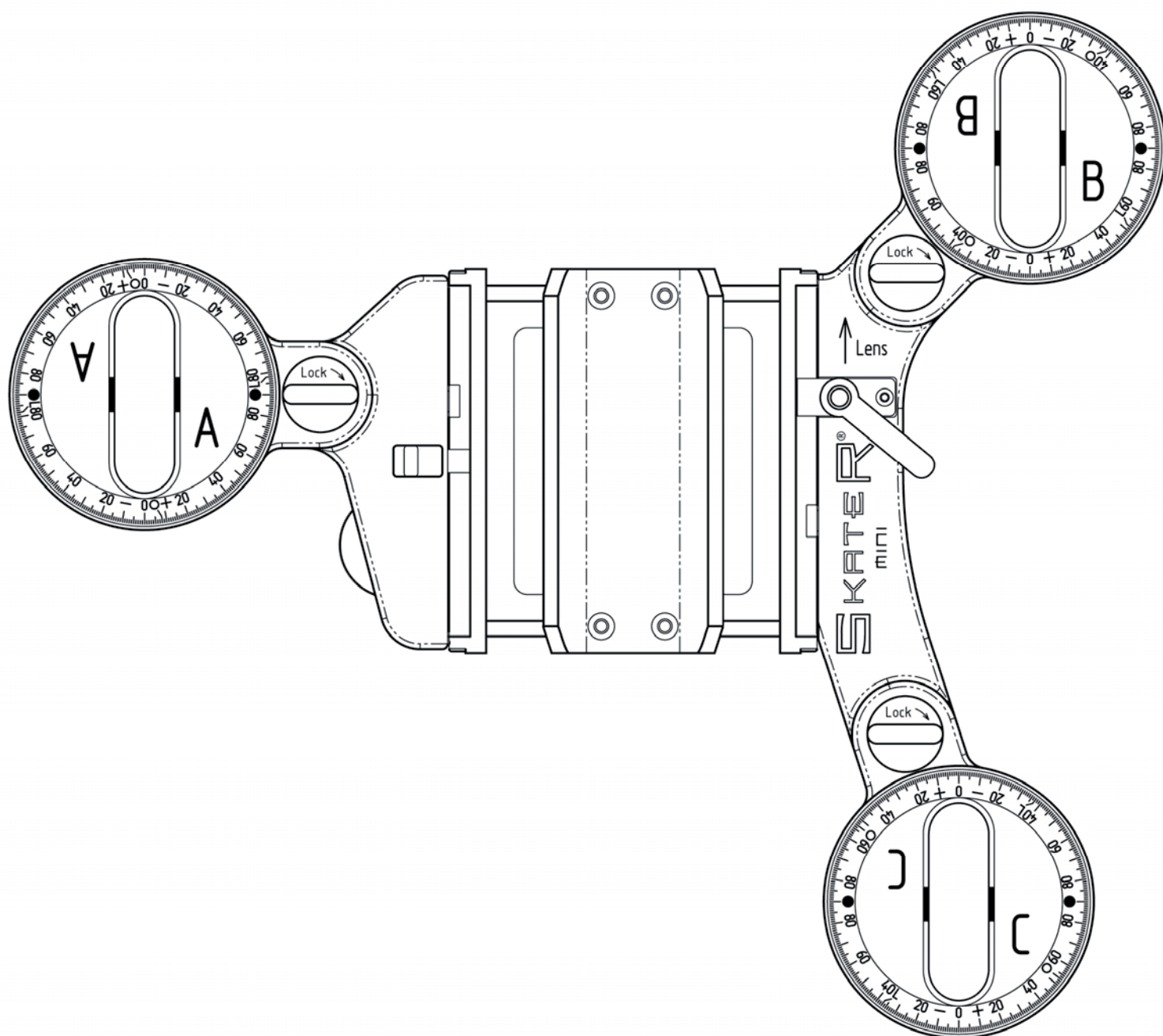


SKATER[®]

mini

Operating Manual



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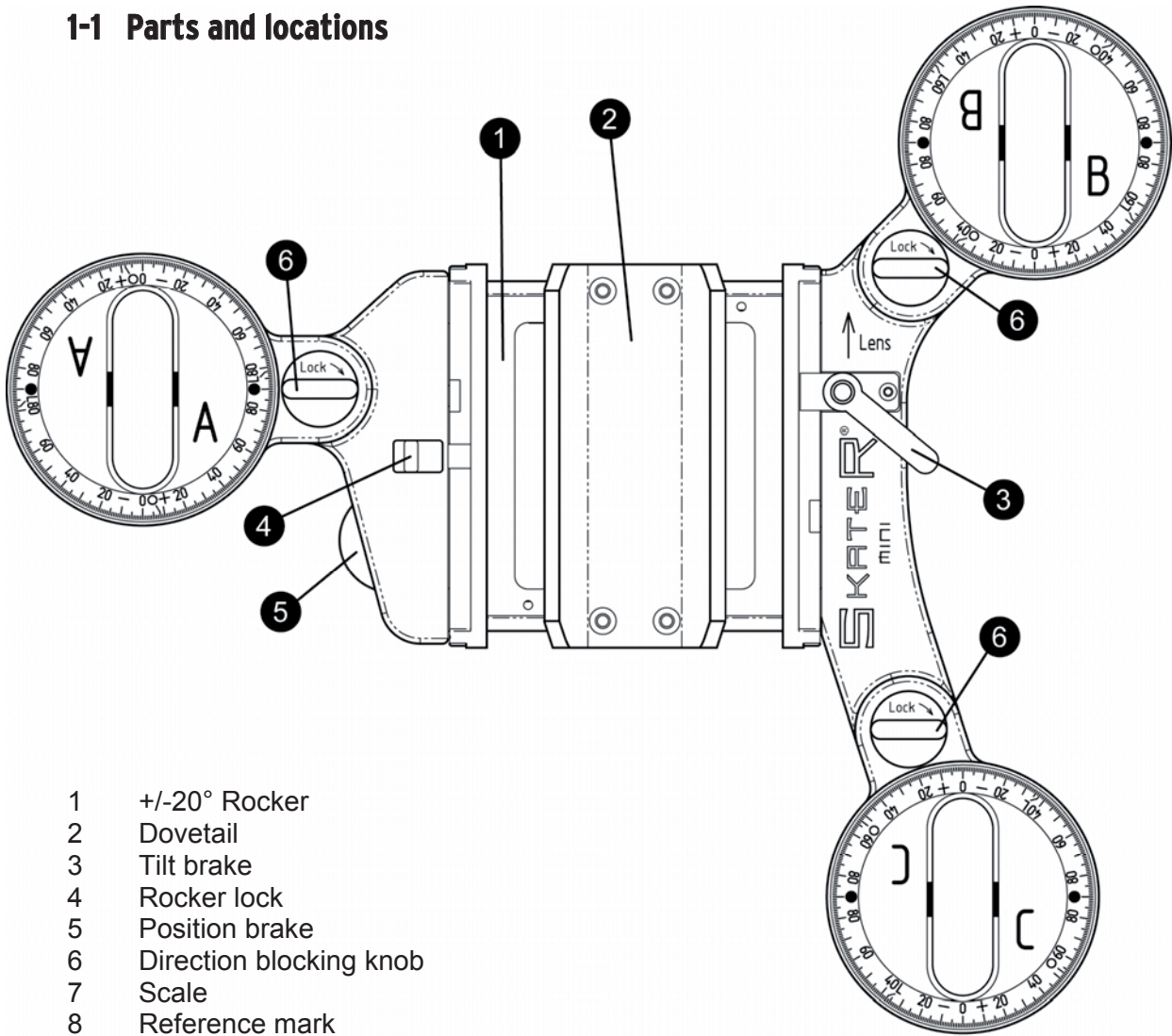
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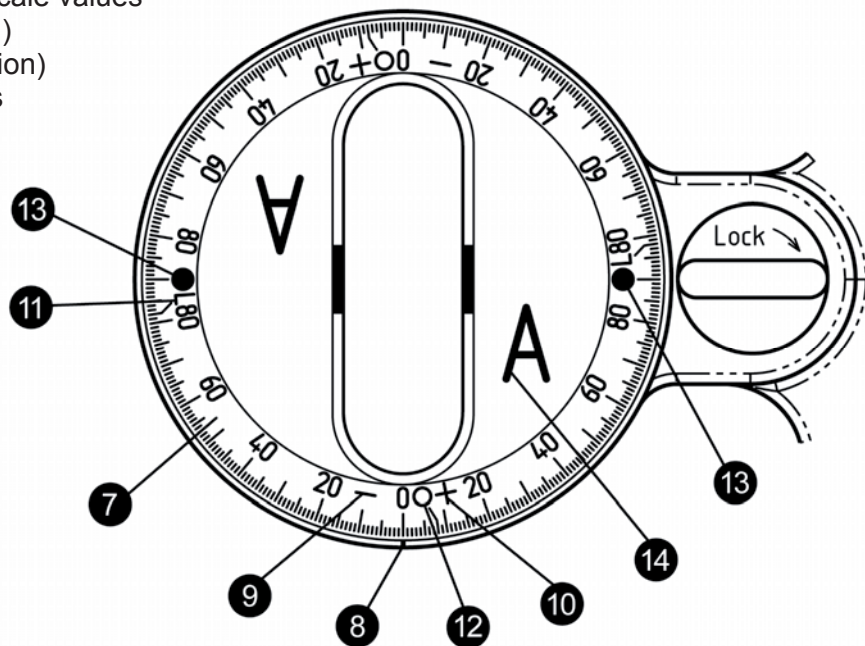
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1-1 Parts and locations



- 1 +/-20° Rocker
- 2 Dovetail
- 3 Tilt brake
- 4 Rocker lock
- 5 Position brake
- 6 Direction blocking knob
- 7 Scale
- 8 Reference mark
- 9 "-" for negative scale values
- 10 "+" for positive scale values
- 11 "L" (lock position)
- 12 Circle (pan position)
- 13 Registration pins
- 14 Wheel ID



2-1 Adjusting tilt angles

Use the orange tilt brake (3) to fix an adjusted tilt angle. The standard rocker allows a tilt range of $\pm 20^\circ$. If a bigger tilt range is required an optional $\pm 30^\circ$ rocker is available (see below).

