Smart PTZ

Operator guide
Steady [Eddie] V1
November 18, 2026

STEADY [EDDIE] V1 · AI BASKETBALL TRACKING

Introducing Steady Eddie

Your wide-angle camera operator

Steady [Eddie] V1 is the AI camera operator for basketball in SmartPTZ. Eddie will make sure you get the basketball Center Court wide shot very reliably. He can work alone or with other cameras in a multi-cam production.

1 How it works

Feature Control you can adjust, listed under the feature it sets

FEATURE	WITH GIMBAL	WITHOUT GIMBAL
Set boundaries	**PRESS GAME ONCE TO SET BOUNDARIES** 1. **Scan the court:** in the console, press Scan court. The gimbal sweeps the court on the ultra-wide and the phone stitches a panorama. 2. **Mark the court:** mark its corners on the panorama, pin Center Court on the half-court line, and save. 3. **Press Game once to arm:** check the court is in view.	**PRESS GAME ONCE TO SET BOUNDARIES** 1. **Point the phone at the entire court.** 2. **Press Game once to arm:** the court area editor opens. 3. **Draw the court area** on the live picture, on the phone or in the console. Only people inside it are tracked, so the bench and the crowd are left out.
Start: Center Court	**PRESS GAME AGAIN TO ENGAGE: GIMBAL TRACKING ON** When tracking is engaged, it starts at Center Court with a full wide shot. Within a few seconds, the gimbal starts following the group until it reaches one end or the other, then parks.	**PRESS GAME AGAIN TO ENGAGE: VIRTUAL PTZ TRACKING ON** When tracking is engaged, it starts with a full wide shot. Within a few seconds, the virtual shot starts following the group.
Parking (half court, full view)	**ONCE PARKED: GIMBAL TRACKING OFF, VPTZ ON** Once the group is still for 1s on one half, the gimbal parks at that end with the near corner in the picture, so the whole half is in view. It holds still unless play moves more than 4°. The virtual PTZ follows the group inside the picture.	**ALWAYS PARKED FULL COURT, VPTZ ALWAYS ON**
Change of Possession, Transition	Whichever comes first; Lead sets all three (see section 3). **Fast break:** the group's middle heading for the other end at 6–10°/s. **Walk-up:** the group moves out from under the basket, with the player nearest the basket moving too. Half-court play spreading out doesn't count. **Half court:** the group's middle at or before Center Court.	The virtual shot follows the group across the picture.
Lead SLIDER	How eager the gimbal is to go to the other end: higher Lead leaves sooner on all three triggers. Also how far ahead it aims while moving.	How far ahead of the group's direction the virtual shot aims (up to 10% of the picture).
Between ends, during transitions	**GIMBAL TRACKING ON, VIRTUAL PTZ OFF, ZOOM TO FULL COURT** Moves to a full wide shot of the court on the ultra-wide. The gimbal turns with the group's middle, aiming ahead by the Lead amount, and reads the players as it turns (gyro). It moves to the other parked position promptly. If it left too early, it follows the group back to the original side and parks promptly.	The virtual shot pans across the picture with the group.
Gimbal speed TURN SPEED SETTING	How fast the gimbal moves between ends: Auto (the quickest, up to 30°/s), Medium (20°/s) or Gentle (12°/s).	Greyed out.
Who counts as the group	The tightest bunch of players holding the Players in shot share. Referees on the sideline and stragglers are left out. The gimbal follows this group's middle (see section 2).	The same; the virtual shot follows this group.
Virtual shot	Frames the group inside the gimbal's picture. Zooms in only once the gimbal is parked and still for 1s; full wide while the gimbal moves.	Frames the group inside the phone's fixed picture.

FEATURE	WITH GIMBAL	WITHOUT GIMBAL
Players in shot SLIDER	40–100%, default 60%.	40–100%, default 75%.
Auto-Zoom SLIDER	How tight the virtual shot pushes in on the group once parked. 0 stays full wide.	How tight the virtual shot pushes in on the group. 0 stays full wide.
Smoothness SLIDER	How gently the virtual shot pans and zooms, and how softly the gimbal eases into its parked spot.	How gently the virtual shot pans and zooms.
Free throws and still play	The shot frames the tightest half of the players.	The same.
Unsettled play	When the core of play spans more than 50% of the court for 8s (a press or a scramble), the gimbal holds back at Center Court with a full wide shot until play has been under 40% for 6s, then follows the group again.	The shot goes full wide until play has been under 40% for 6s.
Nobody in view	After 2s, the gimbal holds back at Center Court with a full wide shot until players are back in view.	The shot goes full wide.
Manual tuning SWITCH	Off: the basketball preset (Auto-Zoom 65%, Lead 30%, Smoothness 70%). On: the sliders take over. Players in shot works either way.	The same.

2 Who counts as the group: examples

The phone counts everyone it sees inside the court boundaries: players and referees. It lines them up from one sideline to the other and keeps the tightest bunch holding the Players in shot share, rounded up and never fewer than 3. Whoever is furthest from that bunch is left out: a referee on the sideline, a player back on defense, a straggler. The shot frames the bunch, and with the gimbal on, the gimbal follows its middle person.

PEOPLE IN VIEW	40%	60% default with gimbal	75% default without gimbal	100%
3 or fewer	All	All	All	All
4	3	3	3	4
6	3	4	5	6
8	4	5	6	8
10 (all players)	4	6	8	10
12 (10 players + 2 referees)	5	8	9	12

What if…

10 players, 2 referees on the sidelines, gimbal on (60%): the shot keeps the tightest 8. Both referees and the 2 players furthest from the action are left out.

A fast break with 4 players ahead and 6 trailing (60% of 10 = 6): the 6 counted are the tightest 6. The trailing group may win until the runners pull them along. A lower share follows the leaders sooner; a higher share keeps more of the floor.

Free throw (play standing still): the shot frames the tightest half of the people (the shooter and the lane), whatever the slider is set to.

3 Lead: when the gimbal leaves the parked end

With the gimbal, Lead is the one control for leaving. Turning it up makes all three triggers fire sooner.

TRIGGER	WHAT IT WATCHES	LEAD 0	LEAD 30% preset	LEAD 100%
Fast break	How fast the group's middle is heading for the other end	10°/s	8.8°/s	6°/s
Walk-up	How far the group moved out from under the basket within 1.5s, with the player nearest the basket moving half as far	Off	10.6°	5°
Half court	Where the group's middle is	At Center Court	2.4° before Center Court	8° before Center Court
Aim ahead while moving	(Not a trigger)	2°	about 9°	up to 25°