DSOP Shooter User's Manual

© NatureApp

-- INDEX --

1. initial setup

2. make profile

3. regist shot target list

4. make shot plan(sequence list)

5. shot targets with sequence list

6. operate equipment by hand

7. others

1. initial setup

Download DSOP Shooter and the following external software as required. After installing the external software, perform the following initial setup.

- ASCOM drivers for each equipments

- Plate Solver(required for plate solving)

ASTAP or <u>All Sky Plate Solver</u>

* After installing, registration of star database is required.

* ASTAP is recommended(plate solving is faster than other).

- Auto Guider(If auto guider required)

PHD2

* After installing, initial setup for guiding, enabling PHD2 server, confirmation of profile name, are required.

- Planetarium Software(If you want to register/view shot target from planetarium software)

Stellarium or Cartes du Ciel

- * After installing, enabling server function (Stellarium: Remote Control, Cartes du Ciel: TCP/IP server) is required.
- * About other setup(regist site/telescope,telescope control,etc) as planetarium,plase do it as you like.
- * Stellarium is recommended (all functions aveilable). If not Stellarium, aveilable functions are limited.
- * When using Stellarium, you can reduce FPS of Stellarium for saving CPU usage and power consumption of PC.
- 1. open "%USERPROFILE%¥AppData¥Roaming¥Stellarium¥config.ini" with text editor
- 2. reduce value of "maximum_fps" and "minimum_fps" (ex. maximum_fps = 5, minimum_fps = 2)
- 3. save file and launch Stellarium

- Chang mount settings for auto meridian filp

If you use german equatorial mount , mount settings below are required to enable auto meridian flip of DSOP Shooter. About changing mount setting, please confirm manual of your mount.

[a] Enable tracking over meridian, and set limit value small(1 degree over meridian, etc)[b] Disable auto meridian flip of mount

* When shotting target , DSOP Shooter execute auto meridian flip as below:

1. If target shotting is over meridian but mount position is telescope-west, pause shotting next image and send slew command to current target.

2. After 1, check whether mount position is telescope-east. If so,melidian filp is finished.

If not so,wait 1 minutes and try 1 again, until mount position becomes telescope-east.

3. After finishing melidian flip , continue shotting next images.

Setting change [a] is required for quickly meridian flip.

If limit value is large(ex. 10 degree), wait time while finishing auto meridian filp is also very large. So wait value should be small. On the other hand, if you set disable tracking over meridian or wait value is zero, DSOP Shooter may not detect over meridian of target and cannot auto meridian flip.

So enable tracking over meridian is required.

Setting change [b] is required for controling integrated management of shotting and melidian flip. If [b] is not done,meridian flip is done by mount even if you are shotting images.

2. make profile

After initial setup, launch DSOP Shooter and regist equipments you want to use for shotting and settings. The setup steps are as follows.

- Click "Profile" tab from header.

🕺 DSOP	Shooter				-	×
Profile	Target List	Sequence	Shot	Other		

- After clicking, profile input view is shown as below.

🐼 DSOP Shooter					-		\times
Profile Target	List Sequence	Shot	Other				
Load Profile Sav	e Profile Disconnect Devices						
Global Setting							▼
base folder of app : C:¥Users¥dea¥Documents¥DSOP_Shooter profile name : Default							
image save folder	C·¥Llsers¥dea¥Do	cuments¥	DSOP Shor	nter¥shot images Select Folder			

- Input each setting as below for equipments you want you use.

For unuse equipments, no setting is needed.

- Global Setting

	Global Setting	•
1	base folder of app : C:¥Users¥¥Documents¥DSOP_Shooter profile name : Default	
3	3 image save folder : C:¥Users¥ ¥Documents¥DSOP_Shooter¥shot_images Select	Folder
4	4 [Pro Edition only]Sequence retry count : 0	

1. If you want to change, input path of DSOP Shooter base folder.

In base folder , several data of DSOP Shooter(target information, shot plan data, log file, etc) are saved.

2. Input name of this pair of equipments and setting , as profile name.

3. Input or select folder to save images shot.

4.[Pro Edition only]

Input retry count of shot plan, made by "4. make shot plan(sequence list)".

If DSOP Shooter cannot continue shooting in several reason(weather becomes bad, dome closed, etc),

execution of shot plan is retried up to counts input here.

In Free Edition, retry is not executed and shot plan is finished.

- Remider setting

Reminder Setting	▼
message for start shoting :	

If you want to show confirmation message before starting shot plan,input confirmation message here. (ex. "Poler alignment and check wait balance", "Check focus manually and lock focus knob of telescope") * It may be useful for showing TODO that can only by hand, especially in expedition or be tired.

- Site Setting

Input observation site information.

By inputing here by each observation site where you go,you can change site information of mont only in DSOP Shooter, without touching mount setting itself.