To adjust the tilt brake for stronger or lesser tension, pull out the orange lever to disengage it from its screw and turn until you obtain the desired range of the brake.

Tilt range can vary depending on the mounted camera. Ideal cameras have high positions of their film mags, like the ARRI 435, the ARRI III, the Arricam Studio etc. If a mag is located very low, like with the Arricam light, the range of tilting up can be limited, as it is also the case with HD cameras or video cameras having a battery pack in the back.

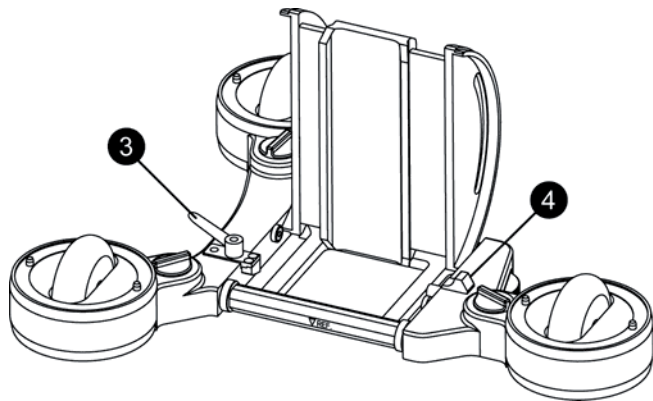


Safety information: Always ensure the tilt brake is safely secured. The system is designed to work with fixed tilt angles.

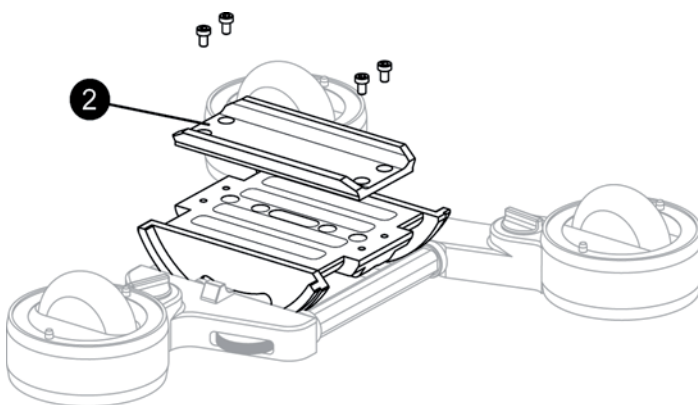
Changing the rocker

You can easily change a mounted $\pm 20^\circ$ rocker by simply pushing the rocker lock (4) outwards to unlock the mechanical guide. With a loose tilt brake the rocker slides out.

Slide in the $\pm 30^\circ$ rocker (order No. 20629) from top while the rocker lock is pushed outwards and fix in any desired position with the tilt brake (3). No further adjustment is necessary.



2-3 Removal of integrated dovetail



If you are not using a standard cine sliding plate simply remove the integrated dovetail (2) from the rocker by unscrewing all four allen wrench screws on the top side of the dovetail. You can now either fix another mounting bracket or mount your camera directly on the top surface of the rocker using one or two of the supplied $3/8$ " screws.

In this case the 3/8" screws have to be tightened from below through the opening of the center frame. It is not possible to slide out a rocker with a mounted camera.

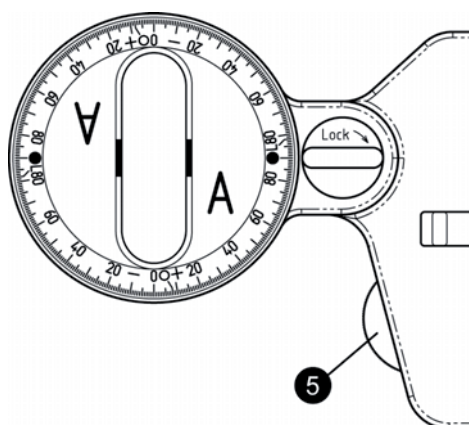
Please make sure to remove all 3/8" screws if they are not used. First of all you can't lose them, and secondly, in some cases they can be in the way if you want to use the full tilt range.



Safety information: To allow the use of the full length of the integrated dovetail, the designers have decided not to limit the end positions with pins. Always make sure the gripping lever of your camera sliding plate is safely fixed.

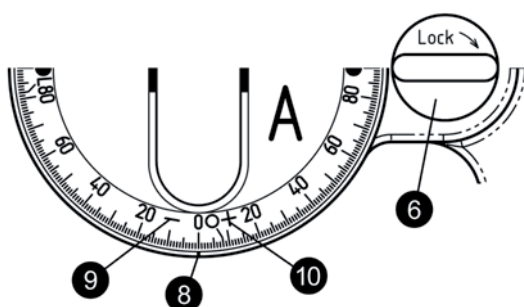
2-4 Using the position brake

To fix a current camera position use the position brake (5). Turning the knurled brass nut to the right will press a rubber pad onto the surface preventing the SKATER Mini from changing its position. Turning it left will loosen the brake.



Safety information: Even if the position brake is used, always ensure the SKATER Mini is safely secured. Additional supports might be necessary to prevent this device from rolling off a surface. The manufacturer is not responsible for any damage on equipment or harm to people caused by an accidental rolling off a surface.

2-5 Linear Tracking



To execute linear tracks just align the scales of each wheel A, B and C to the same value, fix them and you are ready to go.

The outer ring of each scale shows engraved reference marks (8) to which the scale has to be aligned. Use the direction blocking knob (6) to fix an adjusted direction.

Please note that the positive values are indicated in white, marked "+" (10) and the negative values are indicated in yellow, marked "-" (9).

2-6 Direction blocking knob

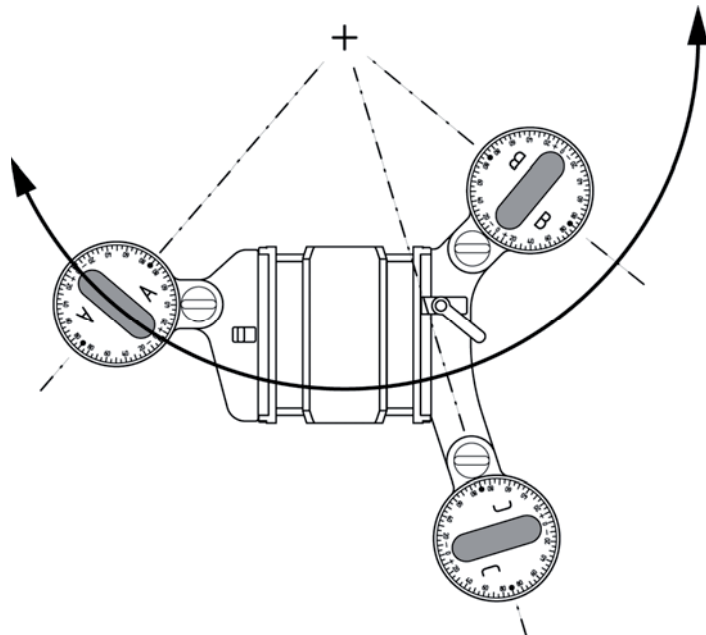
Once an orientation of a wheel is adjusted, turn the orange direction blocking knob (6) clockwise to avoid unintentional change of wheel directions. Turn is anticlockwise to unlock for further adjustments on the wheel angle.

2-7 Circular moves around an object

The SKATER Mini allows you to carry out circular camera moves around an object in front of the lens. Shots like this would normally require sophisticated rigging or even motion control and can now be done with almost no prep time.

Place an object in front of the camera and make sure all axes of the wheels A, B and C cross precisely in that object. This alignment will give you an orbiting camera move around that object.

