

# Whats new 2009 October 15th

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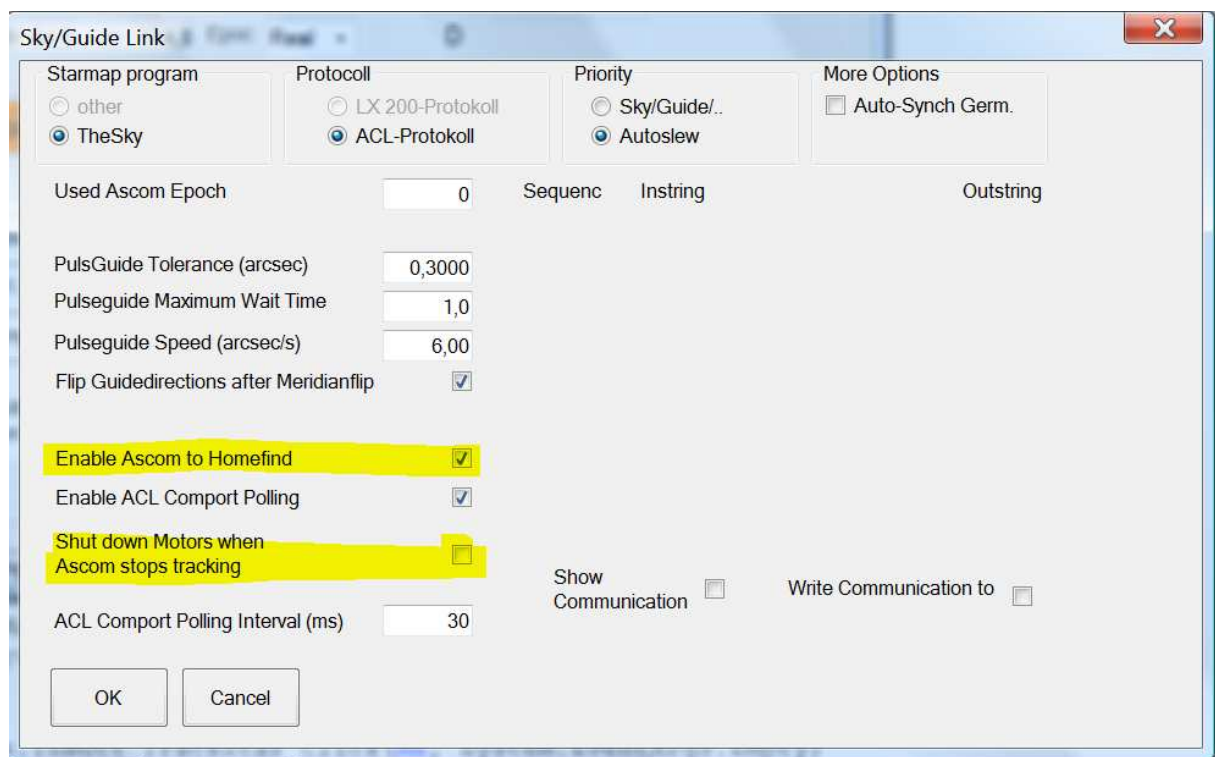
## 1.) Corrected Ascom FindHome Method

There was an error that did made a mistake here. How it should work and was both tested with the AstrooptikServer Driver and the Astrooptik Telescope Driver (that you use if you go through serial cable and ACL). AtHome also works. Some people report that the Ascom Park Method is not working but we think this is a wrong information, we tested it with our simulator and MaximDL.

The box Enable Ascom to Homefind needs to be checked if you want to Homefind through Ascom (see below).