	Site	Setting		▼
4	Sel	ect from Site List:	~	
1	Site	e Name :		
	Site	e Elevation(m) : 0		
	Site	e Latitude(degree) : N	¥ 0 ° 0 ° 0 "	
	Site	e Longitude(degree) : 🛙	e v o ° o ° o "	
2	She	ootable Altitude :		
٦	+	-		
		Azimuth(degree)	Shootable min Altitude(degree)	
		0	30	
		45	30	
		90	30	
		135	30	
		180	30	
		225	30	
		270	30	
		315	30	
	3 Ac	dd to Site List Delete f	from Site List 5	

1. Input observation site information(Site name/elevation/altitude/longitude).

This is used in viewing shot targets , and passed to mount when connecting to it if mount support receiving them.

2. If observation site has obstacles for shot(tree,wall,etc),input shootable altitude by azimuth.

This is used in viewing shot targets and actually shotting, whether target is shot or not.

- 3. Click this button for saving inputs.
- 4. After saving by 3, setting is loaded by selecting name from here.
- 5. If you want to delete setting showing, click here.

- Telescope/Camera/Mount Setting

	Telescope Setting	▼
1	name : Focal length : Focal Ratio :	
	Camera Setting	▼
2	device : YProperties	
3	Cooler target temperature(C) : -10 Cooling temperature on slowly cooling(C) : 1 wait time on slowly cooling(seconds) : 30	
	Mount Setting	▼
4	device : Yroperties	
	Settlement time after move(second) : 60	

- 1. Input telescope name, focal length, focal ratio
- 2. Select camera device you want to use. If ASCOM configration is required, click "Properties" button. "name" is set automatically according to device selected.
- Input cooler templature, cooling speed (cooling step in degree, wait seconds between cooling step), If you want to cool camera.
- 4. Select mount device you want to use. If ASCOM configration is required, click "Properties" button. "name" is set automatically according to device selected.
- 5. Input wait seconds after moving mount , for settle equipments on mount and shot without problem.
- 6. Normally not check. If you only shot dark, bias, flat in observation room, check here.
- * if you have same telescope or camera, changing "name" malually for each physical device is recommended.
 (if you do so, stacking using DSOP Stacker will quite easy. Stacker can search flat/dark/bias automatically by name)

- Focuser/FilterWheel Setting

	Focu	iser Setting							▼
1	dev	vice :			♥ Proper	ties			
	Filter	r Wheel Setting							
2	dev	vice :			♥ Proper	ties			
6	nar Filt	me : er setting :							×
	+	no	filtername	default shot p	aram		moon positior	n can shot	
		0	nofilter	gain 100	exposure 300	binning 1	altitude 20	distance in full-moon 60	

1. Select focuser device you want to use. If ASCOM configration is required, click "Properties" button. "name" is set automatically according to device selected.

If you don't use this device, select blank from selection items.

2. Select filter wheel device you want to use.If ASCOM configration is required, click "Properties" button.

"name" is set automatically according to device selected.

If you don't use this device, select blank from selection items.

3. After selecting filter wheel, input area for setting each filter is shown in this table.

 $\mathsf{Input}\ \mathsf{filter}\ \mathsf{name}\ \mathsf{and}\ \mathsf{,}\ \mathsf{and}\ \mathsf{moon}\ \mathsf{altitude}\ \mathsf{and}\ \mathsf{distance}\ \mathsf{degree}\ \mathsf{from}\ \mathsf{target}\ \mathsf{that}\ \mathsf{can}\ \mathsf{shot}.$

- * default gain/exposure/binning size is used in making shot target, for reducing input by each targets
- * moon altitude and distance is used in making shot target, to show target can be shot or not.

(Just only showing.In actual, target can be shot if moon altitude is hieher than here and moon distance is closer than here.)

- Auto Guider Setting



1. If auto guider is needed, select "PHD2" from type.

"path to PHS2" and "PHD2 log dir" is automatically set if PHD2 is already installed.

- If auto guider is not needed, select blank from type.
- If you change profile name from default or not in English, input PHD2 profile name. (written in Connect Equipment dialog of PHD2)
- 3. If calibration after auto meridian flip is not equired, check it off. If required check it on.

[Pro Edition only]

- For recovering incorrect guiding by worsening weather, change default values below.
- 4. Input retry count when auto guider caribrate or start guiding failed.
- 5. Input auto guider error ratio in shotting one image. If ratio is over, platesolve again and retry shotting image.
- 6. Input too much move ratio of auto guider in shotting one image. If ratio is over, platesolve again and retry shotting image.
- 7. Input threshold move volume of auto guider for calculating 6.

- Plate Solver Setting

	Plate	e Solver Setting						▼
9	typ	e:						
	pat	th of plate solve	er:				Select Folder	
	sea sta sol filta Pla	arch radius for f ir count for solv ive count for fin er name for sho itesolve shot se	inding target(de ing current posi ishing platesolv tting solve star i tting :	egree) : 15 ition: 100 e: 3 mage:				
	+	<u> -</u>						
		gain	exposure(sec)	binning				
		500	1	1				
		500	0.5	1				
		500	2	1				
5	(Pro (Pro	o Edition only]v o Edition only]r	wait time for solvetry count for solvetry	ve failed(secono olve failed(seco	d): 60 nd): 20			

1. If plate solver is needed, select plate solver name from type.

Path of plate solver is set automatically if selected plate solver is already installed.