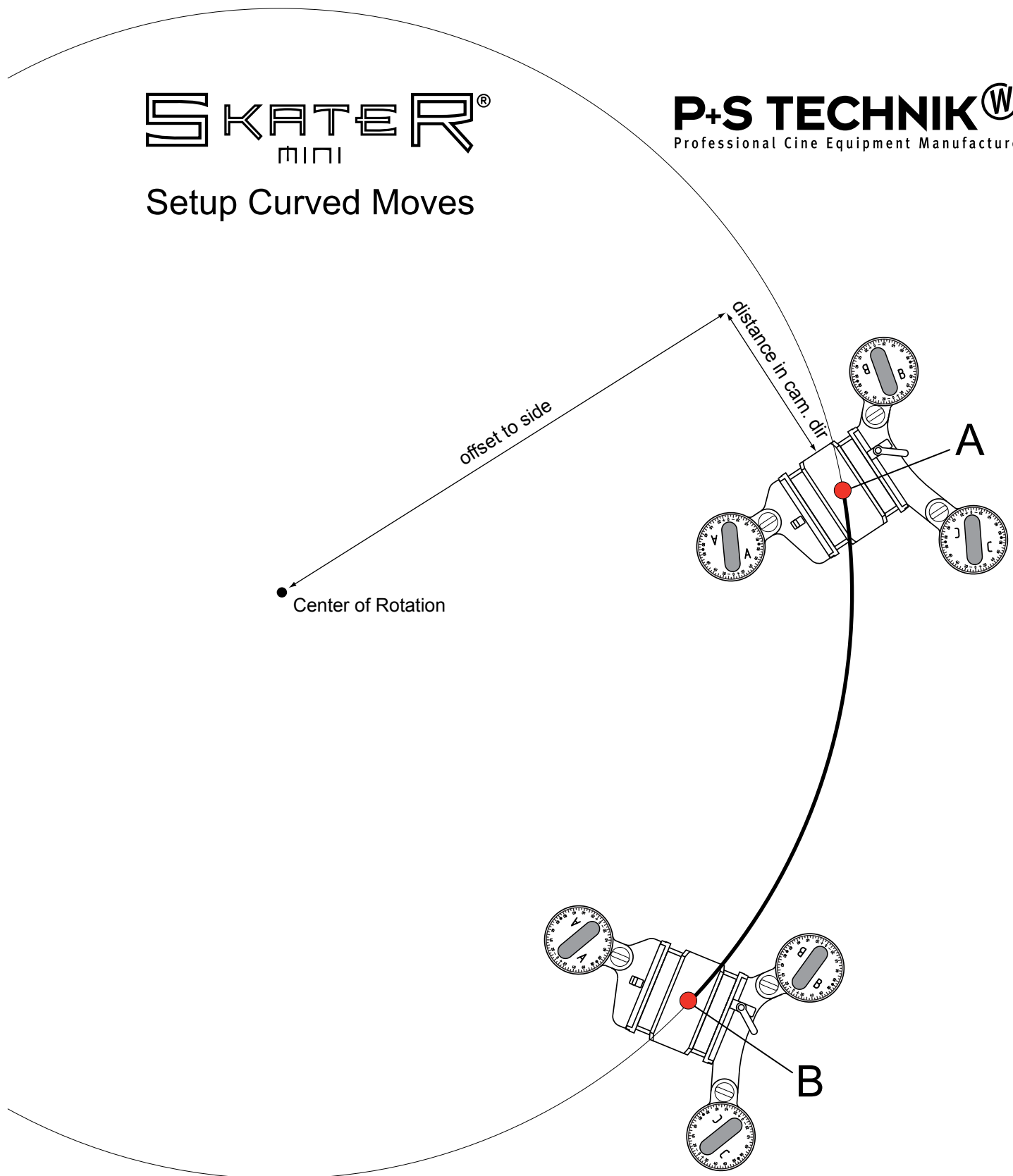
Please note that the performance of your SKATER Mini is highly dependent on precise alignment!



Tip: We strongly recommend to use calculated values for adjusting direction angles of wheel A, B and C and not just to guess the alignment. A slight offset will still produce a curved move, but it might not hit the same starting spot when tracking back. After a couple of takes you could end up somewhere different from where you've started...

Take advantage of the supplied rotation table (see below) or use the free download of the the rotation calculator, available in Excel or Palm versions (see below) providing you with precise values for each wheel.

Setup Curved Moves



- 1) Move SKATER to closer position A and set framing (even if you intend to go from B to A).
- 2) Get an idea of the curve you want to execute and extend this curve to an imaginary circle.
- 3) This circle has a defined center of rotation, which allows setting of all wheels with the rotation calculator (using distance in camera direction and offset to side)
- 4) Use position marks between the tracking surface and the shoulders of at least two wheels in position B to easily reset the SKATER position in case any drift might occur (refer to chapter „Accuracy“ on the online SKATER DVD, www.pstechnik.de).

2-8 Using the rotation table for circular moves

SKATER [®] mini			
Distance from REF. mark on front side to center of rotation			
Dist. cm	A	B	C
0	-12,5	-19,0	62,0
5	-26,2	-0,7	66,4
10	-37,3	17,8	69,6
15	-46,0	33,2	72,1
20	-52,5	44,7	74,1
25	-57,6	52,9	75,7
30	-61,6	58,9	77,0
35	-64,7	63,3	78,1
40	-67,3	66,7	79,0
45	-69,4	69,4	79,8
50	-71,2	71,5	80,5
60	-73,9	74,7	81,6
70	-76,0	77,0	82,5
80	-77,6	78,7	83,2
90	-78,9	80,0	83,8
100	-79,9	81,0	84,3
110	-80,8	81,9	84,7
120	-81,5	82,6	85,1
130	-82,2	83,1	85,4
140	-82,7	83,7	85,7
150	-83,2	84,1	85,9

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The small rotation table supplied with the SKATER is the easiest and fastest way of setting up an alignment for circular camera movements.

The laminated water resistant table shows units in cm (yellow) on one side and units in inches (orange) on the other. The first column offers more than 20 different distances to a center of rotation, the next three columns show angles to be set up for wheel A, B and C.

All distances are measured from a triangular REF. mark on the front side of the SKATER Mini.

Even if the scale is only showing full angles, we have decided to provide the first decimal digit, as it can help to line up wheel directions closer to one angle mark or to another.



Tip: After placing an object in front of the camera, it makes sense to block the position brake (5), so the camera remains in that position while wheel angles are aligned.

Use a tape measure to find out the distance between REF. mark and object and just look up that distance on the rotation table, to get proper angles for all wheels. Please make sure to align all values as accurate as possible.

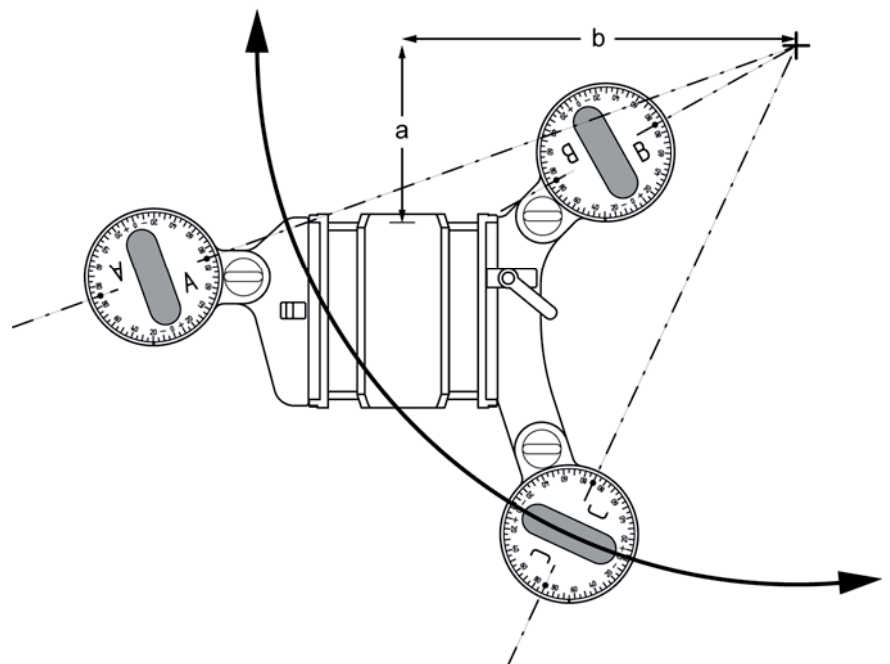
It is often also helpful to mark the starting position with tape or a marker, so you know exactly where to go back to if the move needs further adjustment.

2-9 Curved Moves

The SKATER Mini allows much more than only center rotations. You can pick any point as a center of rotation and align the axis of all wheels to this point providing you with all sorts of curved camera moves.

For a rough guess both registration pins (13) of each wheel should be in line with the desired center of rotation.

But again, it's highly recommended to use calcu-



lated values for a proper

line up, as they are provided with the rotation calculator (see below), available as a free download on the P+S Technik website, www.pstechnik.de.

Curved moves are of course also circular rotations, but they use a side offset (b) and not only a distance in camera direction (a) from the REF. mark on the front side of the SKATER Mini. In a shot those setups will appear as curved moves.



Tip: If a curved move is used to track into a new camera angle, for instance for a product shot in a commercial, it is often beneficial if the side offset (b) is bigger than the distance in camera direction (a).

2-10 Rotation Calculator

The Rotation Calculator is a free shareware, available as an Excel file or a palm version on the P+S Technik website, www.pstechnik.de. Download and use these very handy programs if you intend to work with side offsets for rotation centers. Please feel free to pass these files on to other crew members.

All distances are measured from REF. (triangle) mark on the front side of the SKATER Mini to center of desired rotation.

Palm Version

The palm version includes two files, the "Rotation Calculator.prc" and a "Mathlib.prc". Both have to be installed on your palm.

A button can be used to toggle between inch and cm units. Another button allows you to change to "Angle Mode" which is explained in more detail further below.

Under "Distance Mode" you will find a help file, telling you how to use this program in detail.

The screenshot shows the 'Distance Mode' interface of the SKATER mini program. At the top, it says 'Distance Mode' in a black box. Below that is the 'SKATER mini' logo. There are two input fields: 'Dist. in Camera Dir.' with a value of '0.0 cm' and 'Offset to side' with a value of '0.0 cm'. Below these are three labels: 'Scale A', 'Scale B', and 'Scale C', each followed by a value of '0.0'. At the bottom, there are two buttons: 'Angle mode' and 'Units in inch'. The website 'www.pstechnik.de' is displayed at the very bottom.

