



# perator's Manua

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# LDK 200 Triax

# **Multi-role Camera**

# **Operator's Manual**

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This operator's manual is part of a complete documentation set for the camera which also includes a Technical Manual, and a Service Manual.

#### Purpose of this manual

The purpose of this manual is to present a detailed description of how to operate the LDK 200 Multi-role Camera equipped with an LDK 5430 Triax Adapter. It provides the information necessary to use the camera in different configurations and with various attachments. With this manual it is possible to discover all the operating features of the camera and so use it to its full potential. The manual should be used together with the camera to explore and learn about the many sophisticated control functions available.

#### Intended audience

This operator's manual can be used by inexperienced camera operators who are new to Philips cameras as well as those who have previous experience of operating cameras. The guide is so designed that it can be used as an introduction to those who are new to the camera, as a simple procedural guide to those who wish to set-up and start shooting immediately, and as a reference work to be consulted as required during the long life of the camera.

#### Structure of this manual

The manual is divided into six sections and an appendix:

#### Section 1: Introduction

This section outlines the technology used in the LDK 200 camera and how this translates into a practical, useable camera. It lists the main features of the camera and also the precautions that must be taken into account when using it.

#### Section 2: Assembling the Units

Section 2 provides information on the physical assembly of the camera and on how accessories can be used to expand the possibilities of the camera. The mounting of accessories and packing for transport is also explained.

#### Section 3: Configurations

The LDK 200 is a multi-functional camera and this section describes the various ways that it can be used. Information on the cables, control panels and the control bus is also provided as is information on the main video and audio signal paths through the system.

#### Section 4: Location of Controls and Functions

This section shows the physical location of the controls and connectors on the camera. These are grouped according to their function so as to provide a quick reference guide to the operation of a particular aspect of the camera.

#### Section 5: Shooting

This section contains information on the practical use of the camera using the viewfinder display and the switches to control the camera.

#### Section 6: Operating the Menu System

Because the LDK 200 offers such a wide range of functions, this section describes the structure of the control system.

#### Appendix

The appendix contains a list of the menu functions available on the camera.

# Section 1

# Introduction

This section outlines the technology used in the LDK 200 Triax camera and how this translates into a practical, useable camera. It lists the main features of the camera and also the precautions that must be taken into account when using it.

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The LDK 200 Triax camera combines a multi-role digital camera head using 2/3-inch CCD sensors with a triax adapter. The result is a flexible camera that is equally at home in the studio or out on location in an OB environment.

#### **Camera Head**

The Frame Transfer CCD DPM sensor offers superior performance and can handle highlights of up to 600%. The 2/3-inch sensors have a high dynamic range and high linear sensitivity over all camera lens apertures. Frame Transfer technology ensures that there is no lag nor smear. The Frame Transfer DPM sensor uses Dynamic Pixel Management which allows the format of the sensors to be switched between 4:3 and 16:9 aspect ratios at the touch of a switch without loss of horizontal or vertical resolution. The 1000 pixels per line in both formats ensures that there is no loss in the horizontal viewing angle but also ensures high resolution in the red, green and blue channels.

#### **Digital Processing**

The advanced digital processing of the camera is based on 12-bit A/D converters and more than 20-bit internal processing. Two DSPs combine all major camera functions in the digital domain, including knee, gamma, contour, matrix and colour correction.

The intelligent continuous automatics facility provides automatic control of black levels and black shading. Each sensor provides black reference signals that are used to monitor temperature changes. This means that continuous automatic correction is applied without operator intervention.

The digital contour processing uses full amplitude video RGB signals via an extended dynamic range contour circuit.

Colorimetry is selected by means of a variable 6-point digital matrix or via preset matrices. Digital gamma circuits provide a wide range of standardised gamma curves and enable soft contrast in black scenes to be enhanced, together with hard contrast and saturated colour in bright scenes. The matrix and gamma sequence is software programmable for precise colour matching.

#### Film-like characteristics

The pivoting knee circuit adapts both the knee point and the compression ratio according to the highlight content of the picture to emulate the softly limiting Sshaped transfer characteristics of film. Digital True Colour Knee circuitry maintains the correct hue for compressed highlights, reproducing colours faithfully, even overexposed skin tones.

Digital contrast circuitry provides a black stretch function for more detail in black areas and a black press function for improving the contrast impression by simulating the S-curve of film.

#### **Advanced Triax Features**

The full bandwidth of the Triax system allows remote control of camera up to a distance of 2,400 meters (7,875 feet). The Triax system uses full bandwidth R, G and B signals. The double sideband modulation provides automatic compensation of the amplitude characteristics of each video channel. This results in the best possible linearity, lower crosstalk and higher signal to noise over the maximum cable length. The chroma key quality is excellent as the primary colours do not have to be derived. Teleprompt and viewfinder signals maintain high performance even with long cable lengths.

The communication facilities provide for two-wire or four-wire high quality intercom signals.

The LDK 200 Triax is plug compatible with existing Philips base stations and full camera control is provided via Series 9000 Universal Camera Control system. Base station outputs can include an optional serial digital video signal.

#### SuperXPander

An optional SuperXpander enables the camera to be used with large lenses so extending the camera's use in studio and EFP situations. Three smart cards are delivered with each camera. These comprise of two user cards and one owner card.

The owner's smart card has three functions:

- As an access control device to the security settings of the camera.
- As a storage device for four scene files.
- As a storage device for two operator files. The owner card is unique to every camera. Owner card and camera must have the same serial number.

The user smart card has two functions:

- As a storage device for four scene files.
- As a storage device for two operator files.

#### Access control

The owner card is used to set the user level. There are four user levels present in the camera. These restrict access, in varying degrees, to the operational controls. The Appendix indicates which functions are available at each user level. (The owner card also gives access to a service level; refer to the Technical Manual for more information about this level.)

#### Scene files

Both the user card and the owner card allow four different scene files to be stored on the card. The recall and storage of a scene file is carried out via the Files menu of the menu system. A scene file contains information relating to the video settings.

#### **Operator files**

Both the user card and the owner card allow two different operator files to be stored on the card. The recall and storage of a operator file is carried out via the Files menu of the menu system. An operator file contains information relating to the set-up of general camera preferences.

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Owner card



User card

**Note**: Only use an original Philips camera card. Store the owner card in a safe place.

- 3x 2/3-inch switcheable DPM sensors ensure no vertical smear.
- DPM Frame Transfer sensors with 1000 horizontal pixels in 4:3 and 16:9 aspect ratios, and the same number of vertical lines in both formats. No change in horizontal viewing angle so no optical wide angle convertors required.
- 12-bit digital processing with unique software programmable video path.
- Superior all digital highlight handling with a wide dynamic range.
- Unique circuitry for pivoting knee and True Colour Knee.
- Wide range of presets and variable 6-point digital matrix assure accurate colour matching.
- Fluorescent light matrix
- Digital gamma with unique standard preset values and highest accuracy.
- Digital contour with an extensive range of parameters.
- Advanced contour correction includes two automatic skin settings.
- Intelligent Continuous Automatics black levels, black shading and video levels - no set-up time required.
- Digital contrast with standard black stretch and black press.
- International standard 2/3-inch lens interface.
- Optical servo-controlled four-position neutral density filter wheel.
- Optical servo-controlled effect filter wheel with soft focus, four-point star and six-point star filters.
- Electronic colour filter can be used for creating a special look (warm / cold) of a scene, or for a smooth colour temperature control around the white balance setting.

- Smart card for personal settings and security.
- Owner card for setting user levels, and for copying and storing control settings.
- Protected, easy-to-operate controls and switches with read-out of all settings.
- Viewfinder status read-out of primary camera functions.
- Clean scan feature allows capture of computer and other monitor pictures.
- Digital RS 232 interface to PC.
- Quick mount for 5-inch Viewfinder.
- Script board facilities.
- Triax system allows for cable lengths up to 2,400 meters (7,875 feet).
- Full camera control via the Series 9000 Universal Camera Control System.
- Two-wire or four-wire intercom to international standards.

#### Options

- Zoom control handgrip makes awkward shots easy.
- Transport case.
- 4:2:2 serial digital outputs from the Base Station.
- Reference input for genlocking in stand-alone mode and a 1 Vpp CVBS output signal when the optional encoder (LDK 5435) is fitted.
- SuperXPander extends the camera's use in studio and EFP situations.
- Smart-Touch<sup>™</sup> gives the operator instant, onebutton access to 14 predefined shooting characteristics.

To ensure continual high performance from the camera take the following precautions into consideration:

Avoid very damp places. If the environment is wet or damp a rain cover must be used to protect the unit.



Do not subject the unit to severe shocks or vibration.



Do not expose the camera to extremes of temperature.



Do not leave the unit in direct sunlight or close to heating appliances for extended periods.



Do not allow sunlight to shine into the viewfinder.



Avoid extreme highlights as these can cause various kinds of optical reflections.

#### WARNINGS

If the unit is in a wet or damp environment, a rain cover must be used to protect it for personal safety reasons (EN60065). The rain cover supplied with the unit protects it according to safety specification EN60529 up to level IPX2 (spraying water).

# Section 2

# **Assembling the Units**

Section 2 provides information on the physical assembly of the camera and on how accessories can be used to expand the possibilities of the camera. The mounting of accessories and packing for transport are also explained.

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It is important to protect your camera against damage when transporting it. To do this, a transport case (LDK 5020/00) is optionally available for the camera, lens, viewfinder and some accessories.

The camera is packed in the transport case as shown in the figure above. This ensures that the camera is not damaged during transport. Turn the 1.5-inch viewfinder downwards so that it does not protrude above the top of the camera.

Several foam packing inserts are provided to enable different configurations of the camera to be packed securely. These inserts are used to support the rear of the camera. Make sure you use the correct foam insert for your particular configuration.



To attach a lens to the camera head proceed as follows:

- a. Ensure that the lens locking ring **1** is in the unlocked position turned counterclockwise.
- b. Remove the dust protection cap 2.
- c. Slot the lens into the lens mount (3).
- d. Turn the lens locking ring ① clockwise to lock the lens in place.
- e. Connect the lens cable to the lens connector (4) at the right side of the camera.
- f. Place the lens cable into the bottom clip at the front of the camera and clip (c) located at the side. (Pull and twist clip (c) to open it.)
- g. Select the lens type in the Lens menu. Set the Lens Type item to Std for a standard lens or to WA if an wide angle lens is mounted.
- h. Select the lens manufacturer in the Lens menu. Select Ang for Angenieux, Can for Canon, Fuj1 or Fuj2 for Fujinon or select Other for other lens manufacturers.

#### CAUTION

Do not attach a lens weighting more than 5 kg to the camera without a support.

When a new lens is fitted to the camera it may be necessary to carry out some adjustments to optimize its use, for example, back focus or shading. For more information about these adjustments refer to Section 5 and to the lens manufacturer's documentation.

**Note:** Always mount the dust protection cap when the lens is not connected to the camera.



Mounting the 1.5-inch viewfinder and microphone holder

To mount the 1.5-inch viewfinder proceed as follows:

- a. Loosen locking ring f of viewfinder support bracket
   at the front of the camera handle. (As seen from the rear of the camera, turning the locking ring counterclockwise moves it towards the handle.)
- b. Slide the viewfinder onto the viewfinder support bracket.
- c. Tighten the locking ring by turning it clockwise (as seen from rear) so that the viewfinder is mounted securely to the support.
- d. Connect the viewfinder cable to the viewfinder connector socket (at the top right of the camera.
- e. Slide the microphone holder (4) onto the viewfinder and secure with the knurled screw (5).

#### CAUTION

Always fit the microphone holder (4) as it functions as a safety stop for the viewfinder.

f. To improve the comfort of the skin contact when using the viewfinder, fit the eye piece cover ③ to the rubber eyepiece.

Positioning the 1.5-inch viewfinder



The horizontal position of the viewfinder can be adjusted as follows to suit your requirements:

- a. Loosen the locking ring ●. (As seen from the rear of the camera, turning the locking ring counterclockwise moves it towards the handle.)
- b. Slide the viewfinder horizontally along the rail to the desired position.
- c. Tighten the locking ring 1 by turning clockwise.

The dioptre hood and eyepiece of the viewfinder can be rotated vertically.

The viewfinder can be positioned backwards and forwards along the camera axis. Loosen the support bracket round bar retaining lever 2 and slide the round bar 3 forwards or backwards. When the desired position is reached tighten the support bracket round bar retaining lever 2 again.