If plate solver is not needed, select blank from type.

- 2. Change search radius and star count of plate solver , and plate solve execution count if you need. In most case , it should be no probrem if default value.
- 3. Input filter name for shotting image used by plate solver.

Filter name must be included in names that you wrote in FilterWheel setting.

4. Change gain, exposure, binning size for shotting image used by plate solver.
Values are used in order from top to bottom in plate solving.

(If plate solve failed in 1st value 2nd value is used -> if 2nd is failed 3rd is used)

[Pro Edition only]

5. For recovering incorrect guiding by worsening weather, change wait time and retry count when plate solve failed.

- Planetarium/Rotator Setting

	Planetarium Setting	▼
	type : Port No :	
	Rotator Setting	▼
e	device : Properties	
	rotate degree for north upside(degree) :	ļ

- If you want to planetarium soft for making shot target list and shot plan, select name of planetarium from type.
 Port No is set automatically in default value of planetarium. If you change port no from default, please input value changed.
 If planetarium is not needed, select blank from type.
- 2. Select rotator device you want to use. If ASCOM configration is required, click "Properties" button.

"name" is set automatically according to device selected.

If you don't use this device, select blank from selection items.

3. input rotate degree from 0 degree of rotator , for rotating until top of FOV becomes north automatically in shotting.

- Other devices

Safety Monitor Setting device : Properties Dome Setting device : Properties Cover Setting device : Properties Switch Setting device : Properties Whether Setting device : Properties			
device : <	Safety Monitor Setting		•
Dome Setting device : Cover Setting device : Properties Switch Setting device : Y Properties Whether Setting device : Y Properties	device :	✓ Properties	
device : <	Dome Setting		•
Cover Setting device : Switch Setting device : Properties Whether Setting device : Properties	device :	Y Properties	
device : Properties Switch Setting device : Whether Setting device : Y Properties	Cover Setting		▼
Switch Setting device : Properties Whether Setting device : Properties Prope	device :	 Properties 	
device : Properties Whether Setting device : device : Properties	Switch Setting		▼
Whether Setting Whether Setting	device :	 Properties 	
device : Properties	Whether Setting		•
	device :	 Properties 	

2. Select each device you want to use. If ASCOM configration is required, click "Properties" button.

If you don't use this device, select blank from selection items.

- Once input above is complete, click "Save Profile" button for saving profile.

Plofile saved can be loaded from "Load Profile" button. And when DSOP Shooter is starting, profile recentry used is loaded.

Profile Target List Sequence Shot Other Load Profile Save Profile	🕺 DSOP	Shooter				-		×	
Load Profile Save Profile	Profile	Target List	Sequence	Shot	Other				
	Load Profile Save Profile								
Connect Devices Disconnect Devices	Connect D	evices Discor	nnect Devices				7		

- Click "Connect Devices" button for connecting all devices.

OSOP Shooter	_		×						
Profile Target List Sequence Shot Other									
Load Profile Save Profile									
Connect Devices Disconnect Devices									

After connection finished, connection result is shown as below.

If connection error found, please confirm device connection of PC ,etc.

🐼 DSOP	Shooter					-		×		
Profile	Target List	Sequence	Shot	Other						
Load Prof	Load Profile Save Profile									
Connect D	Connect Devices Disconnect Devices									
Connect Re	esult:									
connected:	Mount,	ShotCam , Foo	user , Filte	erWheel , R	otator , PlateSolver , Aut Guider , Dome , Cover , Switch					
not selecte	d: SafetyM	lonitor , Wheth	er							

connection error: None

[Note]

- If you change setting of each devices , you have to click "Disconnect Devices" and "Connect Devices" for activating changes.

3. regist shot target list

Here are the steps to register the shot target.

- If profile is not made of loaded, make or load profile before doing below.
- * Registing "Site Setting" is required for operations below.
- Click "Target List" tab for opening target input panel , and click "+" button for adding new target to shot.

S DSOP Shooter	-	×
Profile Target List Sequence Shot Other		
All targets Load Save + - display date: 2025/01/01 15 Hide targets not selected Show all targets set shootable targets		
Shontahla Tamatr movia calanted to un recet Create Sequence List		

- Input area of target information is appeared, so input target information

(name,RA/DEC,rotate degree of rotator,shot gain/exposure/binning/frames by each filter)

🔊 DSOP Shooter								_	
Profile Target List	Sequence	Shot Of	ther						
All targets Load	Save + -	display	/ date: 2025/0	1/01 15	Hide targets not selected Show all targ	ets set shootable targets			
target name : M78_b RA : 5 h 48	m 48	s DEC:0	° 13	5 "	" rotate degree from north-top : 0	4			
4 update observable of	graph 1		1	2					
get target info from	Planetarium : se	elected targe	et center of vi	ew show targ	rget by planetarium				
+ -									
filter g	gain exp	posure(sec)	binning	frames					
L 1	20 300	0	2	12					
R 1	20 300	0	2	12			►		
G 1	20 300	0	2	12					
B 1	20 300	0	2	12					
Ha 3	300 300	0	2	12					
target name : NGC2 RA : 6 h 9	m 11 araoh	s DEC : -6	° 19	47 "	" rotate degree from north-top : 0				
Shootable Targets	move selected t	to up reset	Create	Sequence List	at				
L									

1. If planetarium soft is launched, get target name, RA/DEC, rotation degree can be set from planetarium by clicking button.