Parameter	Value	Unit
Dist. in Camera Dir.	0.0	cm
Offset to side	0.0	cm
Scale A	0.0	
Scale B	0.0	
Scale C	0.0	

Buttons: Angle mode, Units in inch

www.pstechnik.de

Excel Version

The Excel Version also allows to toggle between cm and inch units.

All helpful information is included here. As in the palm version, this version also works in two modes, the "Distance Mode" and the "Angle Mode" (see below).

This file uses macros for proper operation, so you have to permit the use of macros.

SKATER® mini

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Rotation Calculator 1.0 **All units in cm** **Toggle cm / inch**

This Rotation Calculator can be used to calculate circular movements on your SKATER Mini.
All distances are measured from REF. (triangle) mark on front side of the SKATER Mini frame to center of desired rotation.
Please make sure all wheels are precisely aligned, as the performance of your SKATER Mini depends on exact adjustment.

Distance Mode:
Providing angles for wheels A, B and C for a given distance in camera direction and optional side offset.
A rotation center in front of the camera should be entered as positive distance, a rotation point behind this mark should be entered as negative distance.
Offsets to right are entered as positive offsets, to left as negative offsets.

Distance in Camera Dir.	20,0
Offset to side	0,0
Scale A	-52,5
Scale B	44,7
Scale C	74,1

Angle Mode:
Providing angle of wheel C as well as distances and side offset for given angles on wheel A and B. Use this especially when operating with the optional laser pointer to get a proper alignment for wheel C.
When using the laserpointer it is often not possible point at a desired rotation center because the camera might be in the way. It is also more accurate to calculate the third angle of wheel C than to point at it.
If you enter identical values for scale A and B the program will prompt "Parallel" as it is not possible to calculate a value for scale C.

Scale A	0,0
Scale B	0,0
Scale C	Parallel
Distance in Camera Dir.	Parallel
Offset to side	Parallel

Even if this file is a free shareware it is only to be used with a SKATER Mini.
© 2004 by P+S Technik, Rosenheimerstr. 139, 81671 Munich-Germany, Tel: +49-89-45 09 82 30
SKATER is a registered trademark.
PAT. 10329747 PAT. PENDING Built under license of Sebastian Cramer, www.scramer.com
Go to:
www.pstechnik.de www.scramer.com

Distance Mode:

Providing angles for wheels A, B and C for a given distance in camera direction and optional side offset.

A rotation center in front of the REF. mark should be entered as positive distance, a rotation point behind this mark should be entered as negative distance.

Offsets to the right are entered as positive offsets, to the left as negative offsets.

Angle Mode:

Providing the angle of wheel C as well as distances and side offset for given angles on wheel A and B. Use this especially when operating with the optional laser pointer (see below) to get a proper alignment for wheel C.

When using the laserpointer it is often not possible to point at a desired rotation center because the camera might be in the way. It is also more accurate to calculate the third angle of wheel C than to point at it.

If you enter identical values for scale A and B the program will prompt "Parallel" as it is not possible to calculate a value for scale C.

2-11 SKATER Mini Laserpointer

The optional laserpointer (order no. 20658) offers another way of aligning wheels to any rotation center. Simply place the laserpointer into the two registration pins on the scale and point to a desired rotation center.

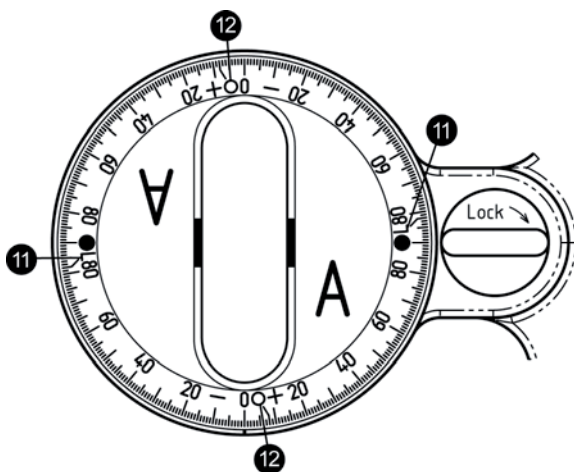


Tip: Always use the position brake (5) before aligning wheel directions with the laserpointer to make sure the camera remains in the same position.

Sometimes it is not possible to point from wheel C, because the camera might be in the way. Use the rotation calculator in "Angle Mode" in this case to get a calculated angle for wheel C.

Even if it is possible to point from wheel C to the rotation center, we do recommend the use of the rotation calculator in "Angle Mode", as this is a more accurate way of aligning the third wheel.

2-12 "L" and "O" marks



Each scale has its individual "L" (Lock) mark. If all wheels are lined up in "L"-position, the SKATER Mini is locked, giving you an adjustable rocker plate for low camera angles.

If the scale for each wheel is turned to line up with the circular "O"-position, the SKATER Mini is turning around its center, which allows you to perform basic panning shots on low camera angles.

2-13 Working with the SKATER Mini Steadybag

The SKATER Mini Steadybag is an optional accessory (order no. 20671) which allows to work with dutched camera angles and adds flexibility to your SKATER Mini.

Simply slide out the mounted rocker and put the steadybag onto the frame of the SKATER Mini and place your camera in the desired angle.

It can also be beneficial if you intend to start a movement on the SKATER and continue the shot with a handheld camera.

2-14 Using the SKATER Mini with borescope lenses

A straight borescope snorkel lens can improve the flexibility of a SKATER as it allows an easy way of adjusting lens heights just by tilting the camera up and down. With a borescope you can almost touch the surface with the lens on tracking shots. It can also help on table top closeups, like product labels, control panels, food, insects, flowers etc. to quickly adjust the lens height and accomplish your creative aim.

For practical reasons it is better if the borescope is fairly short as it gives better control on setups and camera moves. But it is pretty hard to find short borescopes. These are the shortest we know: Superscope (not T-Rex Superscope also by CPT) and Innovision Probe II (most Probe II lenses have been converted to the longer Probe II Plus system). You can try out the straight Century 2000 if you'd like to use regular lenses, but is already quite long. The Optex is a great tool but it is an even longer system.

T-REX lens systems offer a lot of flexibility as well as the Revolution lens, but it can be tricky to operate because of length and size (actually, that's a pity, because P+S Technik is building the T-REX).



When using a straight borescope you might want to slide the camera further back than the integrated dovetail allows. In this case remove the dovetail and mount a standard (or long) sliding plate onto the rocker, to let you shift the camera further back.

2-15 SKATER Mini as a model mover

Some clients even use the SKATER Mini as a model mover device to rotate objects in front of the lens (circular mode, set to "O" marks) or track objects into frame in curved or linear moves.

Find out what you can do with it...

3-1 General information

Your SKATER Mini is a low maintenance precision tool. Best for storage and transportation is the optional flight case (order no. 20659) which also allows storing space for the +/-30° rocker.

To clean your SKATER Mini use a wetted soft fabric to wipe off any dust or dirt.

3-2 Cleaning the wheels

Make sure the running surface of all wheels is always clean. Especially a thin film of grease can affect the precision of a track quite significantly. Small dirt particles can also reduce the smoothness of the SKATER Mini's moves. Use a bit of dishwashing liquid on a wetted soft fabric (make sure it is not dripping wet) to clean off any residues on the running surface. Wipe clean without dishwashing liquid. Make sure all wheels are dry before placing the SKATER back into your set.

3-3 Cleaning the runners of a rocker

Make sure no dust or dirt is on the curved top and bottom surface of both runners located on the right and left side of each rocker. Most likely if the SKATER Mini is used on location, dust or dirt can be a problem. Don't wait till you hear crunching noises when tilting up or down. Clean the runners frequently, as it is very easy to do.

Just slide the rocker out and clean the surfaces of the runners as well as the running surface of the three bearings on each side with a wetted soft fabric (make sure it is not too wet).

3-4 Changing the wheels

The wheels of the SKATER Mini can be changed easily.

First of all make sure that the wheel is not blocked. Then release the six screws in the bottom of the wheel drum and take off the cover ring. Take up the drum from the topside of the SKATER Mini (Do not remove the white grease!). After that release the two little hexagon socket screws, remove the axis and separate the axis from the wheel. Make sure no dust or dirt comes into the wheel or the drum.

Restraining the new wheel and bearing rings in the same order as you removed it. Follow these steps in reverse order to complete the change of wheels.

4-1 FAQs

Does the SKATER Mini replace a dolly?

No, the idea is to use it whenever it is faster and more efficient. In most productions the SKATER Mini is required as well as a dolly and will be used for a few shots only. For fast removal of your camera head from a dolly, crane or tripod we have integrated a dovetail into the SKATER Mini, so you can easily make those changes without losing time on changing the sliding plates.

Is the SKATER Mini only meant for table top work?

The design comes from a table top background. But more and more the SKATER Mini is also being used in feature and documentary work, especially on locations which are hard to reach. If you have to walk up five flights of stairs it might be easier to just take the SKATER, two apple boxes and a board than to bring a dolly and tracks up there.

Can I change the tilt angle during a shot?

The system is designed to work with fixed tilt angles. With some experience you might also be able to tilt in a shot, but this needs some experience. We've heard about DoPs doing this.

The object I'm filming is too high or too low, how can I adjust the lens height?

One way is to change the vertical position of the object or the tracking surface. If the lens should be just a bit higher, change to the $\pm 30^\circ$ rocker, which will increase camera height about 2 cm or 0.8 inch. If you need to go a bit lower, loose the sliding plate and the integrated dovetail and mount the camera directly onto the rocker.