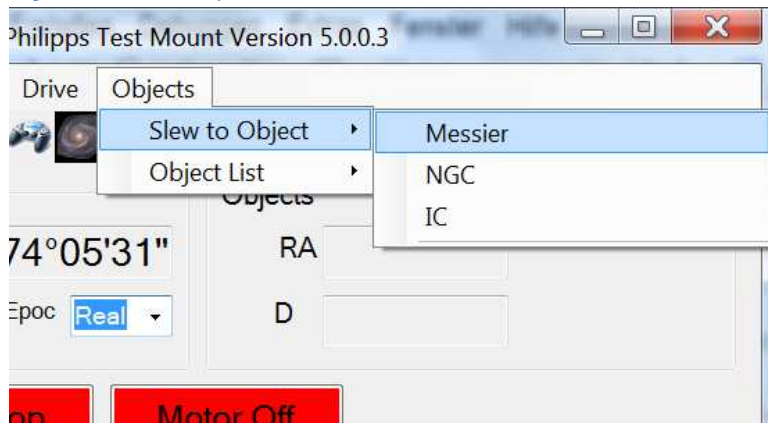
## 2.) Shut down Motor power on Ascom Property Tracking

There was the request from some users that it would be nice to shut down the motor power through Ascom. This can now be done by the Ascom property Tracking. Tracking=false will not only stop tracking but also shut down motor power (without loss of encoder information). Setting tracking=true will then enable the motor power again. You can control the mount's behavior here:



You can find this menu in Control / Ascom ACL. Only if this box is checked the mount will show above power off function. If it is not checked, it will just stop tracking and keeping the motors powered.

### 3.) Fast Object Slew from Autoslew added



You will not need to go into the objects menu.

Use this fast method to slew to Messier, NGC or IC objects. Please note that you don't need to click the green GO button, the telescope will instantly slew to the object as soon as you entered it.

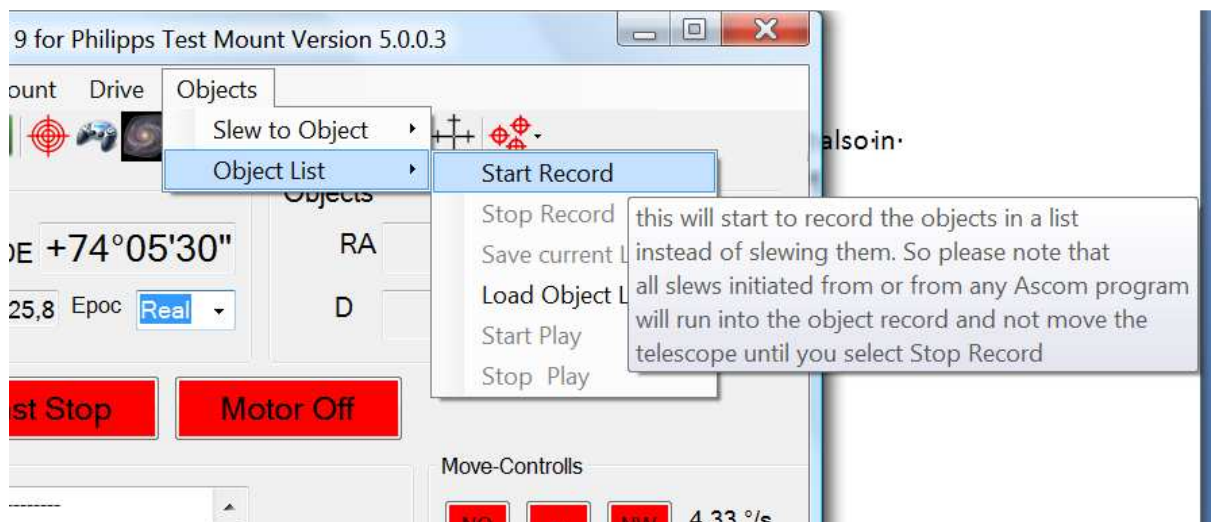
### 4.) User Object lists added

This is a very nice feature added especially useful for work in public observatories but also in conjunction with a gamepad to make pointing files in a very fast and convenient way.

How does it work ?