*Stellarium is full function supported.Cartes du Ciel is partial("selected target" only and rotation degree can't get).

- *If you just want to locate target in center of FOV, select target into planetarium from and click "selected target".
- If you want to adjust framing(target is not located in center,etc), show center if FOV into planetarium and click "center of view".
- 2. If Stellarium is launched, target is shown in Stellarium by clicking this button.
- 3. Filter names and shot setting is shown configured in filter wheel setting of profile.

You can also change values by hand, and delete unshot filters by selecting row and click "-" button.

4. After target RA/DEC is inputed you can display observable graph , that shootable or not, altitude of target and moon is displayed. By moving mouse on observable graph, you can show information above of each time.

RA : 5 update obs	h 48 m 48	s DEC : 0	13	. <u>5</u>	otate degree from north-top				
want to sho	:	m : selected tar	get center or v	snow targ	t by planetarium				
filter	gain	exposure(sec	:) binning	frames					
L	120	300	2	12					
R	120	300	2	12				•	
G	120	300	2	12					
В	120	300	2	12					
Ha	300	300	2	12					
target name RA : 6	NGC2182	s DEC :	6 ° 19	47 "	otate degree from north-top	0			
update obs Shootable Target	s move sele	ected to up res	et Create	Sequence List					

- 5. When deleting target information, select row by clicking left side square of target row, and click "-" button.
- 6. By changing date of here, you can show observable graph without today.
- 7. Save target information inputed.
- 8. Target information saved can be loaded from here.

- Click "shot shootable targets" button by showing shootable target & filter pair into "Shootable Targets" area.

All of shootable targets & filters are displayed into "Shootable Targets" area.

If you have targets you don't want to shot, **select targets "You want to shot"** and click "Hide targets not selected", before clicking "shot shootable targets" button.

By clicking "Show all targets", hiding targets is canceled.

8	DSOP Shooter											-	C	×
Pro	ofile Target Li	st Sequence	2 Shot	Other										
All ta	argets Loa	ıd Save +	- displ	ay date: 2025	/01/01 15	Hide targets not	selected Show	all targets	set shootable targ	jets				
	target name : M RA : 5 h 4 update observal get target info fr	78_barnardloop 3 m 48 3 graph 3 om Planetarium	s DEC : 0	° 13 get center of	' 5 "	rotate degree from yet by planetarium	north-top : 0							
	want to shot :													
	filter	gain	exposure(sec) binning	frames									
	L	120	300	2	12									
	R	120	300	2	12						×			
	G	120	300	2	12									
	В	120	300	2	12									
	Ha	300	300	2	12									
	target name : NG RA : 6 h 9 update observa	m 11	s DEC : -6	5 ° 19	• <u>4</u> 7 "	rotate degree from	north-top : 0							
Shoo	otable Targets	move selec	ted to up rese	et Crea	te Sequence List									

- Shootable targets & filters are shown as below.

Next, click targets & filters rows you want to shot by clicking left side square of each row, in order you want to shot. If you want to sort clicked rows in order you clicked, click "move selected to up" button. By clicking "reset" button, sort order is restored by default.

S DSOP Shoater	– 🗆 X
Profile Target List Sequence Shot Other	
All targets Load Save + - display date: 2025/01/01 15 Hide targets not selected Show all targets set shootable targets	
target name : M78_barnardloop RA : 5 h 48 m 48 s DEC : 0 * 13 * 5 " rotate degree from north-top : 0	
Shootable Targets move selected to up reset Create Sequence List	
M78. barnardloop(i) RA: 05*48'48'', Dec 00*13'05'', rotate: 0.0 12 frames M78. barnardloop(i) gain 120 binning 2. 300 sec - 1 frames shootable time: 19:30 - 02:25 , 415 minutes 12 frames	
M78 barnardloop(R) RA: 05*48*48* ,Dec 00*13*05* ,rotate: 0.0 12 frames shootable time: 19:30 - 02:25 , 415 minutes 14 12 frames	*
M78 barnardloop(G) RA: 05'48'48'', Dec 00'13'05'', rotate: 0.0 12 frames M78 barnardloop(G) gain 120 binning 2: 300 sec -1 frames shootable time: 19:30 - 02:25, 415 minutes 12 frames	
M78 barnardloop(8) RA: 05*48*48*, Dec 00*13*05*, rotate: 0.0 12 frames M78 barnardloop(8) gain 120 binning 2, 300 sec -1 frames shootable time: 19:30 - 02:25, 415 minutes 12 frames	
M78 barnardloop(Ha) RA: 05*48*48*, Dec 00*13*05*, rotate: 0.0 12 frames gain 300 binning 2 300 sec -1 frames shootable time: 19:30 - 02:25, 415 minutes 12 frames	
C405 redcat(L) RA: 05*20*49*, Dec 33*49*54* , rotate: 0.0 12 frames gain 120 binning 2 .300 sec -1 frames shootable time: 18:25 - 03:25 , 540 minutes 12 frames	

- Targets and filters you want to shot are displayed as below.

