your Scout equipment.** Rest assured if you just purchased your Scout it ships with the latest software available. If, however, new firmware becomes available you may want to upgrade your controller. Do you have to upgrade your firmware? No. Should I upgrade your firmware? Maybe. We say “maybe” because as new firmware is released we are adding and improving features. This means changes to the user interface and things might not look exactly how they did before you updated the firmware. So if you discover that a new feature is available that you absolutely have to have, then by all means go ahead and reflash your controller. Just keep in mind that things might look and behave a little different! The other consequence to reflashing your controller is that you *may* lose any stored settings. Reflashing may require updating other Scout equipment in your system as well.

Scout products can only be updated over USB. The reflash process takes just a few seconds.

Reflash requires a firmware package (instructions included). You can find the package here: http://www.cognisys-inc.com/products/scout/scout_tech_specs.php

Whether you use Windows or OS X, you will **need** Oracle’s Java installed for Reflash to load. You can download it here: <http://java.com/download>

6.5 Windows Installation

Windows installations should automatically detect and download the USB drivers required. Some operating system settings can prevent automatically downloading the drivers. If that is the case, use the above link in section “6 - Installing the Reflash software

Once the installation is complete you will have a “Start Menu” folder called Cognisys. Underneath that you will find the Reflash icon.



6.6 OS X Installation

Reflash requires Java 1.7 or later from Oracle. This version of Java requires that your OS X version be 10.7.3 (Lion) or above. It has not been tested with older versions of Java or earlier versions of OS X and is not supported.

Use the above link in section “6 - Installing the Reflash software”.

Once installation completes you will have a “Reflash” icon on your Launch Pad:



7. Troubleshooting

Problem	Cause	Solution
Does not turn on when power button is pressed	Batteries not installed.	Insert a battery pack.
	Battery polarity is incorrect.	Verify all batteries are installed correctly.
	Batteries are low or a bad battery cell.	Verify the quality of the batteries (multi-meter, test with other equipment)
	Wifi button was pressed	Press the power button to initially turn on the unit
LED's keeps turning off	Low batteries	Use fresh batteries
	Low-power mode entered	This is normal if no app is communicating with the controller. Tap the Wifi or Power button to wake from sleep mode
Green LED is blinking	LED Debug is enabled	When "LED Debug" (under "Power Settings") is enabled, you will get a very quick blink of the green LED. This can be useful for verifying that the controller is still operational. Deselect "LED Debug" to have the LED stay off when sleeping.
Camera or flash does not activate when beam is broken (or when the "activate" button is pressed).	"Camera Settings" are incorrect.	See 4.2.2 for proper settings. They could be too fast for your camera.
	Camera is off.	Turn on the camera.
	Camera has auto-focus turned on.	If the camera cannot achieve focus lock it may not take a photo. Turn off auto-focus on the lens.
	Shutter cable not fully seated.	With new products the connectors can be quite stiff. Be sure the shutter cable is fully seated into the camera.
Camera takes multiple pictures.	Camera set to burst shooting mode.	Turn your camera to "single shot" mode.
	"Camera Settings" are incorrect.	See section 4.2.2 for adjusting the number of pictures.
App can't connect to Camera Controller	Wifi disabled on phone/tablet/computer	Turn on Wifi and make sure device isn't in airplane mode.
	Wifi turned off on Camera Controller	Press the Wifi button so the blue LED lights.
	Controller is sleeping	Wake the controller by pressing either button, or tap the power

		button on a PIR sensor, or on the receiver go to Settings->Wake CamCtrl.
	Firewall is preventing it	Try temporarily disabling the firewall to see if the connection then works. If so, review your firewall settings to allow permissions for the app.
Need to restore factory settings	You just want to start over!	With the Camera Controller powered off, press and hold the power button until the green power light goes out. Release the power button. Optionally you can load the defaults from the settings page. See section 4.2.14.

If you cannot resolve a problem with your Scout Camera Controller, please contact us at support@cognisys-inc.com. We want to make sure that you are completely satisfied!

8. Specifications

Specifications are intended for reference only. The design may be modified to improve features or functionality without notice.

Specifications	MIN	NOM	MAX	UNITS
Input Voltage ¹	5	9.6	20	Vdc
Input Current – Full on (8AA batteries / Li-Ion pack) ¹	-	60/33	-	mAdc
Input Current – Sleep (8AA batteries / Li-Ion pack) ¹	-	0.65/0.44	-	mAdc
Shutter/Aux Output Current Sink	-	-	1	Adc
Battery life (internal - Eneloop batteries at 25C) ²	-	100	140	days
Real-time clock life without batteries	-	16	-	hours
Wireless Range ³		15	30	m
		50	100	feet
Operating Temperature	-40	25	80	C
	-40	77	176	F

- 32-bit power optimized ARM Processor
- Wifi 802.11 a/b/g/n
- Wireless connectivity: Proprietary 2.4GHz
- Real-time clock for time-windowed triggering (two windows provided)
- Powered by 8 AA batteries, Li-Ion battery pack, or external power
- Power for camera (with optional dc coupler / dummy battery)
- Camera flash sync input
- Flash sync output
- Flash wake output
- All outputs are open drain (Can be used for flash, shutter, or relays)
- USB for reprogramming

¹ AA batteries at 1.2V/cell, Li-Ion pack at 16.8V. Not supplying power to camera.

² See section “5.5 - Maximum Battery Life” for additional information on battery life.

³ Several factors can affect the wireless range. Congestion, terrain, etc...

9. Warranty

Limited Warranty

The Scout Receiver, PIR, Transmitter, Base Transmitter, Flash, and Camera Controller (hereby referred to as "Scout Equipment"), software, and related equipment is provided by Cognisys, Inc. "as is" and "with all faults." Cognisys, Inc. makes no representations or warranties of any kind concerning the safety, suitability, lack of viruses, inaccuracies, typographical errors, or other harmful components of Scout Equipment and its related software. There are inherent dangers in the use of any product, and you are solely responsible for determining whether Scout Equipment is compatible with your equipment and other software installed on your equipment. You are also solely responsible for the protection of your equipment and backup of your data, and Cognisys, Inc. will not be liable for any damages you may suffer in connection with using or modifying Scout Equipment and/or its related software.

All electronic products are warranted to be free from defects in materials or workmanship for two (2) years from the date of purchase. Within this period, Cognisys Inc. will, at its sole option, repair or replace any components which fail in normal use. Such repairs or replacement will be made at no charge to the customer for parts or labor, provided that the customer shall be responsible for any transportation cost. This warranty does not cover failures due to abuse, misuse, accident or unauthorized alterations or repairs. This warranty is non-transferable.

THE WARRANTIES AND REMEDIES CONTAINED HEREIN ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING ANY LIABILITY ARISING UNDER ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, STATUTORY OR OTHERWISE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, WHICH MAY VARY FROM STATE TO STATE.

IN NO EVENT SHALL COGNISYS BE LIABLE FOR ANY INCIDENTAL, SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES, WHETHER RESULTING FROM THE USE, MISUSE OR INABILITY TO USE THE PRODUCT OR FROM DEFECTS IN THE PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Cognisys, Inc. retains the exclusive right to repair or replace the product or offer a full refund of the purchase price at its sole discretion. SUCH REMEDY SHALL BE YOUR SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY.

10. Revision History

Revision	Date	Change
1.0	02/15/2018	Initial Release
1.1	08/10/2018	Update for SW Rev 1.0.02. Added "Any" for input source and input ID. Added "Camera Wake"
1.2	10/29/2019	Removed any references to the flash being "pending" since it has launched. Added references for the Scout LED