To use the viewfinder at a distance press the button below or above the eyepiece tube and swing it free of the associated clip **S**. The display can now be seen from further away. Wide angle eyepiece

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If you regularly use the viewfinder at a distance, for example, when you use the camera in the hand-held position, it is recommended that you fit the optionally available wide angle eyepiece (LDK 5390/00).

To fit the wide angle eyepiece proceed as follows:

- a. Hold the eyepiece 1 securely.
- b. Press the button *Q* below the eyepiece tube and swing it free of the button clip **3**.
- c. Press the button (a) above the eyepiece tube and remove the eyepiece.
- d. Fit the wide angle eyepiece 1 to the two clips 3 ensuring that they both click into place.





A left eye adapter is optionally available (LDK 5390/ 10) to allow the viewfinder to be used with the left eye.

Before mounting the viewfinder onto the camera, attach the left eye adapter 1 to the viewfinder and secure it using the screw 2. Do not forget to mount the microphone support bracket 3 at the end of the left eye adapter.

#### Other Viewfinders



In many EFP and studio situations the optional 5-inch viewfinder (LDK 5310) is used instead of the 1.5-inch viewfinder.

The 5-inch viewfinder is mounted in the quick mount shoe **①** at the top-rear of the camera head. Slide the viewfinder foot into the bracket until it clicks into place.

The viewfinder cable is connected to the viewfinder connector at the top front right of the camera.

To remove the viewfinder from the quick mount shoe, push in the lever at the side of the shoe and slide the viewfinder out.

For full information on the 5-inch viewfinder refer to the Operator's Manual supplied with the viewfinder.



An optional zoom control unit ① can be mounted on the carrying handle. The three available versions for different types of lens are:

- LDK 6113 / 16 for Fujinon.
- LDK 6113 / 26 for Canon.
- LDK 6113 / 36 for Angenieux.

This control unit not only controls the zoom but also has mini-button controls for the VTR start/stop function and the VTR Ret. function. These are located under the front of the carrying handle 2.

The instructions for mounting the zoom control unit and the function of the controls are supplied with the unit.



To attach the optional microphone (AJ MC700) to the camera proceed as follows:

- a. Open the microphone holder by unscrewing the knurled screw of the microphone support bracket
  2 on the viewfinder and open.
- b. Slide the microphone into the split tube until the microphone shoulder reaches the mark () in the tube.
- c. Place the tube with the microphone into the holder with the split facing upwards.
- d. Ensure that the rubber supports at the back and front of the holder fit into the rims () around the tube.
- e. Close the holder and tighten the knurled screw at the top.
- f. Connect the microphone cable to audio connector
  (mic) on the right side of the camera.
- g. Place the microphone cable into the top clip at the front of the camera and into clip ④ at the side of the camera.(Pull and twist clip ④ to open it.)

Other microphones with a diameter of 21mm can also be used, however, ensure that the phantom power and the sensitivity of the input that match that type of microphone are correctly selected in the camera systems menu. Refer to Section 6 for more information on selecting the audio inputs and controlling the audio level.

#### Note:

- When longer microphones are used, it is not necessary to place them in the split tube.
- For optimum operation, the microphone should be mounted as straight as possible.
- Don't allow the wind hood to touch the holder () as this reduces the damping effect.
- By placing the split facing upwards, the microphone cable does not touch the holder thus avoiding mechanical pick-up.
- The microphone can also be connected to the rear of the Triax adapter where a switch selects the input. Refer to Section 4 for more information on connecting the microphone to the rear connector.



To mount the camera on a tripod, the tripod plate (LDK 530/00 is delivered as standard) must first be attached to the tripod.

Follow the tripod manufacturer's instructions to mount the wedge plate supplied with the tripod and the tripod adapter plate firmly onto the tripod.

To attach the camera to the tripod adapter plate proceed as follows:

- a. Slide the camera horizontally along the tripod adapter plate from back to front ensuring that the front of the camera engages the V-slot ① at the front of the tripod adapter plate, and that the slot on the bottom of the camera engages the stud ② at the rear of the tripod adapter plate.
- b. Firmly push the camera forward until it clicks into place.

#### CAUTION

Failure to attach the camera to the tripod adapter plate in the correct manner could result in an unsecured camera. Ensure that the rear stud ② is engaged and that the camera clicks into place. To remove the camera from the tripod proceed as follows:

- a Press the red locking lever ③ against release handle ④ on the tripod adapter plate and hold.
- b. Ensure that you have a firm hold of the camera.
- c. Pull the release handle (4) forward.
- d. Move the camera backwards and up. The camera is now free from the tripod adapter plate.

When a 5-inch viewfinder is used with the camera it is recommended that the optionally available tripod adapter plate LDK 5030 be used. This tripod plate has an extra locking lever **G** at the rear which provides an additional clamp for the rear stud and so gives extra stability to the mount.

When the camera is mounted on the tripod tighten this locking lever (5) to ensure that the stud (2) at the rear of the plate is locked firmly in place.

When removing the camera first open the locking lever  $\bigcirc$  to free the rear stud  $\oslash$ .



The optional SuperXpander (LDK 4482) for the LDK 100 extends the camera's use in studio and EFP situations. This adapter allows larger studio lenses and a 7-inch viewfinder to be used with the camera. Additional facilities provided include a utility power outlet and a rear control panel.

Refer to the User's Guide of the SuperXpander for more information on mounting the camera and other units to the SuperXpander as well as information on the additional functions of the SuperXpander.



To change the position the shoulder pad press and hold lever ①. The shoulder pad can now be moved backwards and forwards along the axis of the camera. Adjust the shoulder pad when all units have been mounted so that the best balanced position can be obtained.



The rain and off-use cover must be used when the camera system is in a wet or damp environment. This protection is necessary for personal safety reasons. The cover can also be used indoors to protect the camera when it is used in dusty environments. It can also be useful if the camera is being put into storage. For more information on how to put on the cover refer to the User's Guide which is supplied with it.

Note: When the camera is used with the SuperXPander LDK 4482 an optional rain and off-use cover (LDK 6989/00) is available.



To mount the optional Script board (LDK 6985/21) onto the camera proceed as follows:

- a. Secure the Script board to the top-rear of the camera with the quick mount adapter **1**.
- b. Connect Script board light cable to the script light connector 2 at the rear of the camera.

#### CAUTION

Ensure that the script light does not use more than 3W of power.

The script light is switched on and off, and the intensity is varied with the knob o at the rear of the Script board. The retaining rings and clip o can be screwed onto the right or left side if required.



To mount a top light ① onto the camera, proceed as follows:

a. Screw the top light ① into either the WW1/4"-20 screw hole ② located on the carrying handle or the screw hole ③ on the top of the microphone holder.
b. Power the top light according to the instructions delivered with the light.

# Section 3

# Configurations

The LDK 200 Triax is a multi-role camera and this section describes how it can be used on location or in a studio environment. Information is also provided on the main video and audio signal paths through the camera head.

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In this mode the camera is connected to a base station via a Triax adapter and cable. Remote control of the camera is achieved by a remote control panel of the Series 9000 Control System. This can be an operational control panel (OCP) connected to the base station. The data communication between camera and base station is carried over the Triax cable.

# **Section 4**

# **Location of Controls and Functions**

This section shows the physical location of the controls and connectors on the camera. These are grouped according to their function so as to provide a quick reference guide to the operation of a particular aspect of the camera.

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#### • Power switch

The power switch has two positions:

- On : Power to camera is switched on.
- Off : Power to camera is switched off.
- When you switch off the power, the access rights that were obtained by the use of the PIN code are disabled and the camera starts at the assigned user level when switched on again.

#### Power on indicator

The power on indicator lights when power is supplied to the camera and the camera power switch is on.

#### O DC and Tally output socket

This socket supplies +12Vdc ( $\pm 0.25V$ ) when the camera is in the Triax mode (maximum current 1.5A). The socket also provides acces to an internal tally switch. When the camera is on-air the contact of the internal relay is closed.

#### **4** Circuit breaker button (BREAKER)

If excessive current flows in the camera the circuit breaker trips and shuts off power to all the units. If this happens check the units for faults and if necessary take corrective action before pressing the circuit breaker button to reset the power.

#### DC input socket

This socket accepts a DC supply voltage of 12V Nominal (11V to 17V) for powering the camera in stand-alone mode for service purposes. Maximum power consumption 23W.

#### CAUTION

The input voltage must not exceed 17 Vdc.

#### Triax cable socket

- The power supply for the camera is normally supplied from the Base Station via the the triax cable. The triax cable is connected to this socket.
- The triax cable also carries all the video, audio/ intercom and control signals between the camera and the Base Station.



#### Smart card slot

- Insert your smart card into this slot with the chip on the card facing the front of the camera. Push the card home until it fits snugly.
- There are two types of card; an owner card and a user card. Both cards store operator files and scene files.

The owner card can be used to change the user level

of the camera. The user level determines which set of controls and functions can be changed by the camera operator. Refer to Section 6 for more information on the smart card.

- A smart card is not required for normal operation of the camera.
- **Note:** Only use an original Philips camera card. Store the owner card in a safe place.



#### • Filter switches

Rotate these two switches to move the optical filter wheels.

The outer (bigger) filter switch has four positions:

- 1 : Clear
- 2 : ND 1/4 filter (2 stops)
- 3 : ND 1/16 filter ( 4 stops)
- 4 : ND 1/64 filter ( 6 stops)

The inner (smaller) filter switch has four positions:

1	:	Clear
2	:	4-point star
3	:	6-point star
4	:	Soft focus

The status of the filter wheels is displayed in the viewfinder for a few seconds.

- The ND/RE indicator in the 1.5-inch viewfinder lights when an ND (Neutral Density) filter is selected.
- **Note:** No optical colour filters are needed with this camera as the colour balance range is sufficient to measure temperatures from 2.5K to 20K.

#### 2 Extended Iris button

- When this button is pressed once the current value of the automatic extended iris function. Press the button twice in quick succession to switch between on and off.
- This function automatically regulates the video signal level by adjusting the iris opening, the gain level and the exposure time to suit the ambient lighting conditions. When extended iris is on, the non-standard indicator (!) in the 1.5-inch viewfinder lights, and gain and exposure controls are blocked.

#### **3** Std Scene File button

- The standard scene file button is a momentary button which, when pressed for two seconds, recalls the standard scene file video values. These values do not take effect immediately if the camera is on air; they take effect when the camera goes off air.
- Refer to the Appendix for the default values of the factory defined standard scene file. Refer to Section 6 to find out how to define and assign a standard customer scene file.
- If the optional Smart-Touch<sup>™</sup> feature is installed and switched on, pressing the Std button for two seconds displays a list of files in the viewfinder menu. Files are listed under the Lighting, Creative, and Matching categories. The standard settings file is also available. Use the Rotary control and Select switch at the camera front to recall a file.

#### Black Stretch switch

This switch when set to the On position, starts the black stretch function. This function gives more detail in the dark areas of the picture. Set the switch to Off to switch off the function. When black stretch is switched on the nonstandard indicator (!) in the viewfinder lights.

#### **6** Colour Temp. switch (White Bal.)

This up/down scroll selection switch allows a choice between three preset colour temperatures:

- 3200K (3.2K) for studio lighting conditions
- 5600K (5.6K) for outdoors, clouded conditions
- 7500K (7.5K) for outdoors, clear blue skies three memory positions:
  - FL- memory position for fluorescent light
  - AW1 memory position 1
  - AW2 memory position 2

and an automatic continuous white position:

- AWC continuous measurement (2.5K to 20K)
- The memory positions can be filled with measured values using the automatic white balance switch at the front. Indicators in the 1.5-inch viewfinder light to show which position is selected. None of these indicators light when AWC is selected,

but the non-standard indicator (!) lights.

#### **6** Colour Bars switch (Bars)

The Bars switch turns the colour bar test signal on and off. The lens iris closes automatically when the colour bars are switched on.

#### **Gain selection switch**

- This up/down scroll selection switch gives a choice of five master gain settings. The values for these settings, except 0 dB, can be set in the Install menu of the camera systems menu (refer to Section 6). The indicators in the 1.5-inch viewfinder light as follows:
  - Gain is (-6, -3dB)
  - + Gain is + (+6, +9, +12, +18dB)
- ++ Gain is ++ (+9, +12,+18, +24dB)
- + and ++ Gain is +++ (+30, +36dB)
- **Note:** Reduce crispening (peaking) in the viewfinder when using the +++ position.