Next, adjust shot frames, shot targets and filters as you like, with reference to shootable times displayed in observable graph. After edit is finished, click "Create Sequence List" button by making shot plan(sequence list).

O DSOP Shooter	>	×
Profile Target List Sequence Shot Other		
All targets Load Save + - display date: 2025/01/01 15 Hide targets not selected Show all targets set shootable targets		
target name : M78_barnardloop B8 · 5 b 48 m 48 s DEC 0 13 ' 5 " rotate degree from porth-top: 0		
update observable graph		
Shootable Targets move selected to up reset Create Sequence List		
RA: 05'48'48", Dec 00"13'05", rotate: 0.0	12 frames	
1 <u>M78 barnardloop(L)</u> gain 120 binning 2 300 sec -1 frames shootable time: 19:30 - 02:25, 415 minutes	19:30 - 20:30	
2 <u>M78 barnardloop(R)</u> gain 120 binning 2 300 sec -1 frames	20:30 - 21:30	
shootable time: 19:30 - 02:25 , 415 minutes		
RA: 05°48'48", Dec 00°13'05", rotate: 0.0	¹² frames	
3 <u>M78 barnardloop(G)</u> gain 120 binning 2 300 sec -1 frames shootable time: 19:30 - 02:25 . 415 minutes ##low altitude(threshold:30.00 p.ys-27.88)##(01/01.19:15) Alt - 27.9 Az - 111.3	21:30 - 22:30	
4 M78 barnardloop(8) gain 120 binning 2 300 sec -1 frames	12 frames	
shootable time: 19:30 - 02:25 , 415 minutes		
RA: 05"48'48", Dec 00°13'05", rotate: 0.0	12 frames	
5 <u>M78 barnardloop(Ha)</u> gain 300 binning 2 300 sec -1 frames	23:30 - 00:30	
situatione unite: 15:30 * 02:23 , 413 minutes [01/01/2095] Alt : 43./ Az : 131.3		
RA: 05°20'49", Dec 33°49'54", rotate: 0.0	⁸ frames	
shootable time: 18:25 - 03:25 , 540 minutes [01/02 00:45] Alt: 61.9 Az: 277.8	00:30 - 01:10	

4. make shot plan(sequence list)

By operations of "3. regist shot target list", shot plan(sequence list) is made into "Sequence" tab. This section describes the contents of the generated sequence list, and how to manually maintain the sequence list.

- Pre process for shot

Pre process before shotting targets are described here.

* You can add/delete/edit commands executed by hand , and override execution commands of pre process for shot. Procedure for edit and override is written in "Make sequence list by hand" and "Override template process".



- For shotting targets

Shotting targets are described here.

 \ast You can add/delete/edit commands executed by hand , and override execution commands of shotting targets.

Procedure for edit and override is written in "Make sequence list by hand" and "Override template process".

	- 0 ×
Profile Target List Sequence Shot Other	
Load Save Add Sequence Edit Selected Sequence Delete Selected Sequence	
Start Sequence List Force Stop Pause Resume Simulate	
M78_barnardloop R4: 05*48'48" DEC: 00*13'05" Sikip in previous sequence is canceled Sikip in previous sequence is canceled Sikip in able astro twilight check Commands:	
Add/Edit Commands Delete Selected Commands Save Save As Template pre proc	cess of exposure
Mount-goto Slew mount to target RA/DEC	
Auto Guider - guider calibrate calibrate calibrate	
Mount - platesolve plate solving for adjusting position of target	
Auto Guider - guider startauto guide start	exposure process
Camera - shot	Command for shotting target & filter selected in
frame type : Light filter : L gain : 120 exposure : 300 binning : 2 frames : 12 ✓ ✓ enable dithering : dithering frames : 4	"3. regist shot target list" are appeared.
Camera - shot	
Camera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering : dithering frames : 4	
Camera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering : dithering frames : 4 Camera - shot	
Carrera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 If ane type : Light filter : G gain : 120 exposure : 300 binning : 2 frames : 12 If rame type : Light filter : G gain : 120 exposure : 300 binning : 2 frames : 12 If rame type : Light filter : G gain : 120 exposure : 300 binning : 2 frames : 12 If and binkering : dithering frames : 4 4 4 4 4 4	
Carmera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering i dithering frames : 2 Carmera - shot frame type : Light filter : G gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering : dithering frames : 2 frames : 12 ✓ frames : 12 ✓ ✓ enable dithering : dithering frames : 2 Carmera - shot Carmera - shot ✓	
Camera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Image: Camera - shot Image: Came	
Camera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering right filter : G gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering right filter : G gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering right filter : G gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering : dithering frames : 4 Camera - shot frame type : Light filter : B gain : 120 exposure : 300 binning : 2 frames : 12 ✓ enable dithering : dithering frames : 4 Camera - shot camera - shot camera - shot camera - shot ✓ enable dithering : dithering frames : 2 Camera - shot camera - shot camera - shot	
Camera - shot frame type : Light filter : R gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Gamera - shot frame type : Light filter : G gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Gamera - shot Gamera - shot frame type : Light filter : B gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Gamera - shot frame type : Light filter : B gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Gamera - shot frame type : Light filter : B gain : 120 exposure : 300 binning : 2 frames : 12 I enable dithering : dithering frames : 4 Gain : 120 exposure : 300 binning : 2 frames : 12	
Camera - shot filter : R gain : 120 exposure : 300 binning : 2 frames : 12 Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot Image: shot	post process of exposure