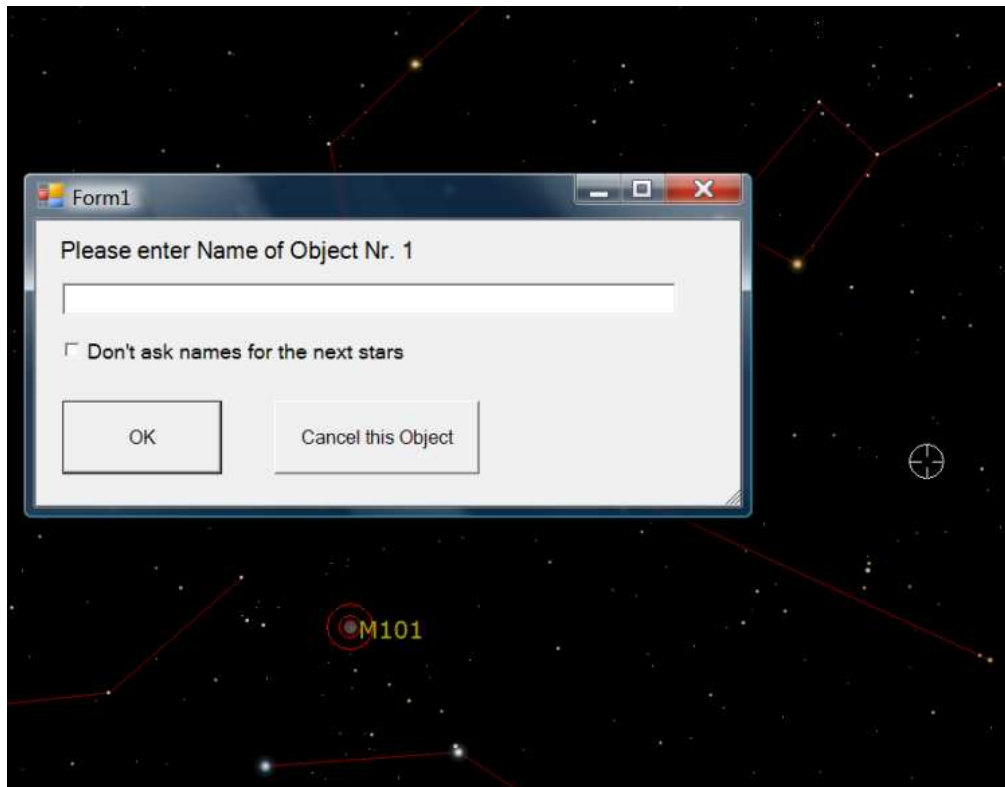
As soon as you have told Autoslew to start recording objects, Autoslew will not perform a real slew (no matter if you get the object passed from Autoslew itself or from Ascom programs or TheSky). It will instead write these objects in a list that can be saved for later use or played.

So lets start:



Select Objects and then [Start Record]. In the lower left of Autoslew you will find now the information "recording Objects".

Lets switch to TheSky and see how it works.



If you now slew to for example Messier 101 the telescope will NOT move but instead you will find a pop up box where you can enter a name of the object. Confirm it with OK and you will have this object in your list. In case you make simple star files for a pointing file you may not wish to get this pop up box every time. Then please check the box “Don’t ask names for the next stars” as this will simply number the objects according to your record number.

**TIP:**

In TheSky the screen centre will always jump back to the telescope position so you can click on the yellow telescope symbol (suspend link) to avoid that.

After you have recorded your objects, go back to Autoslew and select [Objects][Objects list][Stop Record]. If you want to save your object list because you might want to use it another time again you can do that by clicking [Objects][Objects list][Save current List]. All these objects will be saved in the folder MyObjectLists, a freshly created subfolder in Autoslew.

Before playing this object list try to check out the [Load Object List] feature.



Here we have our object list. All objects, that are above the Altitude limit are marked green and objects that are below are marked red (you can play them without damage because the mount will not move but get the next object).

Loading an object list will not start the object list !