Another elegant way is the use of a straight borescope (see above) as it allows you to adjust a lens height by changing the tilt angle of a camera.

What kind of surface do I need?

Just about any one will do. Make sure the board, platform, table or floor has a plain surface. If you have a solid surface but it has dents, just place a thin plain panel on top. Sometimes it's only necessary to track a couple of inches to achieve the desired shot, so often the tracking surface doesn't have to be extremely big.

Also keep in mind that the wider your shot is, the less critical is the surface. If you are on a wide lens you might even get away with small dents or a slight unevenness on the surface.

How precise is the repeatability of the SKATER Mini?

If all wheel directions are precisely aligned, the SKATER is very precise. We recommend to always use calculated values for all scales, as they are much more accurate. Use the supplied rotation table or, even better, get a free download of the Rotation Calculator (available in Palm versions or as an Excel file, www.pstechnik.de). It will give you proper results.

In any case it can be useful to mark the start and end point of a move with a marker. If there is a slight offset after a couple of takes, you can still re-position the SKATER according to the marks. Those marks will also help the camera assistant doing the focussing.

5-1 General technical information

Width	436.5mm / 17,2"
Length	385.0mm / 15.2"
Height including wheels	72.0mm / 2.83"
Mounting height with +/-20° rocker	51.4mm / 2.0"
Mounting height with +/-30° rocker	71.0mm / 2.8"
Weight incl. +/-20° Rocker	3800 grams / 8,38 lb
Maximum load	30kg / 66 lbs
Size of flight case	500x425x115mm
Best operating temperature	-0° - 40°C

(Tilt range may vary depending on the mounted camera)

5-2 Accessories and order information

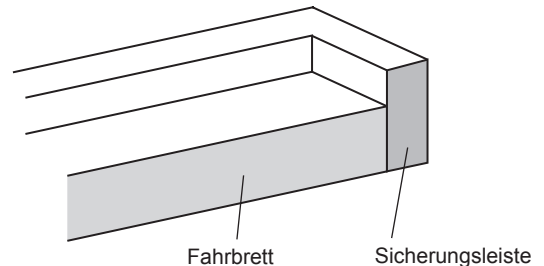
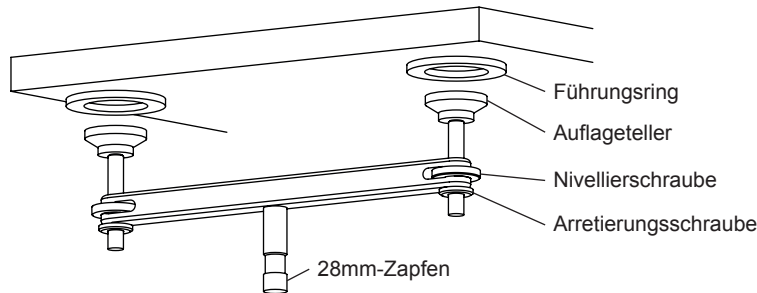
Article	Order No.
SKATER Mini, including +/-20° rocker	20768
Dovetail for 20° rocker	
2 Rotation Tables	
download of Rotation Calculator	
SKATER Mini +/-30° Rocker including dovetail	20629
SKATER Mini Laserpointer	20658
SKATER Mini Flight Case	20659
SKATER Mini Steadybag	20671
SKATER Mini additional Rotation Table	20769

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PAT. 10329747 PAT.PENDING
Built under license of Sebastian Cramer, www.scramer.com

For order and support please contact P+S Technik, www.pstechnik.de
Siemensstraße 12, 85521 Ottobrunn/Munich - Germany,
Tel: +49-89-45 09 82 30, Fax: +49-89-45 09 82 40

Lesen Sie diese Sicherheitsinformation aufmerksam und vollständig, bevor Sie mit SKATER® Levelling Supports arbeiten! Achten Sie darauf, dass alle Personen, die mit SKATER® Levelling Supports, Fahrbrettern oder Halterungsvorrichtungen und/oder dem darauf befindlichen SKATER Camera Dolly in Berührung kommen, ebenfalls vollständig mit diesen Sicherheitsinformationen vertraut sind. SKATER® Levelling Supports sollen nur von erfahrenem Grip- und Kamerapersonal bedient werden.

Verwendungszweck: SKATER® Levelling Supports (max. Traglast 50kg) sind dazu entwickelt, kundeneigene Fahrbretter zu tragen, um zusammen mit einem SKATER® Camera Dolly Kamerafahrten in einer einstellbaren Höhe durchzuführen. Hierfür wird ein Fahrbrett auf wenigstens 2 Levelling Supports aufgelegt, so dass alle Ecken des Fahrbrettes durch Auflageteller unterstützt sind. Die 28mm-Zapfen des Levelling Supports lassen sich in herkömmliche Halterungsvorrichtungen, bzw. Stative für Lichtgeräte einstecken und fixieren.



Sicherheitshinweise für Halterungsvorrichtungen, wie z.B. Stative zur Verwendung mit SKATER® Levelling Supports:

Achten Sie darauf, dass der Untergrund auf denen die Halterungsvorrichtungen stehen, eben und tragfähig ist.

Stellen Sie sicher, dass die Halterungsvorrichtungen in der Lage sind, die Last bestehend aus Fahrbrett, Levelling Support, SKATER® Camera Dolly und die voll ausgerüstete Kamera nebst Zubehör zu tragen. Berücksichtigen Sie eine ausreichende Sicherheitsreserve. Halten Sie gegebenenfalls Rücksprache mit dem Hersteller der Halterungsvorrichtungen, für welche Last diese zugelassen sind. Vergewissern Sie sich, dass die Halterungsvorrichtungen sicher und stabil aufgestellt sind.

Benutzen Sie den Levelling Support nicht auf Halterungsvorrichtungen mit einer Höhe von mehr als 160cm.

Vergewissern Sie sich, dass alle Verstellelemente der Halterungsvorrichtungen fest angezogen sind. Ziehen Sie die Klemmung des 28mm-Zapfens des Levelling Supports ebenfalls fest an, bevor Sie das Fahrbrett auflegen.

Achten Sie darauf, dass sich niemals Personen unter dem Fahrbrett, den Levelling Supports oder den Halterungsvorrichtungen befinden.

Verändern Sie niemals die Position von Halterungsvorrichtungen und/oder öffnen Sie niemals Klemmschrauben oder sonstige Halterungsvorrichtungen, wenn sich ein SKATER® Camera Dolly oder andere Gegenstände auf dem Fahrbrett befinden. Nehmen Sie das Fahrbrett ab, bevor Sie Halterungselemente verändern.

Stellen Sie sicher, dass die Aufstandsfläche der Halterungsvorrichtung nicht schmaler ist, als das von Ihnen verwendete Fahrbrett. Sichern Sie die Halterungsvorrichtungen gegebenenfalls mit zusätzlichen Verstrebungen und/oder erhöhen Sie die Standfestigkeit indem Sie in Bodennähe Sandsäcke, bzw. Gewichte auflegen oder einhängen.

Sicherheitshinweise zu SKATER® Levelling Supports:

Sichern Sie eine eingestellte Höhe der Auflageteller durch Anziehen der Arretierungsschrauben. Achten Sie darauf, dass die Auflageteller niemals verkantet sind, sondern immer vollflächig auf dem Fahrbrett anliegen. Achten Sie darauf, dass alle Auflageteller das Fahrbrett unterstützen. Benutzen Sie den SKATER® Levelling Support nicht für andere Anwendungen, als zum Tragen von Fahrbrettern für einen SKATER® Camera Dolly. Vergewissern Sie sich, dass die Befestigungsschraube des 28mm-Zapfens immer fest angezogen ist.

Benutzen Sie niemals SKATER® Levelling Supports, wenn die äußeren Witterungsumstände beispielsweise starker Wind, Erschütterungen oder eingeschränkte Sicht ein sicheres Arbeiten nicht mehr gewährleisten.

Benutzen Sie SKATER® Camera Dollies, Fahrbretter oder SKATER® Levelling Supports niemals in oder auf Kraftfahrzeugen, Wasserfahrzeugen, Flugzeugen und Fahrzeugen aller Art, sowie sonstigen sich bewegenden Objekten.

Sicherheitsinformationen für Fahrbretter für SKATER® Camera Dollies:

Achten Sie darauf, dass jede Ecke des Fahrbretts vom einem Auflageteller eines SKATER® Levelling Supports abgestützt wird. Stellen Sie sicher, dass das Fahrbrett keine Bereiche aufweist, welche nicht abgestützt sind und die bei Belastung abkippen könnten. Stellen Sie sicher, dass alle Auflageteller Kontakt mit dem Fahrbrett haben.

Stellen Sie sicher, dass sich der Schwerpunkt eines SKATER® Camera Dollies immer innerhalb eines Bereichs befindet, welcher durch SKATER® Levelling Supports abgestützt ist. Verwenden Sie gegebenenfalls mehrere Levelling Supports oder passen Sie die Abmessungen Ihres Fahrbrettes entsprechend an.

Achten Sie unbedingt auf die Tragfähigkeit des von Ihnen verwendeten Fahrbrettes! Informieren Sie sich über die Belastbarkeit des von Ihnen verwendeten Materials.

Benutzen Sie keinesfalls Fahrbretter, die angebrochen oder beschädigt sind. Ersetzen Sie diese umgehend.