* This block is generated so that you can shot the same target as consecutively as possible, by changing filters.

ex) If you select

```
"M31(filter:L)" -> "M31(filter:R)" -> "M31(filter:G)" -> "M31(filter:B)" -> "M33(filter:L)"
```

in "3. regist shot target list", blocks are made as below.

```
Block1 : target=M31、shot commands = [L -> R -> G -> B]
Block2 : target=M33、shot commands = [L]
```

ex) If you select

```
"M31(filter:L)" -> "M31(filter:R)" -> "M33(filter:L)" -> "M31(filter:G)" -> "M31(filter:B)"
```

in "3. regist shot target list", blocks are made as below.

Block1 : target=M31, shot commands = $[L \rightarrow R]$

Block2 : target=M33、shot commands = [L] * RA/DEC is changed

Block3 : target=M31, shot commands = $[G \rightarrow B]$

 \ast RA/DEC is changed, so other block is made to slew

 \ast RA/DEC is changed, so other block is made to slew

- Post process for shot

Post process after all targets shot are described here.

* You can add/delete/edit commands executed by hand , and override execution commands of post process for shot. Procedure for edit and override is written in "Make sequence list by hand" and "Override template process".

DSOP Shooter	– 🗆 X
Profile Target List Sequence Shot Other	
Load Save Add Sequence Edit Selected Sequence Delete Selected Sequence	
Start Sequence List Force Stop Pause Resume Simulate	
v enable dithering : dithering frames : 4	
Camera - shot frame type : Light filter ; G gain : 120 exposure : 300 binning : 2 frames : 8 ✓ enable dithering : dithering frames : 4	
Camera - shot frame type : Light filter : B gain : 120 exposure : 300 binning : 2 frames : 8 ✓ enable dithering : dithering frames : 4	
Camera - shot frame type : Light filter : Ha gain : 300 exposure : 300 binning : 2 frames : 8 ✓ enable dithering : dithering frames : 4	
Auto Guider - guider stop	
post process for shot RA: - DEC: - skip in previous sequence is canceled shot without any check shot without any check Commands: Add/Edit Commands: Delete Selected Commands Save Save	
Mount - park	

- Make sequence list by hand

You can make and edit sequence list by hand , with and without using sequence list from target list. Procedure is written as below.

1. add sequence

- Click "Add Sequence" button



- "Add Sequence" window appears, so select sequence addition method and input parameters

S Add Sequence	-	×
without RA/DEC		
Target Name:		
with RA/DEC		
target name :		
RA : 0 h 0 m 0 s DEC : 0 0 0 rotate degree from north-top : 0		
update observable graph		
get target info from Planetarium : selected target center of view show target by planetarium		
from sequence file		
Select File		
insert position:		
• top of Sequence List		
• top of selected sequence in Sequence List		
undar selected sequence in Sequence List		
O bottom of Sequence List		
Add/Edit Cancel		

Addition method is as below :

- without RA/DEC

This is used for making command groups that is not necessary slewing to target by RA/DEC. (ex: pre/process process for shotting all targets, shotting flat/dark/bias, etc.) Input of target name(=sequence name) is required.

- with RA/DEC

This is used for making command groups that is slewing to target by RA/DEC. (for shotting targets) Input of target information to shot is required, same as "3. regist shot target list".

- from sequence file

If you want to use sequence already made and saved, select this and input sequence file path to use.

By selecting "insert position", you select insert position of this sequence.

- After input finished, click "Add/Edit" to add sequence, or click "Cancel" to cancel addition. After addition, empty sequence is appended as below.



If you need, change sequence configuration below.

- slip in previus sequence is canceled :

If check on , all commands of this sequence are canceled when cancel of sequence list execution is occurred in any previous sequences.

Cancel of sequence list occurs when DSOP Shooter determines that it is difficult to continue shoting (bad weather,etc.),or execution of sequence list has been canceled by hand.

- shot without any check :

Usually, DSOP Shooter check whether target can be shot before exposure of each frame.

(Too low altitude, astro twilight has been started, etc)

By checking this option, all checks in shoting each frame are invalid.

* This option should be off in most case. This is almost for shotting dark/bias/flat.