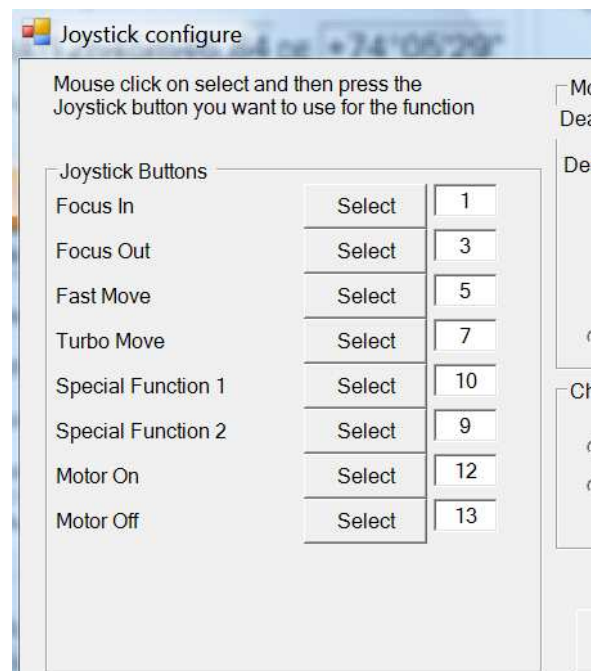
To start it, you have to select [Start Play].

You have 2 options to slew to the next object of your list. One is clicking the green arrow in Autoslew, the other one is to use Special Function button 2 of your Joystick



or Gamepad.

Here is my favorite, the Wireless Thrustmaster T-



Wireless that you can buy for around 15 Euro.

I marked the 2 buttons with red circles that are

important now. The left button is my “Special Function button 2” and is used to slew to the next object. I have assigned the right button in the Joystick settings ([Control][Joystick settings]) to confirm the centering of my star if I make a pointing file.

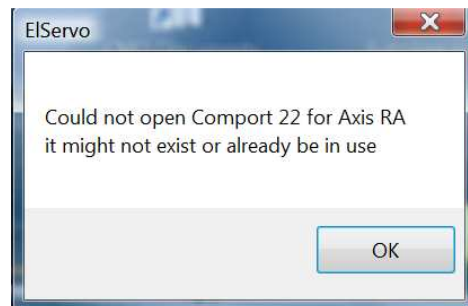
If you have started the list now with [Start Play], you can start slewing down your objects now by pressing the Special function button 1.

You will love this feature if you make pointing files with a crosshair. You can then record an object list, then start the object list and also start a pointing file. Slew to the objects with Function button 2, then center the star with your gamepad and then confirm with Function button 1.

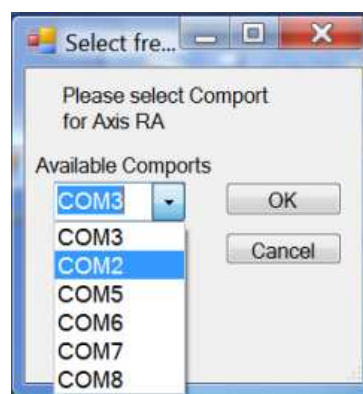
## 5) Better Comportmanagement for ASA DDM Users

If you have the wrong comports set in your E-Servos.ini file and you start up Autoslew, you will now be supported to find the right comports in an easier way.

In Fact, you can get different Messages when starting up Autoslew:

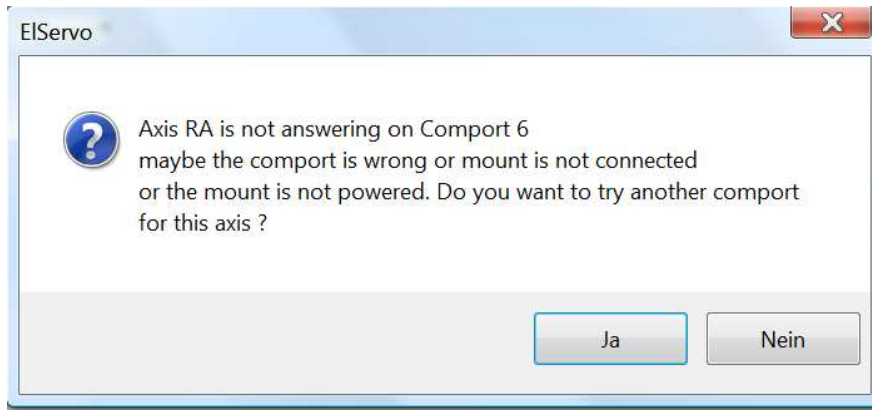


In this case, the comport you selected does not even exist on your computer or another program has already opened it. You can now select a new comport as you will be presented by a list of all free and available comports on your computer:



Select one where you think your axis might be and click [OK]. Later you will be requested if you want to save this comport for the next start. If you confirm this, the comport will be saved in your ini file (E-Servos.ini).