#### Clean Scan button

- When shooting computer monitors with higher frame frequencies than the camera use the Clean Scan function to avoid horizontal bars in the picture.
- Press the Clean Scan button for two seconds to directly access the variable exposure (clean scan) function. Use the rotary control to change the value and so remove the noise bar. When you are finished shooting the monitor press the Clean Scan button for two seconds to switch off the Clean Scan function.
- When the Clean Scan function is on, the non-standard indicator in the viewfinder lights. Refer to Section 5 for more information on shooting screens.

#### White Balance switch

- This momentary switch is used to start the automatic white balance process. The camera, when pointed at a white area in the centre of the picture, measures and stores a colour temperature setting in the FL, AW1 or AW2 memory position.
- The white balance switch only operates if the colour temperature is set to the FL, AW1 or AW2



position. Refer to Section 5 for more information on how to use the automatic white balance.

#### Note:

Black balance is not necessary with this camera because of the continuous automatic black control circuits.

#### • Exposure Time switch

This up/down momentary switch gives a choice of eight exposure time settings. These are:

#### Nom. - nominal setting

- Cl. Scan for shooting computer monitors with higher frame frequencies than the camera
- Crt for shooting sync-locked monitors
- 1/200 for fast moving objects
- 1/500 for fast moving objects
- 1/1000 for fast moving objects
- 50 Hz shooting with 50Hz lighting (adjustable)
- 60 Hz shooting with 60Hz lighting (adjustable)
- If an exposure time other than nominal is selected, the non-standard indicator (!) in the viewfinder lights.

- Sometimes when shooting TV screens or monitors with the same display frequency as the camera, a horizontal black bar is seen in the viewfinder because the camera is blanking while the TV is not.
- The V-Shift switch shifts the camera blanking. It is spring-loaded with a central rest position. Holding the switch in the + or - position moves the bar up or down so that it is no longer visible in the viewfinder. This function is only available when the camera is used in the stand-allone mode and is not active when the camera is genlocked or on-air.

#### VTR Start button

In the triax mode this button switches the intercom microphone of the headset to the production intercom channel. This button operates in parallel with the VTR button on the lens.

#### Vertical Shift switch (V-Shift)



#### CVBS output connector

This BNC connector provides a 1Vpp CVBS output signal when the optional encoder (LDK 5405/00 for PAL or LDK 5405/50 for NTSC) is fitted.

#### Viewfinder / External video output connector

This BNC connector carries the viewfinder signal or the external video signal from the Base Station depending on the position of switch ③.

#### Video output selection switch

This switch determines whether the viewfinder signal from the camera or the external video signal from the Base Station is available at connector 2.

#### External signal selection switch

This switch selects either the EXT1 or EXT 2 signal for display in the viewfinder when the viewfinder signal selection switch **6** is in the EXT position.

#### Viewfinder selection switch

This switch is used to select the camera Y signal or an external signal - set with <sup>(3)</sup> - for display in the viewfinder. The Ret. button on the lens also selects this signal in parallel with this switch.

#### 6 External signal selection switch

- This switch selects the signal displayed in the viewfinder when the viewfinder signal selection switch **G** is in the EXT position. The signal displayed is as follows:
- EXT : Base Station external input 1.
- MIX : Base Station external input 1 and camera Y signal mixed.
- Note: Switches **6** and **6** are disabled when the SuperXPander is used.

#### Tally switch

- The tally switch is used to control the tally indicator at the front of the viewfinder.
- When this switch is set to the ON position, the tally indicator light when the camera is on-air.
- When this switch is set to the OFF position, the tally indicator does not light when the camera is on-air.
- The tally swith does not control the tally indicator at the rear of the carrying handle.

#### Tally indicators (red)

The red tally indicators at the front of the viewfinder and at the rear of the carrying handle light to indicate that the camera is on-air. the tally indicator at the front of the viewfinder does not light when the camera is on-air if the tally switch is set to the OFF position.



#### Zebra switch

This switch disables (OFF position) or enables the zebra pattern in the viewfinder which indicates high video levels. Values for the zebra function are selected in the VF menu. (The zebra pattern is switched off when the skin view is on.)

#### **2** Option switch

This switch is included on the viewfinder to allow future features to be incorporated.

#### Brightness control

Use this rotary control to adjust the brightness of the viewfinder display to suit your needs.

#### Ontrast control

Use this rotary control to adjust the contrast of the viewfinder display to suit your needs.

#### • Crispening control

This rotary control adjusts the sharpness of the picture displayed in the viewfinder. Reduce the crispening for a better picture when the gain is set to +++.

#### **6** Tally switch

- The tally switch is used to control the tally indicator at the front of the viewfinder.
- When this switch is set to the ON position, the tally indicator light when the camera is on-air.
- When this switch is set to the OFF position, the tally indicator does not light when the camera is on-air.
- The tally swith does not control the tally indicator at the rear of the carrying handle.

#### Dioptre

The dioptre of the viewfinder can be adjusted to suit your eyesight by turning the dioptre ring. The range of the dioptre is +1 to -3.



#### Gain indicators

The gain indicators in the viewfinder light as follows:

- Gain is (-3 or -6dB)
- + Gain is + (+6, +9, +12 or +18dB)
- ++ Gain is ++ (+9, +12,+18 or +24dB)

+ and ++ Gain is +++ (+30 or +36dB)

#### 2 Top indicators

REC lights when the camera is on-air.
 TAPE lights when the studio ISO signal is received.
 BATT lights if the supply voltage is less than 11V.
 ND/RE lights when an ND optical filter or the lens range extender is selected.

#### Iris indication

Indicates the value of the iris opening (when enabled in the VF menu).

#### Zebra pattern

This diagonal line pattern warns the operator that the area affected has risen above a predetermined level of the full scale video exposure value. Level and contrast are selected in the VF menu.

#### Safe area marker

The safe area marker indicates an area that represents 80% of the whole viewfinder picture area. This is the minimum area seen on a TV-set.

#### Non standard indicator

The non-standard video settings indicator (!) lights when exposure is not set to nominal. It also lights when black stretch or extended iris is on and if AWC or FL is selected with the Colour Temperature selector.

#### White Balance indicators

The white balance indicators light as follows:

- 3,2 preset temperature of 3200K is selected
- 5.6 preset temperature of 5600K is selected
- 7,5 preset temperature of 7500K is selected
- FL memory for fluorescent light is selected
- AW1 memory 1 is selected
- AW2 memory 2 is selected

None of these indicators light if AWC is selected.

#### Message box

The display time of this information message box is set by the Info time item of the VF menu.

#### Centre marker

This cross marks the centre of the picture.

#### • Cadre marker (switchable cameras)

These dotted white lines show the limits of a 4:3 picture in the 16:9 mode, or the limits of a 16:9 picture in the 4:3 mode.

#### Zoom indication

Indicates the degree to which the lens has been zoomed in or out if this feature is supported by the lens. It shows 50 if not supported.



#### Audio microphone connector front

Balanced input connector for a high quality microphone. A phantom power supply (48V) for the microphone is provided from this socket. The gain of this audio channel can also be controlled.

#### **2** Audio microphone connector rear

Balanced input connector for a high quality microphone.

#### **3** Audio microphone switch

A 3-position switch that selects the audio microphone connector at the front or the connector at the rear. The third position selects the rear connector with a phantom power supply (48V).

#### Audio microphone 2 connector rear

Balanced input connector for a second high quality microphone.

#### **6** Microphone 2 phantom power switch

A 2-position switch that selects a phantom power supply (48V) for the second audio microphone.



#### Intercom routing switch

A 3-position switch that routes the camera operator intercom microphone signal to engineering (ENG) or production (PROD), or turns off the intercom. The momentary VTR switch at the front of the camera, or on the lens can be used to route the cameraman's intercom microphone signal to production, regardless of the position of this switch.

# Headset Production vol. control selection

A 2-position switch for the production intercom which selects control of the volume at the front of the camera (7) or control of the volume at the rear (3).

#### Headset Production volume control

This control varies the volume of the production intercom signal to the camera operator's headset when the selection switch (2) is in the REAR position.

#### Headset Programme volume control

This control varies the volume of the programme intercom signal to the cameraman's headset.

#### **6** Headset Engineering volume control

This control varies the volume of the engineering intercom signal to the cameraman's headset.

#### 6 Cameraman intercom connector

Headsets with dynamic or electrete type microphones can be connected to this socket.

#### Headset Production volume control

This control varies the volume of the production intercom signal to the camera operator's headset when the selection switch (2) is in the FRONT position.



The system menus are displayed in the viewfinder. There are two controls at the front of the camera that allow you to navigate through these menus.

The functions handled by the system menus are divided into eight different menus that are listed in the main menu as follows:

VF	>>		
Lens	>>		
Video	>>		
Instal	I	>>	
Files	>>		
Secur	ity	>>	
Diagnostics >>			
Servio	e	>>	

(Some of these items may not appear if the user level is not set to 3.)

Each of these menus gives you access to a particular group of functions.

#### System Menu Rotary control a

This rotary control is used to move through the various menus of the control system. It is also used to vary the value of some functions.

#### System Menu Select switch 2

- This switch, when pressed, selects the particular menu that is pointed out by the cursor in the viewfinder menu display. It is also used to set an on/off function or to select a value from a list.
- More information on using the system menus is contained in Section 6.


#### Call button

Pressing this momentary button sends a signal to the control panels calling for attention.

#### Script Light connector

A 3-pole socket which supplies +12 Vdc for a script light (maximum dissipation 0.25A). The optional script board (LDK 6985/15) is connected to this socket.

#### Teleprompter output socket

- This BNC conector supplies the 1Vpp teleprompter signal applied to the base station.
- (This socket has no output if the reference input socket is used as a return video channel).

#### Aux connector

This 11-pole female socket provides analogue control signals and facilities for the connection of a private data channel (see installation manual).

### **5** Tracker connector

This 11-pole female socket provides full intercom and signalling facilities for the dolly or crane driver (see installation manual).

### Reference input socket

- This BNC conector is used to supply a 1Vpp reference signal to the camera for genlocking when the optional encoder (LDK 5435) is fitted.
- This connector can be used as an input socket for a 1Vpp CVBS signal which is output on the TP out connector of the Base Station. This is only possible with Base Station type LDK 4501 and when the optional encoder (LDK 5435) is fitted.
- Select the function of this socket in the Install menu of the camera or the System menu of the Base Station.

# Section 5

# Shooting

This section contains information on the practical use of the camera using the viewfinder display and the switches at the front to control the camera.

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### Using the Camera

The camera is operated via the viewfinder text display and the control system switches on the front panel. You have great detail and selection at your disposal when changing all the functions that are available in the camera. Refer to Section 6 - Operating the Menu System - for an explanation of the use of the menu selection structure and the viewfinder text display.

This section describes the operational functions that are available when using the camera via the viewfinder display and the switches at the front. These offer a convenient way of accessing the menu system which provides full control of the camera.

There are a number of steps that must be carried out before satisfactory shots can be obtained:

- a. The camera must be set up and powered.
- b. The standard settings must be recalled.
- c. Adjustments must be made for ambient lighting.

#### Physical set-up and power supply

Attach lens, viewfinder, microphone and any other accessories to the camera as described in Section 2 - Assembling the Units.

Connect the triax cable to the triax connector and the camera operator's headset to the headset socket on the rear panel of the camera. Connect the audio microphone to either the audio socket on the right side of the camera or the socket on the rear. The camera is powered by the base station via the triax cable. Set the power switch on the left side of the camera to the on position.

#### **Operator preferences**

With the owner card or the PIN code set the user level. The recommended minimum user level is 1. Setting the camcorder to level 0 is too restrictive for normal circumstances. For full control set the level to 3.

#### Viewfinder preferences

Set up the viewfinder according to your own preferences; select markers, message boxes and on-screen display times.

#### Lens preferences

Set up the lens according to the manufacturer's instructions. Select the lens type from two predefined settings; standard or wide angle. Choose and, if necessary, adjust the iris parameters to suit the lens and your personal preferences.

#### Video preferences

The camera is now ready for use, however, the ambient conditions must now be taken into account and the appropriate adjustments made on the camera:

- a. Recall the standards settings.
- b. Switch off the colour bar (when on).
- c. Select the gain.
- d. Select a neutral density optical filter if required.
- e. Set a preset colour temperature or carry out the automatic white balance procedure.
- f. Select the correct exposure time.
- **Note**: The number of functions available depends on the user level that has been set. Refer to Section 6 for more information on setting the user level.

To ensure that some of the camera functions are not set to unusual values, a standard file has been defined that contains the default values for most video functions. The table in the Appendix lists the values that are set when the standard file is recalled.