- enable astro twilight check :

In DSOP Shooter, commands for shotting real stars (shot target, platesolve, auto guider calibrate, etc) check astro twilight status as below :

 Command execution wait until astro twilight of sunset has been finished with offset minutes: auto guider and platesoleve : offset = before 30 minute of astro twilight end shot : no offset before astro twilight end

- Command execution canceled in astro twilight of sunrise started

By checking this option, checking astro twilight above is invalid.

* This option should be on in most case. This is almost for shotting dark/bias/flat.

2. Add commands into sequence

- Click "Add/Edit Commands" to add execution commands you want to execute in this sequence.



- Window for adding commands appears as below.

Select "Position to Add" and double click command you want to add from "Commands to Add", so clicked commands is added into "Command List".

🐼 Edit Sequer	nce Command	s		_		×					
Command List			Position to Add								
Command List	Nove to down	delete	Position to Add top of Command List top of selected command in Comr bottom of Command in Comr bottom of Command List Commands to Add (double click item f Mount unpark park start tracking stop tracking goto goto AltAz platesolve Auto Guider	nmand List nmand List to add)							
			guider calibrate guider start								
			guider stop								



[explanation of command]

Function of almost commands is "as command name". So please download free edition and try it. Explanation of commands that has notes is only written below.

- Mount - goto AltAz

* If using this command , it's better to use "Mount - stop tracking" after this command.

- * This function may be used only shotting sky-flat , with "Camera shot flat" command.
- Camera shot
- Camera video capture
 - * "Camera shot" is for shotting deep sky objects,longer exposure(over 30 seconds).
 On the other hand, "Camera video capture" is for high-speed shutter required, such as shotting dark/bias/flat(usualy lower than 2 seconds).
 - * So, "Camera shot" do several checks for long-time shotting(too low altitude,out of astro twilight,

need auto meridian flip).

But "Camera - video capture", any checks as "Camera - shot" is not done, because this function is for almost "shotting dark/bias/flat"

- Camera shot flat
- Camera shot dark
- Camera shot bias
 - * If shotting flat/dark/bias,it's more easy than using "Camera shot" and "Camera video capture".
 (Selection of frame type is not needed,write frame type(FLAT/DARK/BIAS) automatcally in "FRAMETYP" header of fits file.
 when shotting sky flat,DSOP Shooter can determine better exposure automatically)
 If you use both DSOP Shooter and DSOP Stacker,selection of light frames and flat/dark/bias frames is done automatically by DSOP Stacker,by checking "FRAMETYP" header of fits file.
- Rotator rotate

*Origin of rotate degree is "north-top"(north = 0 degree). Please configure "rotate degree for north upside" from "Profile" tab

- Other - wait

*Selectable wait conditions are as belows:

Wait until saftyMonitor is safe & dome is open :

- If dome is exist, wait until dome becomes open
- If ASCOM safety monitor is exist, wait until status of safety monitor becomes safe
- * For recovery from bad weather

Wait until astro twilight end of Sunset :

- Wait until astro twilight end of Sunset , with offset minutes

Wait until astro twilight start of Sunrise :

- Wait until astro twilight start of Sunrise , with offset minutes

Wait until input minutes over :

- Wait until input minutes over , after reaching execution of this command.

By hand :

In running sequence list, this command show small window to pause execution.
 This may be used for checking equipment state and fix it from "6. operate equipment by hand".

3.Change order of commands

- Click "Add/Edit Commands" in sequence.



- Window for editing commands appears as below.

Click commands to changing order and click "move to up" or "move to down" button.

😵 Edit Sequence Commands	– 🗆 X							
Command List Position to	Position to Add							
Command List Position to move to up move to down delete Command Name • top of • top of • undar: • Mount - goto Auto Guider - guider ‹ Commands · Mount - platesolve Auto Guider - guider s • Mount · Auto Guider - guider s Camera - shot · Cover · Dome · Camera - shot Camera - shot · Other Camera - shot · Other	Add Command List selected command in Commmand List n of Command List it o Add (double click item to add) uider a							

4. Edit sequence

Select sequence row to change and click "Edit Selected Sequence", and input values to change & operate same as adding.



5. Delete command in sequence

Select commands to delete and "Delete Selected Commands" button in sequence.

😵 DSOP Shooter		-	×
Profile Target List	Sequence Shot Other		
Load Save Add Sec	uence Edit Selected Sequence Delete Selected Sequence		
Start Sequence List Force	e Stop Pause Resume Simulate		
pre process for shot skip in previous se shot without any o enable astro twilig Commands:	RA: - DEC: - quence is canceled heck ht check		
Add/Edit Commands	Delete Selected Commands Save Save As Template		
Mount - unpark			
Mount - stop tr	scking		
Other - wait Wait condition:	Wait until astro twilight end of Sunset 🐣		
wait offset min	utes from astro twilight end: -30		
🗹 Anyway wai	t in day time		
Other - wait Wait condition:	Wait until saftyMonitor is safe & dome is open Y		

6. Delete sequence

Select sequence row to delete and click "Delete Selected Sequence".