Verwenden Sie die mit dem SKATER® Levelling Support ausgelieferten Führungsringe und montieren Sie diese fest auf der Unterseite des Fahrbretts. Beachten Sie bei der Montage, dass jede Ecke eines Fahrbretts unterstützt ist und keine Bereiche entstehen, bei denen der Schwerpunkt eines SKATER® Camera Dollies über einen nicht abgestützten Bereich fahren kann.

Achten Sie darauf, dass die Auflageteller immer vollständig in die Führungsringe eingreifen. Bestellen Sie gegebenenfalls zusätzliche Führungsringe bei P+S Technik, wenn Sie mehrere Fahrbretter für den Einsatz vorbereiten wollen. Achten Sie darauf, dass die in den Führungsringen befindlichen Auflageteller nicht zu einer Verkipfung Ihrer Halterungsvorrichtungen führen.

Stellen Sie niemals einen SKATER® Camera Dolly auf ein Fahrbrett, welches nicht mit Hilfe einer Wasserwaage und den verstellbaren Auflagetellern ins Wasser gebracht wurde. Lassen Sie einen SKATER® Camera Dolly niemals unbeaufsichtigt auf einem Fahrbrett! Die im SKATER® Camera Dolly eingebaute Bremse dient zur Fixierung von Kamerapositionen beim Einrichten eines Motivs, sie gewährleistet keinen verlässlichen Halt auf einem nicht im Wasser befindlichen Fahrbrett.

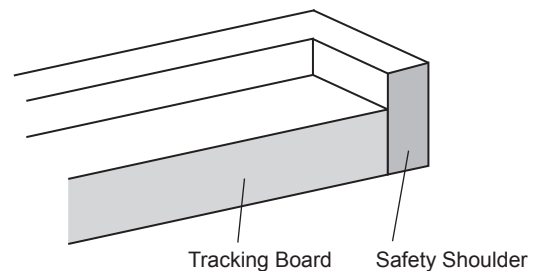
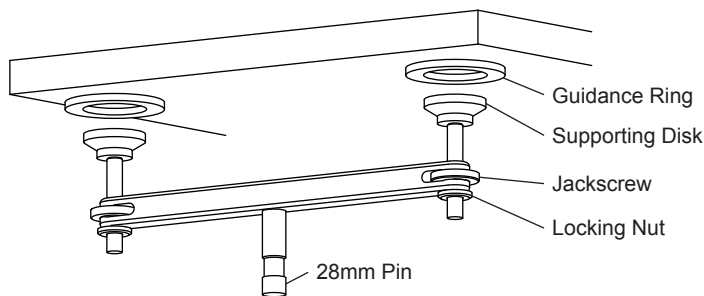
Bringen Sie am Fahrbrett eine stabile, umlaufende Sicherungsleiste an, welche wenigstens 10-15mm über die Fahrbrettoberseite ragen sollte und verhindert, dass der SKATER® Camera Dolly über den Rand des Fahrbrettes fahren kann.

Belasten Sie oder andere Teammitglieder das Fahrbrett nicht mit ihrem eigenen Körpergewicht. Achten Sie darauf, keine schweren Gegenstände auf dem Fahrbrett abzustellen.

Beschleunigen Sie Ihren SKATER® Camera Dolly maximal so stark, dass Sie ihn zu jeder Zeit sicher auf dem Fahrbrett stoppen können.

Read this entire safety information carefully before starting to use SKATER® Levelling Supports. Make sure everyone who gets in touch with SKATER® Levelling Supports, tracking boards, holding devices and/or a SKATER® Camera Dolly placed thereon is also acquainted with this entire safety information. SKATER® Levelling Supports are only to be used by experienced grip and camera personnel.

Purpose: SKATER® Levelling Supports (max. load 50 kg, 110 lbs) are designed to hold custom-made tracking boards to be used together with a SKATER® Camera Dolly to execute camera tracking shots in individual adjustable heights. To achieve this a tracking board is placed on at least 2 SKATER® Levelling Supports in a way that each corner of the tracking board is supported by at least one supporting disk. The 28mm pin of a Levelling Support fits into common holding devices for lighting equipment like stands, **clamps etc.**



Safety information concerning holding devices (e.g. stands) for use together with SKATER® Levelling Supports:

Make sure the surface on which the holding devices are standing on is even and capable of safely bearing the load.

Ensure that all holding devices are capable of holding the entire load consisting of tracking board, Levelling Support, SKATER® Camera Dolly and the fully equipped camera including all accessories. Allow for a sufficient safety margin. If necessary, get in touch with the manufacturer of the holding devices to check the permitted load. Ensure all holding devices are safely and firmly put in place.

Never use SKATER® Levelling Supports on holding devices exceeding a height of 160cm (65 inch).

Ensure that all adjusting elements/locking screws of the holding devices are tightened fast. Tighten the clamping of the 28mm pin as well before placing a tracking board on top.

Make sure no person ever gets under the tracking-board, the Levelling Supports or any holding devices.

Under no circumstances change the position of any holding device and/or open any clamping screws or holding elements when a SKATER® Camera Dolly or other objects are placed on a tracking board. Remove the tracking board before making any change to the holding devices.

Make sure the footprint of all holding devices spans an area which is not smaller than the tracking board itself. If need be, secure the holding devices with additional braces and/or enhance stability by placing or hanging weights or sandbags on the holding devices close to the ground.

Safety information concerning SKATER® Levelling Supports:

After the position of the supporting disks has been adjusted, lock them by tightening the locking nut. Make sure the supporting disks are never jammed but always contact the tracking board with their entire surface. Ensure that all supporting disks are holding the tracking board.

Never use a SKATER® Levelling Support for any purpose other than holding tracking boards for SKATER® Camera Dollies.

Always ensure that the locking screw of the 28mm pin is tightened fast at all times.

Never use SKATER® Levelling Supports if weather conditions are bad or might rapidly change, e.g. like strong winds or poor visibility causing a situation which does not allow safe operation any more.

Never use any SKATER® Camera Dollies, tracking boards or SKATER® Levelling Supports on any motor vehicles, watercrafts, aircrafts and vehicles of all kind or any other moving object.

Safety information concerning tracking boards for SKATER® Camera Dollies:

Make sure each corner of your tracking board is supported by at least one supporting disk of a SKATER® Levelling Support. Ensure that there are no areas of the tracking board which are not supported and might tilt under load. Make sure all supporting disks have contact with the tracking board.

Ensure that the center of gravity of a SKATER® Camera Dolly is always within an area which is entirely supported by SKATER® Levelling Supports. If necessary use additional SKATER® Levelling Supports or adjust the size of your tracking board.

Be aware of the carrying capacity of the tracking board you use! Be sure to know the carrying capacity of the material you use.

Never use a tracking board which is cracked or damaged in any way. Replace it immediately.

Use the supplied guidance rings that come with the SKATER® Levelling Support and mount them tight onto the bottom side of the tracking board. Make sure every corner of a tracking board is supported. Under no circumstances should there be any area on which the center of gravity of a SKATER® Camera Dolly can move over an unsupported area.

Always ensure that the supporting disks fit into the guidance rings completely. If necessary, order additional guidance rings from P+S Technik if you would like to prepare various tracking boards in advance. Make sure your holding devices are not tensioned or tilted by the support disks sitting in the guidance rings.

Never place a SKATER® Camera Dolly on a tracking board which has not been levelled with a water level. Never leave a SKATER® Camera Dolly unattended on a tracking board! The integrated position brake in a SKATER® Camera Dolly helps to maintain a position during camera setup, but will not guarantee a secure position on an unlevelled tracking board!

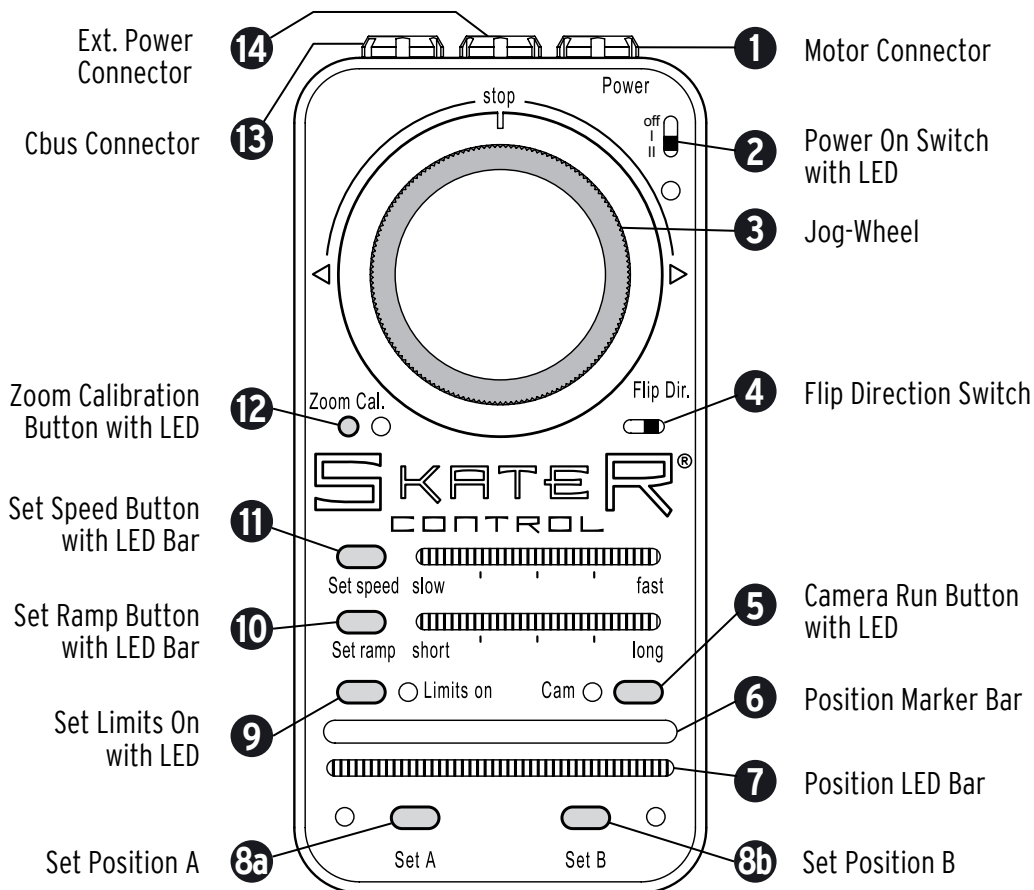
Mount a stable, surrounding safety shoulder on the tracking board, which should protrude over the upper surface of the tracking board by at least 10 to 15 mm (0.4 to 0.6 inch) and prevents the SKATER® Camera Dolly from running over the edge of the tracking board.