Press the green STD button on the left side panel of the camera and hold it for 2 seconds to recall the standard values for the various video functions. The standard values only take effect when the camera is not on-air.

**Note**: The standard file can be selected as either a factory or a customer standard file. Changing the standard file can only be done in the System security menu if the owner card or the PIN code is used.

#### Smart-Touch<sup>™</sup>

Smart-Touch<sup>™</sup> is an optional software module that gives immediate access to 14 pre-defined scene files. This library allows you to quickly set up the camera for different shooting conditions. To choose a particular file proceed as follows:

- a. Press the green STD button for 2 seconds; the viewfinder shows the library of available shooting conditions.
- b. Select a file by rotating the selection wheel at the front of the camera.
- c. Activate the file of your choice by pressing the Select button at the front of the camera.

The new values only take effect when the camera is not on-air. The Smart-Touch<sup>™</sup> files can also be selected by navigating to the Files menu using the System Menu.

The files of the Smart-Touch<sup>™</sup> library are divided into three categories, Lighting, Creative, and Matching, which complement the standard setting scene file.

The Lighting category provides three different files for various lighting conditions:

- **Night** optimises the transfer characteristic to enhance the visibility of detail in very dark scenes without the undesirable consequence of excessive noise associated with simply increasing gain.
- **Fluorescent** establishes matrix and colourmetric parameters to reduce the green tinge and give a more acceptable picture when the scene is lit with uncorrected fluorescent lighting.
- Extreme contrast uses the full dynamic range of the FT CCD sensor to obtain better handling of highlights and more detail in the shadows.

The Creative category provides seven files for different effects:

- **Sports warm colour** delivers warm and rich contrasts bringing out team colours.
- **Sports interview** incorporates the dual skin tone control into the sports setting for interviews.
- **HI film** gives a high contrast film-like look which is ideal for outdoor location production.
- HI film + skin is the HI film setting with dual skin tone control incorporated for natural, flattering close-ups.
- **LO film** gives a low contrast film-like look for studio production.
- LO film + skin is the LO film setting with dual skin tone control incorporated for natural, flattering close-ups.
- **Sepia** creates a sepia tone look for atmosphererich production.

The Matching category provides three files for camera matching:

- LDK 9x + LDK 10 for matching to Philips LDK 9, LDK 10, LDK 90 and LDK 91 cameras.
- **DVW xxx** for matching to Sony camcorders.
- HL xxx for matching to Ikegami camcorders.

Each of these settings can be personalised and stored on a smart card.

The left side panel also contains a button for switching on the colour bar test signal. The colour bar is a standard test signal which is used to set up and check the camera before use.

When the colour bar is selected the following functions are temporarily set to the values listed below:

Black stretch	:	Off
White limiter	:	Off
Zebra	:	Off
Safe area (VF)	:	Off
Cadre (VF)	:	Off

A neutral density filter and a special effect filter can be placed in the path of the optical signal to modify the incoming light. The filters are selected via the filter switches at the top-front of the camera. These filters can be used, for example, to control depth of field.

The LDK 200 does not need colour optical filters to be able to white balance correctly. The range of the autowhite balance is so wide (from 2.5K to 20K) that there is never any need to use colour filters to obtain the correct white.

### \_Gain selection

Depending on the available light levels it may be necessary to adjust the gain of the camera. The gain is selected via the Gain up/down switch on the left side panel. When this switch is pressed initially, the current value of the gain in dB is displayed in the viewfinder.

A new value is chosen by scrolling up or down through the five preset values (-, 0, +, ++ and +++). The actual dB value of these gain steps can be set in the install menu.

The -, + and ++ indicators at the top of the 1.5-inch viewfinder show which preset is selected.

For true colour reproduction the ambient lighting conditions must be compensated for by selecting a value for the colour temperature. The standard file setting is 3200K (normally used for tungsten light). Two other reference colour temperatures are available: 5600K (for outdoors, clouded conditions) and 7500K (for outdoors, clear blue skies).

Three similar memory positions (FL, AW1 and AW2) are available to store the results of the auto-white measurement process. The FL position is recommended for shooting with fluorescent light.

A continuous automatic white balance position (AWC) is also available. This function continuously measures the white balance and adjusts accordingly. It can be used when a constant colour balance is required under changing lighting temperatures (sunsets, indoors/ outdoors use). When AWC is selected none of the colour temperature indicators in the 1.5-inch viewfinder light.

The colour temperature is selected via the up/down scroll switch (White Bal.) at the left-front side of the camera. The viewfinder displays the current value. A new value is chosen by scrolling up or down through the available values. The colour temperatures are shown in the following order:

White balance :	3200K
White balance :	5600K
White balance :	7500K
White balance :	FL
White balance :	AW1
White balance :	AW2
White balance :	AWC

The viewfinder displays the selected value and the actual measured colour temperature. The range of the auto-white balance is from 2.5K to 20K.

In the auto-white positions an electronic colour filter can be adjusted in the system Video menu. This varies the colour balance to obtain warmer or colder colour effects. When an automatic white balance process is performed, the electronic colour filter is reset to its default value.

If the reference colour temperatures do not match your lighting conditions carry out the auto-white procedure as follows:

- a. Use the colour temperature switch to select one of the memory positions FL. AW1 or AW2 in which to store the measured colour temperature value.
- b. Press once on the white balance switch at the front of the camera to start the automatic white balance procedure. The following appears in the viewfinder:



- c. Point the camera so that the reference white surface is between the two small white boxes.
- d. Press the white balance button again to start the measurement procedure. A message indicating that the process is runnning appears.



e. When the process is completed (within a few seconds) the OK message and the measured temperature appear in the viewfinder.



The measured colour temperature is now stored in the selected memory position and can be recalled as required. The camera is now ready for use.

Note: During the auto-white measurement process iris is set to Auto and 90% and the knee is turned off.

Sometimes when shooting TVs or computer monitors a horizontal bar can be seen across those screens in the viewfinder. There are two ways of removing the noise bar from the picture depending on the frame frequency of the display. For displays with the same frame frequency as the camera, for example TV sets, use the V-shift facility. For displays with a higher frame frequency, for example computer monitors, use the Clean Scan facility.

#### **Clean Scan**

Carry out the Clean Scan function as follows:

- a. press the Clean Scan button at the front of the camcorder for about two seconds to directly access the variable exposure (clean scan) function. The Clean Scan submenu appears in the viewfinder.
- b. Use the rotary control to change the value and so remove the horizontal black bar.
- c. If a more accurate adjustment is required set the CI. Scan item to Extended.
- Note: Set the Clean Scan mode to Normal if a smear effect occurs.
- d. Set the Unit item to the prefered read out, Hz or mSec.

When you are finished shooting the monitor press the Clean Scan button for two seconds to switch off the Clean Scan function. (Exposure Time returns to its previous non-variable setting).

The ranges for in Normal mode are:

from 54.7 to 121.5 for 50Hz cameras from 60.9 to 155.1 for 60Hz cameras

The ranges for in Extended mode are: from 50.6 to 103.1 for 50Hz cameras from 61.1 to 151 for 60Hz cameras

#### **V-SHIFT**

The vertical shift switch (V-SHIFT) at the front of the camera is used for displays with the same frame frequency as the camera, for example TV sets. It is an up/down type switch. Pressing the switch moves the black bar up or down so that it is no longer visible in the viewfinder. This function is only active when the camera is not genlocked and when it is not on-air.

If the frame frequencies of camera and monitor are different use the clean scan function.

#### **CRT Exposure**

A third possibility can arise when shooting a monitor whose synchronization is locked to the camera's. Stripes might be visible in the picture of the monitor. (This is more usual with 16:9 cameras.) To remove these disturbing line pairing effects between monitor and camera lines, select the CRT option with the Exposure time switch. The exposure time values of 1/200, 1/500 and 1/1000 of a second are used to capture fast moving objects so that these can be played back sharply in slow motion. The value selected depends on the speed of the moving object.

**Note**: Increasing the exposure speed lowers the camera sensitivity proportionally.

The exposure selection also includes lighting control positions which can be used when shooting with lighting that is operating at a different frequency to the camera. There are two position 50 Hz and 60 Hz. Each of these positions can be varied further in a range from -10 to +10.

To reduce flicker select the frequency closest to the frequency of the lights and then vary the lighting control in the system Install menu to obtain the best result.

# **Section 6**

# Using the Menu System

Because the LDK 200 offers such a wide range of functions, this section describes the structure of the control system. It contains procedures for controlling the menu system and explains how to program the menu system for your personal preferences. The menu structure and the methods of function selection are also explained.

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### Introduction

Operationally, the camera is very easy to use. However, because of the large number of functions available and the large number of set-up options, it may require some time for you to become familiar with them all. We recommend that you spend time using the various controls and displays in order to discover the wide range of possibilities.

Read the instructions in this section carefully but also feel free to examine the various menus in detail. In this way you will learn quickly to intuitively operate the camera.



The system functions of the camera are grouped into menus and sub-menus. The systems menu is viewed in the viewfinder and navigated by means of the Rotary control and the Select button which are both located at the front of the camera.

#### Entering the Systems menu

Press the Select button after the camera is switched on, the message **Menu off** appears in the viewfinder. Press the Select button again while this text is showing, the MAIN menu appears in the viewfinder.



The MAIN menu screen shows five items. The name of the menu is shown below these. Four more items are hidden but become visible when you scroll down using the rotary control.

(Some of these items may not appear if the user level is not set to 3.)

A cursor shows your position in the menu. The Rotary control moves the cursor up and down.

#### Finding your way

Use the Rotary control to move the cursor through the menu items. If a double arrow (>>) is visible, then pressing the Select button brings you one level lower in the menu system. Only five items are visible in each menu. Scroll up or down to see any additional items.

When you first enter a menu (other than the MAIN menu) the cursor is positioned next to the first item.

The TOP and PREVIOUS entries are not immediately visible but are located above the first item. Use the Rotary control to scroll up to them.

TOP PREVIOUS	
Lens type Auto Iris Peak/Average Auto iris setp. Mom. iris setp.	Std On 65 35 50
MENU: LENS	
Extended Iris	$\qquad \qquad $

- Select TOP to bring you back to the MAIN menu.
- Select PREVIOUS to go back to the menu that you were in before the current one.

The LENS menu above shows the items displayed when you first enter the menu and the other items that are available by scrolling up or down with the Rotary control.

### Leaving the Systems Menu

If you are deep within the menu structure, follow these steps to leave:

- a. If necessary move the cursor to the leftmost column with the Select button.
- b. Scroll upwards with the Rotary control until the cursor points to TOP (this is the MAIN menu).
- c. Press the Select button. The cursor now points to the Menu off item of the MAIN menu.
- d. Press the Select button to leave the System menu.

This is the recommended way of leaving the System menu.

If you do not use the menu it disappears after a few seconds. (This delay can be programmed in the VF menu.) However, when you press the Select button again you enter the System menu at the last position of the cursor and not at the top of MAIN menu.

To prevent confusion the next time you enter the System menu, it is advisable to leave the System menu by returning to the MAIN menu (TOP) and selecting Menu off.

#### **Making changes**

To find out where you have to go to change a function, consult the appendix to discover under which menu group or sub-group the function you want to change is located.

If the cursor points to an item (and there are no double arrows to indicate a sub-menu) then the item pointed to has a value. The value can be:

- a toggle value (only two values)
- a list value (more than two values)

- an analogue value (variable from 00 to 99) or unavailable (---).

If the value is unavailable it cannot be changed. This is indicated by three dashes (---). This can occur, for example, when a function is switched off. The analogue values associated with that function are then unavailable.

If there are only two values associated with the function, then pressing the Select button toggles between these two values.

If a value is displayed next to a function that is one of several possible values, then pressing the Select button places the cursor in a list menu indicating the value currently selected. Use the Rotary control to point to a new value. Press the Select button to return the cursor to the function list.

If an analogue value is displayed next to a function name, then pressing the Select button places the cursor in front of the value and the Rotary control is used to change the analogue value. Press the Select button to return the cursor to the function list.

#### **Undoing changes**

If you make changes to the video settings in the Systems menu and you decide not to keep them, use the Std. File button at the side of the camera to recall a standard set of values for the video parameters.

#### **Menu Structure**

Access to the functions on these menus is determined by the user level that has been set. The menus are as follows:

#### Main (top) menu

The top menu gives access to the other menus.

#### VF menu

This menu contains the functions which determine how items in the viewfinder are displayed.

#### Lens menu

The functions contained under this menu control various aspects of the lens.

#### Video menu

The video menu contains those functions which affect the picture quality.