Another possibility is, that you have set an existing comport in the ini file, but the mount is not answering on this comport. In this case you get a message like this:

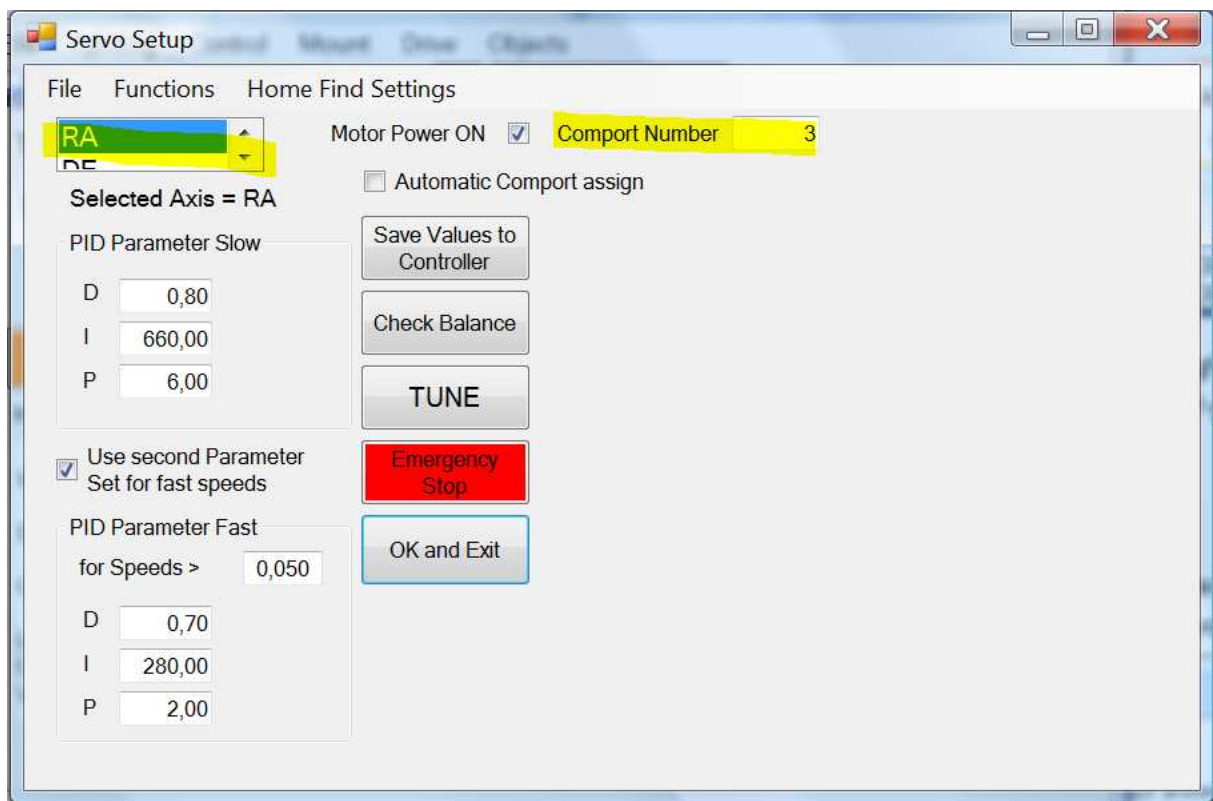


As you already see on the Messagebox, the reason for this can be that the comport exists but is not cabled to the mount or the mount has no power.

Like described above you will be able to select another comport and try again as long as you have tried all comports.

If you have found the comports, Autoslew will pop up and start running. Even if both axis are running now, it could still be that the comports are assigned in a wrong way, that means that Ra is driven by DE and vice versa. You will notice that if you move the mount in RA and it does move in DE.

In this case, goto [Drive] [Servos] [Setting] and change the comport settings there:



To save that for next start don't forget to click on [File] [Save Parameter].

You will have to restart Autoslew in this case.