The tracking board must not be additionally burdened with weight of the body or body parts (e.g. arms) of any person. Never place any heavy item on the tracking board.

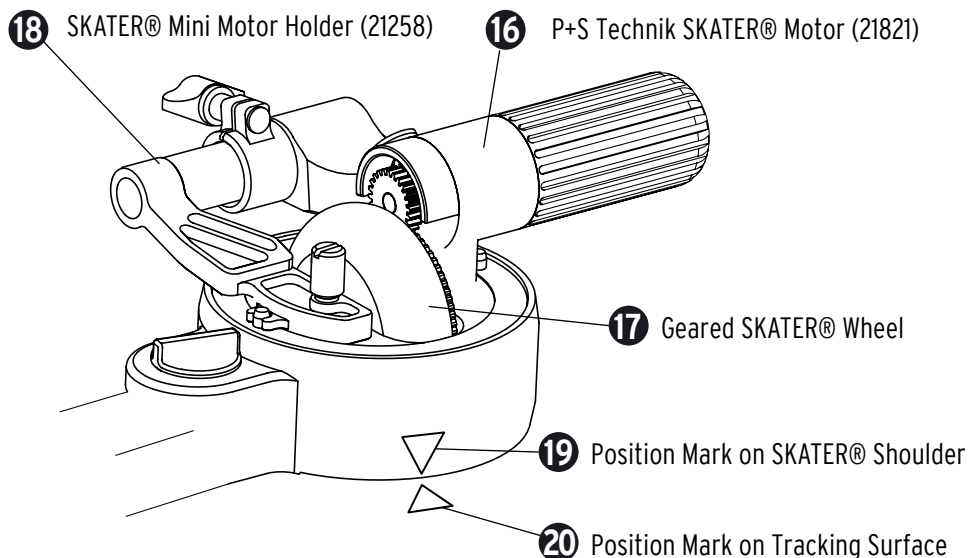
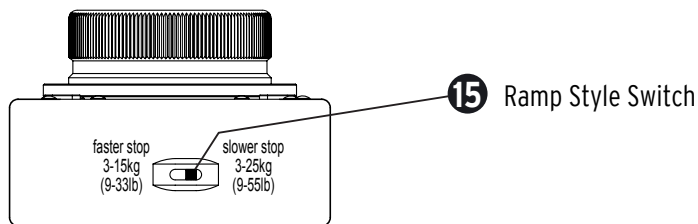
Only accelerate a SKATER® Camera Dolly to a speed that allows a secure stop on the tracking board at any time.

Operating Instructions

SKATER[®]
CONTROL



Version 12-06



WARNING

Harm to people or damage to equipment may occur!

Users should read this information before using the SKATER® Control. The Control Unit SCU should only be used with original SKATER® Motor, specified third party motors or the SKATER® Turntable.

Only to be used by experienced grip and camera personnel. Never leave a SKATER® Control and/or a SKATER® Camera Dolly unattended! Always start operating at extremely low speeds. Only accelerate a SKATER® Camera Dolly to a speed that allows safe stops under all circumstances. If the motor orientation is changed by 180°, the tracking direction will reverse!

Make sure the SKATER® Camera Dolly is always running on a levelled and stable surface. Mount a stable, surrounding safety shoulder to prevent a SKATER® Camera Dolly from running over the edge of a tracking surface. Cameras with a total weight of more than 25kg (55lb) should not be used together with a SKATER® Control Unit.

The SKATER® Control Unit SCU is designed to remote control camera movements of a SKATER® camera dolly, a SKATER® Turntable or the image rotation of the SKATER® Scope. Start and end points, as well as ramps and speed can be memorized. The system has been designed for shorter camera moves and is best to use for tracking shots of less than 1m (3ft). It can also be used as a sophisticated zoom control.

Motor Connection

The SKATER® Control is working with the following motors: P+S SKATER motor, Heden digital motor M26VE, Arri CLM2. Do not use any other motor than the specified ones. The system will automatically detect the connected motor and set the motor driver accordingly. Motors are connected through the centered 12-pin motor connector **(1)**. All motors can be hot plugged. As long as the SCU cannot detect any motor the LED on the power switch **(2)** will flash red.

To mount the motor **(16)** on the SKATER® Camera Dolly a SKATER® Motor Holder **(18)** (#21258) is required. It is also necessary that the wheels are equipped with a gear. If your SKATER® Dolly is an earlier serial number with no gears please contact P+S Technik for an upgrade to the geared SKATER® Mini precision wheels (call for required order no. #22219 very few SKATER® Dollies would also need a drilling template for the motor bracket).

The Arri CLM2 motor is equipped with an internal slipping clutch, which can cause uneven moves on very fast ramps. In this case a slower ramp has to be chosen.



WARNING: Never use any motor or power cables if they show any sign of damage. Always check the basic motor function first by using the jog-wheel with an unengaged motor.

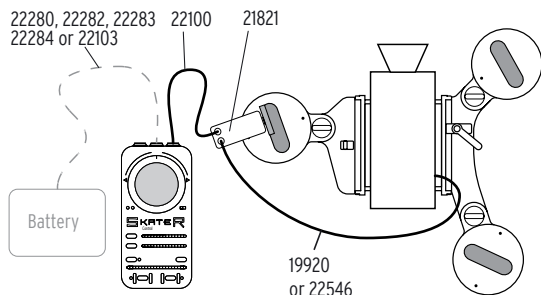
Power Supply and Power Switch

The input voltage can range from 10V-35V. The unit can be either powered thru the 5pin Ext. Power Connector **(14)** or the 12pin motor connector **(1)**. Find detailed information under 'Configurations' on the right hand side.

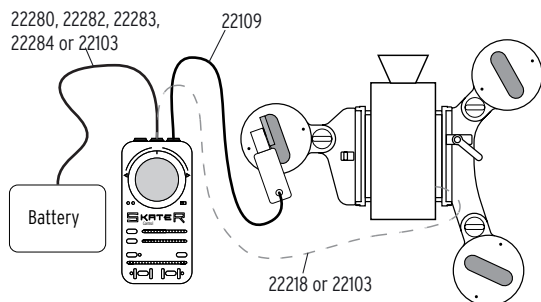
The SKATER® Control Unit SCU is equipped with an internal voltage booster, bringing up any voltage, between 11V and 26V to 26V to maintain maximum performance. Setting the power switch **(2)** to position II will activate the booster, which is the recommended setting.

Position I will disable the voltage booster, if a battery in the lower voltage range is not capable to deliver the required current. In this case the motor might not reach its maximum speed. A constant red light on the LED indicates an input voltage below 11V. Any memorized values will be preserved for at least 5 minutes if the power is switched off or the battery is disconnected.

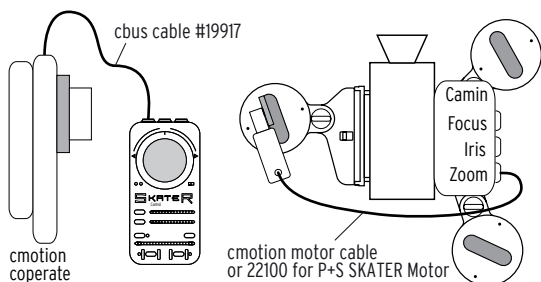
It is recommended to use the SKATER® Control with batteries rather than power supply units, as these are often not capable to deliver the required current, which can effect the smoothness of a movement.



Alternatively the SCU and the motor can be powered through an external power supply cable (#22280 for 24V/XLR3pin, #22282 for 12V/XLR4pin, #22283 for 12V/XLR5pin, #22284 for 12V/Fischer 11-pin, #22103 open end).



When connected to the camera with a RS connector, camera run functions on Arri cameras are available.



A wide range of different cameras can be started with the cam.run button. Depending on the current software of the cmotion lens control system a software update might be necessary. Please contact P+S Technik for further information.

Configurations

SCU with SKATER Motor:

When used with the original P+S SKATER® Motor (#21821) the SCU is usually powered through the camera with a 3-pin RS connector on the motor by using a RS cable (#19920 or 22546). With Arri cameras the run function can be activated.

Only one cable (#22100) runs between SCU (#21502) and the motor.

SCU with third party Motor:

When a third party motor (Heden or Arri CLM2) is used together with the SCU, both are powered with one cable (#22280 for 24V/XLR3pin, #22282 for 12V/XLR4pin, #22283 for 12V/XLR5pin, #22284 for 12V/Fischer 11-pin, #22103 open end) from an external battery or the camera.