#### Install menu

This menu contains the functions that are used to set up the general configuration of the camera. It also contains controls to customize those switches that are directly operated on the camera.

#### Files menu

This menu allows values to be stored in scene and operator files, and allows these files to be recalled as required.

#### Security menu

The security menu is used by the camera owner to set user levels and to control access to the camera, or to store the customer (scene and operator) default files.

#### Diagnostic menu

The diagnostic menu is designed to provide information on the current status of the camera.

#### Service menu

The advanced service menu is available to service engineers for carrying out adjustments and calibrations to the camera (see Technical Manual).

#### Security Menu for Owner's Access

The Security menu provides restricted access to special set-up and security features of the camera.

Access to this menu requires the owner's unique smart card for the camera or the PIN code that has been set for the camera.

**Note**: An owner card is linked to the serial number of the camera and is unique to that camera. It cannot be used as an owner card for another camera.

Inserting the owner card into the camera gives direct access to the security menu. If you select the Security menu without this card inserted, you must enter the correct PIN code to gain access to the Security menu.

#### **User Levels**

The installed user level function in the Security menu restricts access, in varying degrees, to the operational controls of the camera. There are four user levels and a service level: user0, user1, user2, user3 and service.

The purpose of the user levels is to restrict the set of functions which can be changed by whoever is using the camera. In this way a more centralized and uniform control can be achieved and the danger of the camera operator accidentally changing critical functions while shooting is reduced.

User level 0 is a special protection level which locks most of the operational controls of the camera. Use this level to ensure that a camera that has been setup is not tampered with. User level 0 is not normally used for operational purposes.

The service level gives access to all settings. Enter the PIN code or insert the owner card to access the service level. Leave the service level by removing the owner card or if the access is provided by the PIN code by switching the power to the camera off and on.

The appendix indicates which functions are available at each user level.

#### **Run Hours**

This sub-menu allows the date and time to be set and allows the running time of the camera to be viewed for the last 30 days.

#### **PIN Code**

The PIN code of the camera can be viewed and changed in the Security menu.

The camera's PIN code when it leaves the factory is set to 0000. It is strongly advised that this code be changed by the owner on receipt of the camera. This ensures added protection against unaurthorised access to the Security menu.

#### Standard customer file

The green button on the side of the camera recalls the standard scene file. This file contains standard parameters for the picture performance.

A standard operator's file can be recalled via the Files menu. This file contains parameters for the set-up of the camera.

A customer standard file can be defined for the standard scene file and for the standard operator's file.

The contents of the customer files for both these standard files is stored via the security menu. The selection of a factory defined or a customer defined file for use as a standard file is also made in this menu.

#### **Files Menu Features**

A user of the LDK 200 camera can have access to 15 different files. This number can be extended by using additional scene file smart cards. The Files menu is used to recall and store these files. There are two types of file:

\* scene files

\* operator files.

A scene file contains values related to the picture performance. The operator file contains values related to the set-up of the camera (viewfinder, lens and installation parameters).

The appendix indicates the functions that are stored in the scene file and those functions that are stored in an operator file.

#### Scene files

Four scene files are stored in the camera itself (SCAM1,SCAM2, SCAM3 and SCAM4). Another four scene files can be stored on the smart card (SCARD1, SCARD2, SCARD3 and SCARD4).

A STANDARD scene file (preselected as either factory or customer defined) is stored in the camera.

**Note**: The standard customer scene file is stored via the Security menu, not the Files menu. The decision to use the factory defined file or the customer defined file as the standard file is also made in this menu.

The Files menu enables the scene files to be stored and recalled using the store and recall entries of the menu system.

If the message NOK is displayed then the old values are restored. If the camera is on-air when a scene file is recalled then the recalled values do not become active until the camera goes off air.

#### **Operator files**

The Files menu also allows the recall of the opererator file stored in the camera (OCAM1) or one of the two operator files (OCARD1 and OCARD2) stored on the smart card. These files contain information for setting up the non-video configuration of the camera.

A STANDARD operator files (factory or customer defined) is stored in the camera.

**Note**: The standard customer operator file is stored via the Security menu, not the Files menu. The decision to use the factory defined file or the customer defined file as the standard file is also made in this menu.

#### **Install Menu Features**

#### Gain

The gain can be selected in five steps: -, 0, +, ++ and +++. The actual value of the gain in dB can be assigned to these symbols. This is done in the Install menu.

The "-" can be set to -6dB or -3dB. The '0' is always 0dB. The '+' can be set to 6, 9, 12 or 18dB . The '++' can be set to 9, 12, 18 or 24dB. The "+++" can be set to: 30 or 36dB

#### **Disable camera**

The disable camera function is a protection function which prevents unathorised interference with the camera and provides an additional level of security. Setting disable camera to ON is similar to using User level 0 to protect the settings of the camera. Appendix

### \_\_Contents\_

System Menu Structure ...... A-3 List of System Menu Functions ......A-17 List of Abbreviations ......A-19

The appendix contains two types of table listing the contents of the menu system. A list of abbreviations is also included.

The System Menu tables present the functions ordered in the logical divisions of the menu system itself with additional information in the columns:

- User level column The User level column indicates the functions that are available with different user levels.
- Values column All available choices are listed for a function.
- Blocked if column Lists the conditions that block the function.
- Default column The default column lists the values of the functions when a camera is delivered.
- Files column

The File column indicates where the value of the function is stored; in the operator file or in the scene file or not at all.

The second table "List of Systems Menu Functions" contains an alphabetical list of the System menu functions. This table is used to find the menu path to a function and assists in navigating to that function.

# -System Menu Structure-

-

MAIN Menu													
Menu text		I	Us	er	lev	el	Values	Blocked if	File	Default			
VF	>>	0	1	2	3	S							
Lens	>>	0	1	2	3	S							
Video	>>			2	3	S							
Install	>>	0	1	2	3	S							
Files	>>		1	2	3	S							
Security	>>	0	1	2	3	S							
Diagnostics	>>			2	3	S							
Service	>>				3	S							

						VF Menu			
Menu text	l	Us	er I	ev	el	Values	Blocked if	File	Default
VF mon			2	3	S	Y,R,G,B	-	operator	Y
VF Contour >>									
VF Contour			2	3	S	On, Off	-	operator	On
Level			2	3	S	099	VF cont. Off	operator	95
Zebra >>									
Zebra				3	S	On,Off	1.5" VF used	operator	Off
zebra mode				3	S	Level, band	Zebra Off	operator	Level
zebra level (%)				3	S	099	Zebra Off	operator	90
zebra contrast				3	S	099	Zebra Off	operator	15
Centre Cross	0	1	2	3	S	On,Off	-	operator	Off
Safe Area	0	1	2	3	S	On,Off	-	operator	Off
Audio Bar	0	1	2	3	S	On,Off	Triax	operator	Off
Box downright	0	1	2	3	S	Fltr,Off	-	operator	Off
Iris Ind.	0	1	2	3	S	On,Off	SuperXPander	operator	Off
Focus Ind.	0	1	2	3	S	On,Off	No SuperXPander	operator	Off
Zoom Ind.	0	1	2	3	S	On,Off	-	operator	Off
4:3 Area	0	1	2	3	S	Off,Dot,Shad, Both	new Syncmon. Board and no 16:9	operator	Off
Marker	0	1	2	3	S	Off,43169,14:9	old Syncmon. Board	operator	Off
Marker Type	0	1	2	3	S	Dot,Shad,Both	old Syncmon. Board	operator	Off
Ind. White			2	3	S	099	-	operator	28
Ind. Black			2	3	S	099	-	operator	30
Display			2	3	S	On,Time	-	operator	Time
Menu Time				3	S	010 sec.	Display On	operator	10
Info Time				3	S	020 sec.	-	operator	5
Rotary Speed				3	S	010	-	operator	5

LENS Menu												
Menu text		ļ	Us	er I	ev	el	Values	Blocked if	File	Default		
Lens Type		0	1	2	3	S	Std,WA	-	operator	STD		
Auto Iris		0	1	2	3	S	On, Off	SuperXPander		Off		
Peak/Average					3	S	099	Auto Iris off	scene	65		
Autolris Setpoint					3	S	099	-	scene	35		
Mom. Iris Setpoint					3	S	099	-	scene	50		
Manufacturer		0	1	2	3	S	Fuj1,Fuj2, Ang, Can,	-	-	Fuj1		
Extended iris	~				3	S						
GainSpeed						S	099	-	operator	5		
ExpTimeSpeed						S	099	-	operator	4		
Min iris					3	S	F5.6, 8, 11, 16	-	operator	F16.0		
Max iris					3	S	F1.4, 2, 2.8, 4, 5.6	-	operator	F2.0		
Min exp time					3	S	1/100, 1/200, 1/500	-	operator	1/500		
Max Gain (dB)					3	s	015 (steps of 3)	-	operator	15dB		
Autoiris const	>>				3	S						
Iris gain					3	s	510	-	-	-		
VTR Switch		0	1	2	3	S	Alt,Mom	No LDK 5411		Off		

VIDEO Menu												
Menu text	l	Us	er l	ev	el	Values	Blocked if	File	Default			
Colour filter			2	3	S	00 99	3k2, 5K6, 7K5 or AWC	scene	50			
Contour >>												
Contour					S	Off, On	-	scene	On			
Level				3	S	0099	Contour = Off	scene	50			
Source Select >>				3	S	Y,R,G,RG	-	scene	R+G			
<more> &gt;&gt;</more>												
vert cont				3	S	099	Contour = Off	scene	25			
coarse/fine				3	S	099	Contour = Off	scene	50			
Level					S	099	Contour = Off	scene	50			
level dep.					S	099	Contour = Off	scene	40			
noise slicer					S	099	Contour = Off	scene	5			
Soft Contour >>												
Soft Contour			2	3	S	Off, On	-	scene	Off			
Level			2	3	S	099	Soft Cont = Off	scene	70			
Knee Contour				3		Off, 1,2,3,4		scene	Off			
Skin >>												
Skin			2	3	S	Off, 1, 2, 1+2	-	scene	Off			
Auto			2	3	ട	Off, On	Skin = Off or 1+2	-	Off			
View			2	3	s	Off, On	Skin = Off		Off			
Skin Level			2	3	s	099	Skin = Off	scene	50			
<more> &gt;&gt;</more>												
width1 Red				3	S	099	Skin <> 1	scene	50			
width1 Blue				3	ഗ	099	Skin <> 1	scene	50			
color1 Red				3	s	099	Skin <> 1	scene	50			
color1 Blue				3	ഗ	099	Skin <> 1	scene	50			
width2 Red				3	S	099	Skin <> 2	scene	50			
width2 Blue				3	S	099	Skin <> 2	scene	50			
color2 Red				3	S	099	Skin <> 2	scene	50			
color2 Blue				3	ഗ	099	Skin <> 2	scene	50			
Flare >>												
Flare					S	Off, On	-	scene	On			
Red					S	099	Flare = Off	scene	10			
Green					s	099	Flare = Off	scene	15			
Blue					s	099	Flare = Off	scene	25			
Black >>												
Dyn. Black			2	3	S	Off, On	Triax	-	-			
Black strech				3	S	099	Blk str = Off	scene	99			
Master			2	3	S	099	-	scene	50			
<more> &gt;&gt;</more>												
Red				3	S	099	-	scene	50			
Green				3	S	099	-	scene	50			
Blue				3	S	099	-	scene	50			
Master				3	S	099	-	scene	50			