🐼 DSOP	Shooter									-	×
Profile	Target List	Sequence	Shot	Other							
Load Sa	ve Add Se	quence Edit	Selected S	Sequence	Pelete Selected Sequence						
Start Sequ	uence List For	ce Stop Paus	e Resum	e	ulate						

- Override template process

If you want to override template process for making sequence list from target list, please operate below.

1.After finished edit of sequence, click "Save As Template" button in sequence you want to save as template.

😵 DSOP Shooter					-	×
Profile Target List	Sequence Shot	Other				
Load Save Add See	quence Edit Selected	Sequence De	lete Selected Sequence			
Start Sequence List Force	e Stop Pause Resu	me Simula	te			
pre process for shot skip in previous se shot without any e enable astro twilig Commands:	RA: - DEC: - equence is canceled :heck jht check					
Add/Edit Commands	Delete Selected Cor	nmands S	ave Save As Template			
Mount - unpark						
Mount - stop tr	acking					
Other - wait Wait condition: wait offset mir	Wait until astro twili nutes from astro twilig	ght end of Sun: nt end: -30	et Y			
Anyway wa	it in day time					
Other - wait Wait condition:	Wait until saftyMoni it in day time	tor is safe & do	me is open \vee			

2. Small window is shown. Select template type as click "Save As Template" button.

Template process is saved per profile made in "2. make profile",

so you can save templates per pair of equipments and configs separately.

🔕 Save Temp	olate	-	C	כ	×
Template Type:	Pre proces	s of shot	v		
Save As Templ	Pre proces	s of shot			
	Post proce	ss of shot			
	shot				

- Save/Load sequence list

After editing sequence and commands in sequence, click "Save" button if you want to save sequense list. You can load sequence list saved by clicking "Load" button.

😵 DSOP	Shooter					-	×
Profile	Target List	Sequence	Shot	Other			
Load Sa	ve Add S	equence Edit	Selected S	Sequence	Delete Selected Sequence		
Start Seq	uence List Fo	rce Stop Pau	se Resum	ie Sin	nulate		

- Save each sequence

If you want to save each sequence, click "Save" button for saving it. Sequence saved can be used in adding new sequence.

Ø DSOP Shooter	-	×
Profile Target List Sequence Shot Other		
Load Save Add Sequence Edit Selected Sequence Delete Selected Sequence		
Start Sequence List Force Stop Pause Resume Simulate		
pre process for shot RA: - DEC: -		
skip in previous sequence is canceled		
✓ enable astro twilight check		
Commands:		
Add/Edit Commands Delete Selected Commands Save Save As Template		
Mount - unpark		
Mount - stop tracking		
Other - wait		
Wait condition: Wait until astro twilight end of Sunset Y		
wait offset minutes from astro twilight end: -30		
Anyway wait in day time		
Other - wart		
Wait condition: Wait until saftyMonitor is safe & dome is open 💉		
Anyway wait in day time		

5. shot targets with sequence list

After making sequence list, you can start shotting by clicking "Start Sequence List" button.

After starting sequense list,

- by clicking "Pause" button, pause execution of sequence list temporary and resume pausing by clicking "Resume".
- If you want to stop sequense list, click "Force Stop" button.
- * Pause and force stop can make some time, for controlling systems and equipments in safe.

You can also simulate sequence list by clicking "Simulate" button, for getting estimate result of sequence list.

S DSOP Shooter	- 0 X
Profile Target List Sequence Shot Other	
Load Save Add Sequence Edit Selected Sequence Delete Selected Sequence	
Start Sequence List Force Stop Pause Resume Simulate	
pre process for shot RA: - DEC: - ■ skip in previous sequence is canceled ■ shot without any check ✓ enable astro twilight check Commands:	
Add/Edit Commands Delete Selected Commands Save Save As Template	
Mount - unpark	
Mount - stop tracking	
Other - wait Wait condition: Wait until astro twilight end of Sunset × wait offset minutes from astro twilight end: -30 ✓ Anyway wait in day time	
Other - wait Wait condition: Wait until saftyMonitor is safe & dome is open ♥ ✔ Anyway wait in day time	
Mount - unpark	

When shot of each frames finished , shot image is saved in

[image save folder of profile]¥[shot date folder(YYYY-MM-DD)]¥[target name folder]

If PHD2 is used , guide log during shotting each frame is also saved in same location ,

for DSOP Stacker checks image can stack or not.

Sequence list file is automatically saved in

[image save folder of profile]¥[shot date folder(YYYY-MM-DD)] when starting sequence list.

6. operate equipment by hand

After loading profile and connecting all devices, you can operate equipments by hand from "Shot" tab.

Please control each equipments from right area, and confirm image that is shot from left area.

(For checking focus, position of target, movement of equipment, etc.)

Auto/Manual brightness configration is enable from histgram in right area.



7. others

If you have already purchased Pro Edition License, click "Register Pro Edition License" to enable license. If you want to try trial license, click "Publish Trial License".

🐼 DSOP	Shooter						
Profile	Target List	Sequence	Shot	Other	r		
License M	anagement						
Register	Pro Edition Lice	inse					
Publish T	rial License *	Internet conne	ction requ	uired			