Wireless Control with cmotion:

When used together with a cmotion wireless Lens Control System, the SCU can be directly connected to the hand unit 'coperate' (#19917). All functions are transmitted wireless to the receiver 'camin' and the SKATER® motor would use the 3rd axis, usually used for the zoom lens. This configuration works with all specified motors.



WARNING: When the P+S SKATER® Motor is connected to the camin, it is fully powered by the camin. Do not connect the P+S SKATER® Motor with an additional RS 3pin cable as it might destroy the camin!

Jog-Wheel, setting Speed/Ramp

Turning the jog-wheel **(3)** to the right or left will start the motor to go back or forth on a speed defined by the angle of the jog-wheel. If the jog-wheel is released the motor will stop with a minimum ramp.

The maximum speed can be set when the motor is stopped by pressing and holding the ,Set speed'-button **(11)** while the jog-wheel is turned. A blinking LED on the speed bar shows the adjustments made. To store the current value, release the set button. The maximum speed with the P+S SKATER® Motor is 0.6m/s (2.0ft/s), with Heden M26VE or Arri CLM 2 a maximum speed of 0.35m/s (1.1ft/s) can be reached (with 24V or boosted power supply).

A ramp for acceleration and deceleration can be set, when the motor is stopped by pressing and holding the ,Set ramp'-button **(10)** while the jog-wheel is turned. A blinking LED on the ramp bar shows the adjustments made. To store the current value, release the yellow set ramp button.

An additional Ramp-style switch **(15)** on the bottom side of the SCU allows to alter the character of the ramp. The left position will give a shorter stop and is recommended for cameras from 3 to 15 KG (7-33lb). The right position gives a slightly longer ease in and out when stopping and can be used for all cameras from 3 to 25KG (7-55lb).

Set A, Set B, Position Bar and Activation of Limits

By pressing the ,Set A' button **(8a)** or ,Set B' button **(8b)** two different positions on the path of the SKATER® Dolly can be memorized. A red LED on the side of each button indicates that a value has been stored. Pressing A and B at the same time will clear the memory.

As soon as A and B have been entered, the position LED bar automatically updates the current position. LEDs in yellow show the actual position in between A and B, red indicates a position outside, while green is used to show the SKATER® Dolly is on position A or B.

By pressing the ,Set Limits on'-button **(9)** the jog-wheel only allows steering in between position A and B, with the predefined ramp and speed. Releasing the jog wheel will still stop the motor with a minimum ramp. It is possible to overwrite A or B when limits are activated. To enter a new position which is not in between A and B the limits have to be temporarily deactivated.

Flip Direction Switch

The ,Flip Direction Switch' **(4)** allows to change the orientation of the jog wheel, for example if the SKATER® Camera Dolly is operated from the opposite side. It also swaps the LED position of A and B and the display of the position LED bar **(7)**.



WARNING: If the motor orientation is changed by 180° on a SKATER® Dolly wheel, the tracking direction will reverse! A memorized limit will lie in the opposite direction! In this case a new limit has to be stored! Flip Direction will only affect the orientation of the jog-wheel, but not the actual stored positions for A and B.

Accuracy of the SKATER® Control

Although the motor is precisely reaching a predefined position the SKATER® Control is not designed to be used as a motion control device for multiple exposure passes. As the SKATER® Camera Dolly is not running on tracks, a small amount of drift will occur. Heavier cameras, faster ramps and higher speeds can increase the amount of drift. Use position marks **(19)** on the shoulders of at least two wheels and the tracking surface **(20)** to easily reset to the original position if any drift has occurred. This reset can be done within seconds and is a quick way for precise operation and perfect focus distances even in macro photography. Make sure to avoid any tension from power, motor or video cables.



WARNING: Even a small amount of drift might add up after a number of takes, which can have an effect on the path, start and end point of a SKATER® dolly move. Make sure to reset to the original position of the SKATER® Dolly for save operation.



TIP: For best performance it is recommended to use the new precision wheels (showing an black anodized center), part no. #22622 which show a significant reduction on drift and an improvement in accuracy. They can be ordered as a spare part utilizing existing gear rings. For further information please contact P+S Technik.

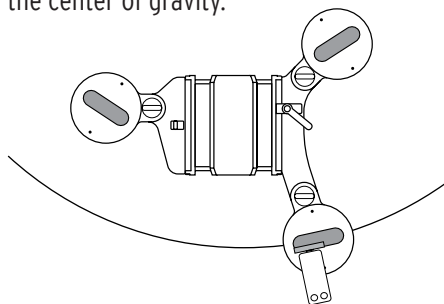
Set up a Move

It is recommended to set up a track or a curve on the SKATER® Dolly with an unengaged motor. Make sure all wheels are properly set to perform the move your intending to do and check if the SKATER® Camera Dolly runs smooth.

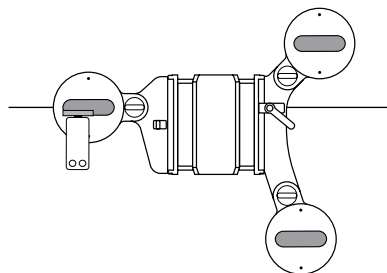
Engage the motor and make sure the position brake on the SKATER® Dolly is disengaged. Always start at a low speed and never exceed speed or a ramp to a point which would not allow a save stop under all circumstances.

For best performance it is beneficial to mount the motor on the outer radius if the SKATER® Dolly is set up for a circular move.

For linear moves it is recommended to use the wheel which running direction aims closest to the center of gravity.



curved move: outer radius



linear move: center of gravity

Camera Run

If the SCU is connected to a camera with an RS connector (most common on Arri cameras) using the 'Ext. Power Connector' **(14)** or the 'Motor Connector' **(1)** the camera can be started and stopped.

If connected to the hand unit 'operate' of the wireless motion lens control system a wide range of supported cameras can also be started and stopped directly from the SCU.

A green light indicates speed, while a red light indicates run up, async or error. This function of a control LED requires the camera to support the RS protocol.

Zoom Control

The SKATER® Control can also be used as a sophisticated zoom control. This feature is only available with a lens control motor (Heden M26VE or Arri CLM2). Due to its design the P+S Motor motor cannot be used for lens control purposes.

To switch to zoom mode, press the 'Zoom cal.'-button **(12)** by using a small tool for more than a second. To avoid an undesired activation of this function, this button has been recessed. The yellow LED indicates that the zoom mode is now activated and the calibration is started. In zoom mode the power of the motor is lowered, not to damage the lens.

During calibration the system is checking for the mechanical end stops of the lens and is limiting all motor movement to the zoom range of the lens. With the P+S Technik Motor the zoom function is disabled and calibration will not start

You can still set an A or B position and activate limits when in zoom mode. The jog-wheel, as well as speed and ramp setting and the activation of limits work similar to the normal mode. To end the zoom mode, press the 'Zoom cal.'-button **(12)** again. Or switch off the system on the power switch **(2)**. Or disconnect the motor. To continue working in zoom mode after this feature has been terminated, you have to press 'Zoom cal.' again and recalibrate.



WARNING: Never switch to zoom mode when the motor is mounted on a SKATER® Camera Dolly, as during calibration the motor will start to move in order to search for a mechanical end stop.

Never operate the SKATER® Control with an engaged motor on a lens unless you are in zoom mode. Switch to zoom mode immediately after engaging the motor onto the zoom by pressing the 'Zoom cal.' in order to start the calibration.

Always disengage the motor from the zoom lens before leaving the zoom mode.

Controlling the Image Rotation on the SKATER® Scope

Because of its possibility to precisely reach a memorized position on a defined ramp in almost any speed the SKATER® Control is the ideal tool to operate the image rotation on a SKATER® Scope. It allows for instance to soft stop an image rotation on a perfectly levelled horizon. Depending on the support system, an additional offset bracket might be necessary to reach the height of the image rotation gear on the SKATER® Scope.

Like in zoom mode this lens control requires a Heden M26VE or Arri CLM2 lens motor.

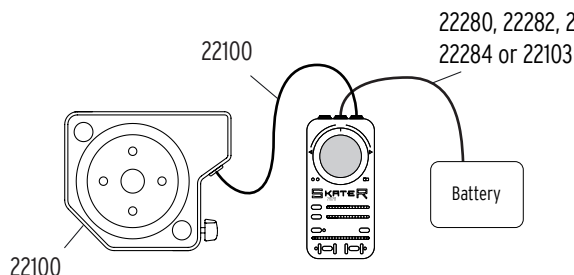


TIP: On the image rotation of the SKATER® Scope are no mechanical end stops. To operate the rotation with a SCU don't switch to the zoom mode, use it in normal mode.

SKATER® Turntable

The SKATER® Turntable (#23137) is a programmable single axis universal turntable with a built-in motor to be controlled by the SCU. The two units are connected to each other with the standard Control Cable (#22100) and powered through an external battery (similar to a third party motor). Various cables are available depending on the power outlet of the battery.

The built-in motor is automatically detected and all settings are made automatically.



All features of preprogramme stops and ramps, speed control etc. work similar to the control of a SKATER® Camera Dolly.

Software Updates / ext. Trigger

If required, software updates on the SCU can be executed on every PC over a serial RS-232 port (an USB to serial adapter might be necessary) utilizing a RS-232 to cbus cable (#20173). For more information please contact P+S Technik.

An external trigger GotoA and GotoB is implemented in the 'Ext. Power Connector' (14) which allows to remote control the GotoA and GotoB feature. For more information please contact P+S Technik.