Menu textUser I=v=IValuesBlocked ifFileDefaultGain>>10-scene50Red23S0.99-scene50Blue23S0.99-scene50Blue23S0.99-scene50Knee>>23S0.99-scene50Knee23SOff, Auto, Var-scene70Knee13SOff, Auto, Var-scene60Point M3S0.99knee <> varscene60Point M43S0.99knee <> varscene60Point M450.99knee <= varscene60Desaturation50.99knee <= varscene50Auto Point50.99knee = auto /offscene30Auto Ref50.99knee = auto /offscene30Gamma23SNom,Low,Pre-sceneGarma23S0.99garma <> PresceneMatrix50.99garma <> Prescene76Green3S0.99garma <> PresceneMatrix5S0.99garma <> PresceneMatrix5S0.99garma <> PresceneRed3<	VIDEO Menu (continued)										
Gain         >>         I <thi< th="">         I         I         <thi< th=""></thi<></thi<>	Menu text	l	User	· I	ev	el	Values	Blocked if	File	Default	
Field         2         2         3         S         0.99         -         scene         50           Green         2         3         S         0.99         -         scene         50           Blue         2         3         S         0.99         -         scene         50           Knee         2         3         S         0.99         -         scene         70           Knee         2         3         S         0ff, Auto, Var         -         scene         70           Knee         7         3         S         0.99         knee <> var         scene         60           Point M         4         3         S         0.99         knee <> var         scene         50           Knee Limit         4         S         0.99         knee <> var         scene         60           Auto Point         4         S         0.99         knee = auto /off         scene         30           Gamma         2         S         Nom,Low,Pre         -         scene         76           Gamma         2         S         0.99         gamma <> Pre         scene         76 <tr< td=""><td>Gain &gt;&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr<>	Gain >>										
Green         2         3         S         0.99          scene         50           Blue         2         3         S         0.99          scene         50           Knee         >         2         3         S         Off, Auto, Var          scene         Off           Knee         1         2         3         S         Off, Auto, Var          scene         Off           Slope M         1         3         S         0.99         knee <> var         scene         60           Point M         1         3         S         0.99         knee <> var         scene         50           Knee Limit         1         4         5         0.99         knee <> var         scene         90           Desat Level         1         5         0.99         knee = auto /off         scene         30           Auto Ref         2         3         S         Nom,Low,Pre         -         scene         76           Gamma         2         3         S         0.99         gamma <> Pre         scene         76           Gareen         3         S         0.99 <td>Red</td> <td></td> <td>4</td> <td>2</td> <td>3</td> <td>S</td> <td>099</td> <td>-</td> <td>scene</td> <td>50</td>	Red		4	2	3	S	099	-	scene	50	
Blue         >         2         3         S         099         -         scene         50           Knee         >         1 <th1< th=""> <th1< th=""> <th1< th="">         &lt;</th1<></th1<></th1<>	Green		4	2	3	S	099	-	scene	50	
Knee>>IIIIIIIKnee123SOff, Auto, Var-sceneOffSlope M13S0.99knee <> varscene60Point M13S0.99knee <> varscene60rmore>>14S0.99knee <> varscene99Desaturation11S0.99knee <> varscene99Desaturation11S0.99knee = auto /offscene30Auto Point11S0.99knee = auto /offscene30Auto Point123S0.99knee = auto /offscene30Gamma23S0.99gamma <> Prescene76Gamma23S0.99gamma <> Prescene76Green13S0.99gamma <> Prescene76Green43S0.99gamma <> Prescene76Gurve15SBEC04, BEC05, BEC06, ARD, 6xARD, CCIR, RAI-scene76Gamma24S0.99Matrix <> Varscene-Matrix3S0.99Matrix <> Varscene-G.R150.99Matrix <> Varscene-Gamma250.99Matrix <> Var </td <td>Blue</td> <td></td> <td>2</td> <td>2</td> <td>3</td> <td>S</td> <td>099</td> <td>-</td> <td>scene</td> <td>50</td>	Blue		2	2	3	S	099	-	scene	50	
Knee23SOff, Auto, Var-sceneOffKnee Type33S $\gamma, NAM$ -sceneYSlope M133S $0.99$ knee $<>$ varscene60Point M43S $0.99$ knee $<>$ varscene60more>>>15 $0.99$ knee $<>$ varscene60more>>>15 $0.99$ knee $<>$ varscene09Desaturation11S $0.99$ knee $=$ auto /offscene0nDesat Level11S $0.99$ knee $=$ auto /offscene30Auto Point11S $0.99$ knee $=$ auto /offscene30Gamma>13S $0.99$ gamma $<>$ Prescene76Gamma23S $0.99$ gamma $<>$ Prescene76Blue3S $0.99$ gamma $<>$ Prescene76Curve15 $S$ $S$ $S$ $S$ $S$ Matrix>3S $S$ $S$ $S$ $S$ $S$ Matrix>43S $S$ $S$ $S$ $S$ $S$ Gamma15 $S$ $S$ $S$ $S$ $S$ $S$ $S$ $S$ Gamma15 $S$ $S$ $S$ $S$ $S$ $S$ $S$ $S$ <td< td=""><td>Knee &gt;&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>	Knee >>										
Knee Type         3         S         Y, NAM         -         scene         Y           Slope M         4         3         S         0.99         knee <> var         scene         60           Point M         4         3         S         0.99         knee <> var         scene         60           rmore>         >>         4         3         S         0.99         knee <> var         scene         99           Desaturation         4         5         0.99         knee <= auto /off	Knee		2	2	3	S	Off, Auto, Var	-	scene	Off	
Slope MI3S0.99knee $<>$ varscene60Point MI3S0.99knee $<>$ varscene50 $<$ More>IIS0.99knee $<>$ varscene99DesaturationIIS0.99knee $<>$ varscene99Desat LevelIS0.99knee $=$ auto /offscene30Auto PointIS0.99knee $=$ auto /offscene30Auto RefIS0.99knee $=$ auto /offscene30Gamma2SNom,Low,Pre-scene76Gamma2SS0.99gamma $<>$ Prescene76GreenI3S0.99gamma $<>$ Prescene76BlueI3S0.99gamma $<>$ Prescene76CurveISBCO4, BBC05, BBC06, BCO6, ARD, CCIR, RAI-scene76GammaISS0.99Matrix $<>$ Varscene-MatrixISS0.99Matrix $<>$ Varscene-G.RIS0.99Matrix $<>$ Varscene-G.RIS0.99Matrix $<>$ Varscene-G.RIS0.99Matrix $<>$ Varscene-G.RIS0.99Matrix $<>$ Varscene-G.RI <td< td=""><td>Knee Type</td><td></td><td></td><td></td><td>3</td><td>S</td><td>Y, NAM</td><td>-</td><td>scene</td><td>Y</td></td<>	Knee Type				3	S	Y, NAM	-	scene	Y	
Point MII </td <td>Slope M</td> <td></td> <td></td> <td></td> <td>3</td> <td>s</td> <td>099</td> <td>knee &lt;&gt; var</td> <td>scene</td> <td>60</td>	Slope M				3	s	099	knee <> var	scene	60	
>         I	Point M				3	s	099	knee <> var	scene	50	
Knee Limit         Source         On           Desat Level         Image: Source Level         Image: Source Level         Image: Source Level         Sourcevel         Sourcevel         So	<more> &gt;&gt;</more>										
Desaturation         Image: sector of the sector of th	Knee Limit					S	099	knee <> var	scene	99	
Desat Level         Image: Second	Desaturation					s	Off, On	knee=off	scene	On	
Auto Point       Auto Ref       S       099       knee = auto /off       scene       30         Auto Ref       S       099       knee = auto /off       scene       30         Gamma       >>       I       S       099       knee = auto /off       scene       30         Gamma       >>       I       I       S       Nom,Low,Pre       -       scene       Nom         Master       I       I       S       S       099       gamma <> Pre       scene       76         Red       I       I       S       S       099       gamma <> Pre       scene       76         Green       I       I       I       S       S       099       gamma <> Pre       scene       76         Gurve       I       I       I       S       BBC04, BBC05, BBC06, ARD, CCIR, RAI       -       scene       ARD         Gamma       I       I       S       Gamma,Lin       -       scene       Skin         Matrix       >       I       I       S       SKIN, 1:1,CFL,VAR1,       -       scene          G.R       I       I       S       S       Scene <td>Desat Level</td> <td></td> <td></td> <td></td> <td></td> <td>s</td> <td>099</td> <td>desat = off</td> <td>scene</td> <td>50</td>	Desat Level					s	099	desat = off	scene	50	
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Gamma       2       3       S       Nom,Low,Pre       -       scene       Nom         Master       1       3       S       099       gamma <> Pre       scene       76         Red       1       1       3       S       099       gamma <> Pre       scene       76         Green       1       1       3       S       099       gamma <> Pre       scene       76         Blue       1       3       S       099       gamma <> Pre       scene       76         Gamma       1       1       3       S       099       gamma <> Pre       scene       76         Gurve       1       1       3       S       099       gamma <> Pre       scene       ARD         Gamma       1       1       S       BBC04, BBC05, BBC06, ARD, CCIR, RAI       -       scene       ARD         Gamma       1       1       S       Gamma,Lin       -       scene       Scene <td>Gamma &gt;&gt;</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	Gamma >>										
Master       Image: Section of the sectin of the section of the section of the section	Gamma		4	2	3	S	Nom,Low,Pre	-	scene	Nom	
Red         a         3         S         099         gamma <> Pre         scene         76           Green         a         3         S         099         gamma <> Pre         scene         76           Blue         a         3         S         099         gamma <> Pre         scene         76           cmore>         >>         a         S         099         gamma <> Pre         scene         76           Curve         a         a         a         b         a         a         a         a           Gamma         a         a         a         b         b         a         b         a         a           Gamma         <	Master				3	S	099	gamma <> Pre	scene	76	
Green         3         S         099         gamma <> Pre         scene         76           Blue         3         S         099         gamma <> Pre         scene         76 <more>         &gt;&gt;         Image: S         BBC04, BBC05, BBC06, ARD, 6xARD, CCIR, RAI         -         scene         ARD           Gamma         Image: S         Gamma, Lin         -         scene         gamma           Matrix         &gt;&gt;         Image: S         SKIN, 1:1, CFL, VAR1, VAR2         -         scene         Skin           Matrix         Image: S         S.         S99         Matrix &lt;&gt; Var         scene         -           RG         Image: S         S.         S.         S.         Scene         -         Scene         Skin           RG         Image: S         S.         S.         S.         Scene         -         -         -         -         -         Scene         -         -         Scene         Skin           RG         Image: S         S.         S.         Scene         Scene         -         -         -         -         -         Scene         -         -         -         Scene         -         -</more>	Red				3	s	099	gamma <> Pre	scene	76	
Blue3S099gamma <> Prescene76 <more>&gt;&gt;SBBC04, BBC05, BBC06, ARD, 6xARD, CCIR, RAI-sceneARDGammaSGamma,Lin-scenegammaMatrix&gt;&gt;SGamma,Lin-scenegammaMatrix&gt;&gt;SSKIN, 1:1,CFL,VAR1, VAR2-sceneSkinRGS099Matrix &lt;&gt; VarsceneGRS099Matrix &lt;&gt; VarsceneRBS099Matrix &lt;&gt; VarsceneBRS099Matrix &lt;&gt; VarsceneBRS099Matrix &lt;&gt; VarsceneBGS099Matrix &lt;&gt; VarsceneBGS099Matrix &lt;&gt; VarsceneMatrix / GammaSG/M, M/GsceneG/MWhite LimitSOff, OnsceneOnMaterSOff, OnsceneOn</more>	Green				3	S	099	gamma <> Pre	scene	76	
<more>       &gt;&gt;          S       S       ARD         Curve        S       S       BBC04, BBC05, BBC06, ARD, 6xARD, CCIR, RAI       -       scene       ARD         Gamma        S       Gamma,Lin       -       scene       gamma         Matrix       &gt;&gt;        S       Gamma,Lin       -       scene       Skin         Matrix       &gt;&gt;        S       SKIN, 1:1,CFL,VAR1, VAR2       -       scene       Skin         RG        S       099       Matrix &lt;&gt; Var       scene        scene          GR        S       099       Matrix &lt;&gt; Var       scene           BR        S       099       Matrix &lt;&gt; Var       scene          GB        S       099       Matrix &lt;&gt; Var       scene          BG        S       099       Matrix &lt;&gt; Var       scene          BG        S       099       Matrix &lt;&gt; Var       scene          Matrix / Gamma        S       G/M, M/G       -       s</more>	Blue				3	S	099	gamma <> Pre	scene	76	
CurveSSBBC04, BBC05, BBC06, ARD, 6xARD, CCIR, RAI-sceneARDGammaSGamma,Lin-scenegammaMatrix>>IIIIIMatrix>>IIIIIMatrixIIIIIIMatrixIIIIIIMatrixIIIIIIMatrixIIIIIIR.GIIIIIIIG.RIIIIIIIR.BIIIIIIIIB.RIIIIIIIIB.GIIIIIIIIMatrix / GammaIIIIIIIIWhite LimitIIIIIIIIIIMasterII	<more> &gt;&gt;</more>										
Gamma       S       Gamma,Lin       -       scene       gamma         Matrix       >>       3       S       EBU, RAI, BBC, B/W, SKIN, 1:1, CFL, VAR1,       -       scene       Skin         Matrix       3       S       SKIN, 1:1, CFL, VAR1,       -       scene       Skin         RG       S       099       Matrix <> Var       scene          GR       S       099       Matrix <> Var       scene          RB       S       099       Matrix <> Var       scene          BR       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene          White Limit       S       Off, On       -       scene       On         White Limit       S       Off,	Curve					S	BBC04, BBC05, BBC06, ARD, 6xARD, CCIR, RAI	-	scene	ARD	
Matrix       >>       Image: Second condition of the secondition of the secon	Gamma					S	Gamma,Lin	-	scene	gamma	
Matrix3SEBU, RAI, BBC, B/W, SKIN, 1:1, CFL, VAR1, VAR2-sceneSkinRGSS099Matrix <> VarsceneGRS099Matrix <> VarsceneRBSS099Matrix <> VarsceneBRSS099Matrix <> VarsceneGBS099Matrix <> VarsceneBGS099Matrix <> VarsceneMatrix / GammaSS099Matrix <> VarsceneMatrix / GammaSS099Matrix <> VarsceneWhite Limit>>SOff, On-sceneG/MWhaterS0.99SOff, On-sceneS0.99S0.99SceneSceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S0.99SceneS0.99S	Matrix >>						,				
RG       S       099       Matrix <> Var       scene          GR       S       099       Matrix <> Var       scene          RB       S       099       Matrix <> Var       scene          BR       S       099       Matrix <> Var       scene          GB       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene          White Limit       >>       Image: S       Off, On       -       scene       On         Whater       S       0.99       Whyte Limit = Off       scene       90	Matrix				3	S	EBU, RAI, BBC ,B/W, SKIN, 1:1,CFL,VAR1, VAR2	-	scene	Skin	
GR       S       099       Matrix <> Var       scene          RB       S       099       Matrix <> Var       scene          BR       S       099       Matrix <> Var       scene          GB       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       099       Matrix <> Var       scene          White Limit       >>       S       G/M, M/G       -       scene       G/M         White Limit       >>       S       Off, On       -       scene       00         Master       S       0.99       Whyle limit = Off       scene       90	RG					s	099	Matrix <> Var	scene		
RB       S       099       Matrix <> Var       scene          BR       S       099       Matrix <> Var       scene          GB       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene       G/M         White Limit       >>       S       Off, On       -       scene       On         Master       S       0.99       White Limit = Off       scene       90	GR					s	099	Matrix <> Var	scene		
BR       S       099       Matrix <> Var       scene          GB       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene       G/M         White Limit       >>       S       Off, On       -       scene       On         Master       S       0.99       White Limit       S       Off, On       -       scene       0	RB					S	099	Matrix <> Var	scene		
GB       S       099       Matrix <> Var       scene          BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene       G/M         White Limit       >>       Image: S       Off, On       -       scene       On         Master       S       0.99       Why Limit = Off       scene       90	BR					S	099	Matrix <> Var	scene		
BG       S       099       Matrix <> Var       scene          Matrix / Gamma       S       G/M, M/G       -       scene       G/M         White Limit       >>       Image: S       Off, On        scene       On         Master       S       0.99       Why Limit = Off       scene       90	GB			T		S	099	Matrix <> Var	scene		
Matrix / Gamma     S     G/M, M/G     -     scene     G/M       White Limit     >>     Image: S     Off, On     -     scene     On       Waster     Image: S     0.99     W/h Limit = Off     scene     80	BG					S	099	Matrix <> Var	scene		
White Limit     >>     Image: Constraint of the second sec	Matrix / Gamma			T		S	G/M, M/G	-	scene	G/M	
White Limit     S     Off, On     -     scene     On       Master     S     0.99     White Limit – Off     scene     90	White Limit >>			T							
Master Molecular Minit - Offician Pol	White Limit					S	Off On	-	scene	On	
	Master					S	0.99	Wh I imit = Off	scene	80	

VIDEO Menu (continued)													
Menu text	ι	Jser	lev	el	Values	Blocked if	File	Default					
Shading >>													
Shading				S	Off, On	-	scene	On					
H saw red				S	099	Shading = Off	-	50					
H saw green				S	099	Shading = Off	-	50					
H saw blue				S	099	Shading = Off	-	50					
H par red				S	099	Shading = Off	-	0					
H par green				S	099	Shading = Off	-	0					
H par blue				S	099	Shading = Off	-	0					
V saw red				S	099	Shading = Off	-	50					
V saw green				S	099	Shading = Off	-	50					
V saw blue				S	099	Shading = Off	-	50					
V par red				S	099	Shading = Off	-	0					
V par green				S	099	Shading = Off	-	0					
V par blue				S	099	Shading = Off	-	0					

INSTALL Menu LDK 5411 Betacam Adapter													
Menu text		l	Us	er I	ev	el	Values	Blocked if	File	Default			
Disable Camera		0	1	2	3	S	Off, On	-	-	Off			
IR receiver		0	1	2	3	S	Off, On	-	operator	Off			
OnAir Lamp		0	1	2	3	S	Off, On	VF<> 7"	operator	On			
Timing *	>>												
subc. Course		0	1	2	3	S	0,90,180,270	-	operator	0			
subc. Fine		0	1	2	3	S	099	-	operator	50			
H. phase		0	1	2	3	S	0.99	-	operator	50			
Notch *		0	1	2	3	S	Off, On	-	operator	Off			
Aspect Ratio	>>												
select			1	2	3	S	4:3,16:9	non switchable	scene	4:3			
loc/ext			1	2	3	S	Loc, Ext	non switchable	scene	Ext			
Exposure	>>												
Lighting			1	2	3	S	-10+10	Exp.<> 50,60Hz	scene	0			
Clean Scan	>>		1	2	3	S							
Cl.Scan Mode			1	2	3	S	Normal,Extended	IT camera	scene	Normal			
Value			1	2	3	S	See section 5 'Shooting	-	scene	-			
							Screens'						
Units			1	2	3	S	Hz, mSec	-	scene	mSec			
Gain preset	>>												
Gain - (dB)				2	3	S	-3, -6	-	operator	-3dB			
Gain + (dB)				2	3	S	6, 9, 12, 18	-	operator	6dB			
Gain ++ (dB)				2	3	S	9, 12 ,18, 24	-	operator	12dB			
Gain +++ (dB)				2	3	S	30, 36 (42 for IT only)	-	operator	30dB			
Autowhite						S		Coltemp<>AW					
Awb speed						S	099	-	operator	4			
Awb gain						S	099	-	operator	10			
Quick Smart Touch			1	2	3	S	On, Off	not installed	-	On			

\* Only available with LDK 5411/10 and LDK 5411/60

INSTALL Menu LDK 5400 Triax Adapter												
Menu text		ι	Js	er I	lev	el	Values	Blocked if	File	Default		
Disable Camera		0	1	2	3	S	Off, On	-	-	Off		
IR receiver		0	1	2	3	S	Off, On	-	operator	Off		
OnAir Lamp		0	1	2	3	S	Off, On	VF<> 7"	operator	On		
Intercom		0	1	2	3	S	099	-	operator	50		
SideTone		0	1	2	3	S	099	-	operator	50		
Cam. Mic Gain		0	1	2	3	S	0dB, 40dB	-	operator	40dB		
Cam. Mic Power		0	1	2	3	s	Off, On	-	operator	Off		
Audio	>>											
Gain dB			1	2	3	S	-22,-28,-34,-40,-46,-52, 58,-64	-	operator	-22		
HP filter			1	2	3	s	Off, On	-	operator	Off		
Timing	>>											
subc. Course		0	1	2	3	S	0,90,180,270	old encoder	operator	0		
subc. Fine		0	1	2	3	S	099	old encoder	operator	50		
H. phase		0	1	2	3	S	0.99	old encoder	operator	50		
Notch		0	1	2	3	S	Off, On	old encoder	operator	Off		
Aspect Ratio	>>											
select			1	2	3	S	4:3,16:9 non switchable		scene	4:3		
loc/ext			1	2	3	S	Loc, Ext	non switchable	scene	Ext		
Exposure	>>											
Lighting			1	2	3	S	-10+10	Exp.<> 50,60Hz	scene	0		
Clean Scan	>>		1	2	3	S						
Cl.Scan Mode			1	2	3	ഗ	Normal, Extended	IT camera	scene	Normal		
Value			1	2	3	S	See section 5 'Shooting	-	scene	-		
							Screens'					
Units			1	2	3	S	Hz, mSec	-	scene	mSec		
Gain preset	>>											
Gain - (dB)				2	3	S	-3, -6	-	operator	-3dB		
Gain + (dB)				2	3	S	6, 9, 12, 18	-	operator	6dB		
Gain ++ (dB)				2	3	S	9, 12 ,18, 24	-	operator	12dB		
Gain +++ (dB)				2	3	s	30, 36 (42 for IT only)	-	operator	30dB		
Autowhite						S		Coltemp<>AW				
Awb speed						S	099	-	operator	4		
Awb gain						S	099	-	operator	10		
Quick Smart Touch			1	2	3	S	On, Off	not installed	-	On		

INSTALL Menu LDK 5430 Triax Adapter													
Menu text	I	Us	er	lev	el	Values	Blocked if	File	Default				
Disable Camera	0	1	2	3	S	Off, On	-	-	Off				
IR receiver	0	1	2	3	S	Off, On	-	operator	Off				
OnAir Lamp	0	1	2	3	S	Off, On	VF<> 7"	operator	On				
Intercom >>													
Side tone		1	2	3	S	099	-	operator	50				
Cam. Mic		1	2	3	S	On,Off	Cam. Mic=On	operator	Off				
Cam. Mic Gain		1	2	3	S	0dB,40dB	-	operator	40dB				
Cam. Mic Power		1	2	3	S	On,Off	-	operator	Off				
Cam. Production		1	2	3	S	Off,Left,Right,Both	-	operator	Off				
Cam. Engeneering		1	2	3	S	Off,Left,Right,Both	-	operator	Off				
Cam. Program		1	2	3	S	Off,Left,Right,Both	-	operator	Off				
Cam. Track		1	2	3	S	Off,Left,Right,Both	-	operator	Off				
Cam. Track level		1	2	3	S	099	-	operator	50				
Track Mic To		1	2	3	S	Off,Cam,Eng,Prod,All	-	operator	Off				
Track Mic Gain		1	2	3	S	0dB.40dB	-	operator	40dB				
Track Mic Power		1	2	3	S	On.Off	-	operator	Off				
Track Source		1	2	3	S	Side.Eng	-	operator	Side				
Cam. Mic To		1	2	3	S	CH1.CH2	-	operator	CH1				
Audio >>			_			····,··=		operater	•				
					-	-222834404652.							
Audio 1 Gain		1	2	3	S	58 -64	-	operator	-22				
Audio 1 HPF		1	2	3	S	On,Off	-	operator	Off				
Audio 2 Gain		1	2	3	S	-22,-28,-34,-40,-46,-52, 58,-64	-	operator	-22				
Audio 2 HPF		1	2	3	ഗ	On,Off	- operator		Off				
Timing >>							old encoder						
subc. Coarse				3	S	0, 90, 180, 270	-	operator	0				
subc. Fine				3	S	099	-	operator	50				
H. phase				3	ട	099	-	operator	50				
Notch				3	S	Off, On	-	operator	Off				
Aspect Ratio >>													
select		1	2	3	S	4:3,16:9		scene	4:3				
loc/ext		1	2	3	S	Loc, Ext		scene	Ext				
Letter Box		1	2	3	S	Off,16:11,16:10,16:9	Old Syncmon. Board and no LDK 200	-	Off				
Exposure >>													
Lighting		1	2	3	S	-10+10	Exp.<> 50,60Hz	scene	0				
Clean Scan >>		1	2	3	S								
Cl.Scan Mode		1	2	3	S	Normal,Extended	-	scene	Normal				
Value		1	2	3	S	See section 5 'Shooting -		scene	-				
Units		1	2	3	S	Hz, mSec	-	scene	mSec				
Gain preset >>						,							
Gain - (dB)			2	3	S	-3, -6	-	operator	-3dB				
Gain + (dB)			2	3	S	6, 9, 12, 18	-	operator	6dB				
Gain ++ (dB)			2	3	S	9, 12, 18, 24	-	operator	12dB				
Gain +++ (dB)			2	3	S	30, 36	-	operator	18dB				

INSTALL Menu LDK 5430 Triax Adapter (continued)												
Menu text		User level			el	Values	Blocked if	File	Default			
Autowhite >	>						Coltemp<>AW					
Awb speed					S	099	-	operator	4			
Awb gain					S	099	-	operator	10			
Quick Smart Touch		1	2	3	S	On, Off	not installed	-	On			
					6		No LDK4500		-			
I P/Aux Video					0	TF, Aux	Basestation	-				
Tracker Channel *	0	1	2	3	S	Inter, Priva	-	operator	Inter			
Prog Channel *	0	1	2	3	S	Inter, Priva	-	operator	Inter			

 $^{\ast}$  If a LDK 4500 Basestation is used this item is only an indication of the Basestation settings.

	FILES Menu												
Menu text		User level			lev	el	Values	Blocked if	File	Default			
Store scenefile	>>												
File select				2	3	S	SCAM14, SCARD 14	-	-	-			
Store				2	3	s	Exec	-	-	-			
Recall scenefile	>>												
File select				2	3	S	STANDARD, SCAM14, SCARD 14	-	-	-			
Recall				2	3	S	Exec	-	-	-			
Store oper. file	>>												
File select			1	2	3	S	OCAM 1, OCARD 12	-	-	-			
Store			1	2	3	S	Exec	-	-	-			
Recall oper. file	>>												
File select			1	2	3	S	STANDARD, OCAM 1, OCARD 12	-	-	-			
Recall			1	2	3	S	Exec	-	-	-			
Attributes	>>												
File select				2	3	S	available files	-	-	-			
File name				2	3	S		-	-	-			
Attribute				2	3	S	R/W, R	no card	-	R/W			
Standard files	>>							not installed					
Standard settings				2	3	S	Exec	-	-	-			
Lighting								-	-	-			
Night				2	3	S	Exec	-	-	-			
Fluorescent				2	3	S	Exec	-	-	-			
Extreme contrast				2	3	S	Exec	-	-	-			
Creative								-	-	-			
Sport warm colour				2	3	S	Exec	-	-	-			
Sport interview				2	3	S	Exec	-	-	-			
HI film				2	3	S	Exec	-	-	-			
HI film + skin				2	3	S	Exec	-	-	-			
LO Film				2	3	S	Exec	-	-	-			
LO film + skin				2	3	S	Exec	-	-	-			
Sepia film				2	3	S	Exec	-	-	-			
Matching								-	-				
LDK9x + LDK10				2	3	S	Exec	-	-	-			
DVW-xxx				2	3	S	Exec	-	-	-			
HL-xxx				2	3	S	Exec	-	-	-			
Standard settings				2	3	S	Exec	-	-	-			

	SECURITY Menu													
Menu text		User level		el	Values	Blocked if	File	Default						
Installed Level		2 3 S U		S	user0user3	no owner card, no PIN	-	u3						
Run Hours >>	•						no owner card, no PIN							
Days ago			2	3	S	0 30		-	0					
Set Time >:														
Hour			2	3	S	0 23		-	-					
Minute			2	3	S	0 59		-	-					
Set Date >:								-	-					
Year		2 3 S (		S	0 99		-	-						
Month		2 3 S		S	1 12		-	-						
Day			2 3 S		S	1 31		-	0					
PIN code >>	·						no owner card, no PIN		-					
Four digits	0	1	2	3	S	0000 9999	-	-	0000					
Customer files >>							no owner card, no PIN	-	-					
Store cust. Scene	0	1	2	3	S	Exec	-							
Store cust. Oper	0	1	2	3	S	Exec	-							
Store cust. VTR	0	1	2	3	S	Exec	no DVCPRO							
Green Button >>	·						no owner card, no PIN	-	-					
Standard	0	1	2	3	S	Factory/Customer	-		Factory					
Scene file	0	1	2	3	S	On,Off	-		On					
Operator file	0	1	2	3	S	On,Off	-	-						
VTR file	0	1	2	3	S	On,Off	no DVCPRO		Off					

DIAGNOSTICS Menu											
Menu text	U	se	r le	ev	el	Values	Blocked if	File	Default		
Communication >>							LDK 5411				
Base Station			2	3	S	Ok, NotOk	-	-	-		
OCP			2	3	S	Ok, NotOk	-	-	-		
MCP			2	3	S	Ok, NotOk	-	-	-		
Adaptor Type			2	3	S	Triax, DVCPRO,	-	-	-		
Sensor Type			2	3	S	IT,ITW,FT,DPM	-	-	-		
Sensor Voltage			2	3	S	Ok, NotOk	-	-	-		
Shutter Run		2 3 S R		S	Run, Stop	IT sensor	-	-			
Front Power			2	3	S	Ok, NotOk	-	-	-		
Green carrier			2	3	S	Ok, NotOk	-	-	-		
Cam. 12nc			2	3	S		-	-	-		
Cam. Version					S		-	-	-		
Cam. Status			2	3	S		-	-	-		
Cam. Boot ver.			2	3	S		-	-	-		
Cam. FPGA ver.			2	3	S		-	-	-		
Adapter 12nc			2	3	S		LDK 5411	-	-		
Adapter Version					S		LDK 5411	-	-		
Adapter Status			2	3	S		LDK 5411	-	-		

SERVICE Menu												
Menu text		Ţ	Us	er I	ev	el	Values	Blocked if	File	Default		
Sawtooth					3	S	Off, On	-	-	Off		
Sawt Select					3	ഗ	PrPr, Asic	-	-	PrPr		
ViPr Test						ഗ	Int/Ext	-	-	Int		
LPC			S Of		S	Off, On	-	-	On			
Chroma		0	1	2	3	ഗ	Off, On	old encoder	-	On		
Calibrations	~~											
Video ADC						S	Off, Run	-	-	Off		
Sawtooth						S	Off, Run	-	-	Off		
PreProc					S		Off, Run	-	-	Off		
3200K						S	Off, Run	-	-	Off		
3200K reset						S	Cust,Fact	-	-	Fact		
Pulse comp						S	Off, Run	-	-	Run		
White shading						ഗ	Off, Run	-	-	Run		
Calib. Params	>>											
Tolerance (0.1%)						S	125	-	-	3		
Shutter phase						S	-30+30	IT Sensor	-	0		
Log Data	>>											
Dump Log Data						S	Exec	-	-	-		
Clear log Data						S	Exec	-	-	-		

# -List of System Menu Functions-

Function	Path in Menu
Adaptor	
12nc	Diagnostics
Version	Diagnostics
Software Status	Diagnostics
Aspect Batio select	Install \ Asp Batio
Aspect Ratio source	Install \ Asp Ratio
Audio	
Gain	Install \ Audio
HP filter	Install \ Audio
Bar switch	VF
Auto Iris switch	Lens
Auto Iris setpoint	
Auto White speed	Install \ Auto White
Auto white gain	Install \ Auto white
Base Station	Diagnostics \ Communication
Dynamic Black	Video \ Black
level	Video \ Black \ Master
level Blue	Video \ Black \ more
level Green	Video \ Black \ more
level Red	Video \ Black \ more
Stretch level	Video \ Black
Calibrations	Service
Camera	
12nc	Diagnostics
Boot version	Diagnostics
FPGA	Diagnostics
Matching	Files \ Standard Files
Mic. Gain	Install
Software Status	Diagnostics
Version	Diagnostics
Communication	Diagnostics
Contour	5
Auto Skin select	Video \ Skin
Coarse/Fine level	Video \ Contour \ more
level	Video \ Contour
level Depend	Video \ Contour \ more
Noise Slicer	Video \ Contour \ more
Skin Contour	Video \ Skin
Skin Contour level	Video \ Skin
Skin Contour param.	Video \ Skin \ more
Skin Contour select	Video \ Skin
Skin Contour view	Video \ Skin
Soft Contour level	Video \ Soft \ Contour
Soft Contour switch	Video \ Soft \ Contour
Source select	Video \ Contour
VE Contour	VE VE Contour

Function	Dath in Manu
Function	Pain in Menu
Creative settings Customer Standard file	Files \ Standard Files
store Scene file	Security \ Customer files
store Oper. file	Security \ Customer files
store VTR file	Security \ Customer files
Green Button select	Security \ Green Button
Disable Camera	Install
Dynamic black	Video \ Black
Exposure time lighting	Install \ Exposure
Exposure time var	Install \ Exposure
Extended Iris param.	Lens \ Extended Iris
File Attributes	Files
Filter Settings Colour	Video \ Colour filter
Flare switch	Video \ Flare
Flare parameters	Video \ Flare
Front Power	Diagnostics
Gain Blue Green Red level presets Gamma	Video \ Gain Video \ Gain Video \ Gain Install \ Gain \ Preset
Curve select level Blue level Green level Master level Red switch Green Button settings Green Carrier	Video \ Gamma \ more Video \ Gamma Video \ Gamma Video \ Gamma Video \ Gamma Video \ Gamma \ more Security
Installed User Level	Security
Intercom side tone	Install
Peak/Average level	Lens
Set Point level	Lens
IR receiver switch	Install
Knee Contour switch Master point Master slope select source parameters switch	Video \ Knee Contour Video \ Knee Video \ Knee Video \ Knee \ more Video \ Knee

Function	Path in Menu		Function	Path in Menu
		] [		
Leaking Pixel Control	Service		Tally Light switch	Install
Lens			Tolerance	Service \ Calib. Params
Extended iris	Lens			
Time speed	Lens		User level select	Security \ Installed level
Auto Iris switch	Lens			
Auto Iris Setpoint	Lens		VF	
Extended Iris	Lens		4:3 Area type	VE
Manufacturer	Lons		Audio Bar switch	VE
mom Iris Setpoint	Lens		Contour level	
	Lens		Contour owitch	
Tune	Lens		Control Cross switch	
Type				VF
Lighting conditions	Files \ Standard Files		Focus Ind. switch	VF
			Iris Indicator switch	VF
Marker	VF		Info time	VF
Marker Type	VF		Menu time	VF
Matrix select	Video \ Matrix		Rotary speed	VF
Matrix parameters	Video \ Matrix		Safe Area switch	VF
Master black	Video \ Black		Text Display time	VF
MCP	Diagnostics \ Communication		Zebra switch	VF
			Zebra parameters	VF
OCP	Diagnostics \ Communication		Zoom ind, switch	VF
On Air lamp switch	Install \ On Air I amp		ViPr Test select	Service
Operator file recall	Files \ Becall oper file			
Operator file store	Files \ Oper_file		White Limit switch	Video \ White Limit
Operator me store	Thes (Oper: the		White Limit Master	Video \ White Limit
DIN codo	Socurity		White Limit Master	
FIN CODE	Security		Zahra	
Outide One est Taxab	In stall \ Ouisle One and Taulah			
Quick Smart Touch	Install \ Quick Smart Touch		Contrast	VF \ Zebra
			level	VF \ Zebra
Recall Scene file	Files		mode	VF \ Zebra
Recall Oper. file	Files		switch	VF \ Zebra
Run Hours settings	Security			
Rotary speed	VF			
Sawtooth switch	Service			
Scene file recall switch	Files \ Recall Scenefile			
Scene file store switch	Files \ Store Scenefile			
Skin Contour	Video \ Skin			
Sensor Type	Diagnostics			
Sensor Voltage	Diagnostics			
Shading parameters				
Shading parameters	Video \ Shading			
	Diagraatia			
Shutter Run	Diagnostics			
Shutter phase	Service			
Standard files	Files			
Standard Settings	Files \ Standard Files			
Store Scene file	Files			
Store oper. file	Files			
Soft Contour	Video \ Soft Contour			
Software status	Diagnostics			

## -List of Abbreviations-

Abbreviation	Meaning		Abbreviation	Meaning
		1		
adap	adapter		ocam	camera operator file
agc	automatic gain control		ocard	smart card operator file
awb	automatic white balance		ор	operation
			oper	operator
bal	balance		outp	output
			ovl	overload
cam	camera			
ch	channel		pin	personal indentification number
cont	contour			
ctemp	colour temperature		r/w	read/write
ctl	control track longitudinal		re	rear
cus	customer		repl	replay
			r-run	record run
df	drop frame		rst	reset
dyn	dynamic			
			sawt	sawtooth
exec	execute		scam	camera scene file
exp	exposure		scard	smart card scene file
ext	external		sec	second
ext	extended		sel	select
			srch	search
flt	filter		st	stereo
fr	front		std	standard
frm	frame		str	stretch
f-run	free run			
			tc	time code
hd	head		tm	timer
hr	hour			
			ub	user bits
ind	indicator		unbal	unbalanced
info	information		und	underload
interv	interview			
intv	interview		var	variable
ir	infra-red		ver	version
			vert	vertical
lvl	level		vf	viewfinder
man	manual		wa	wide angle
max	maximum		wh	white
mic	microphone		wrn	warning
min	minute		wrx	wireless receiver
min	minimum			
mom	momentary			
mon	monitor			
nam	non-additive mix			
nd	neutral density			
ndf	no drop frame			