

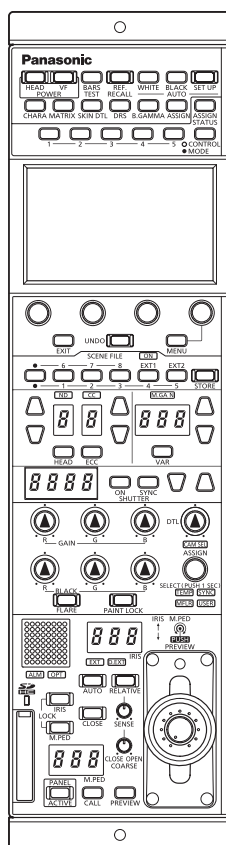
Operating Guide

Remote Operation Panel

Model No.

AK-HRP1000G

Read this document when using the AK-HRP1000G Remote Operation Panel in conjunction with AK-HC3500A / AK-HC3800 Series Studio Handy Cameras.



For details of operating Remote Operation Panel AK-HRP1000G, please visit the Panasonic website (<http://pro-av.panasonic.net/en/manual/index.html>), and refer to the Operating Instruction (HTML or PDF).

Panasonic

ENGLISH

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Connecting the Unit to AK-HC3500A and AK-HC3800 Series Cameras

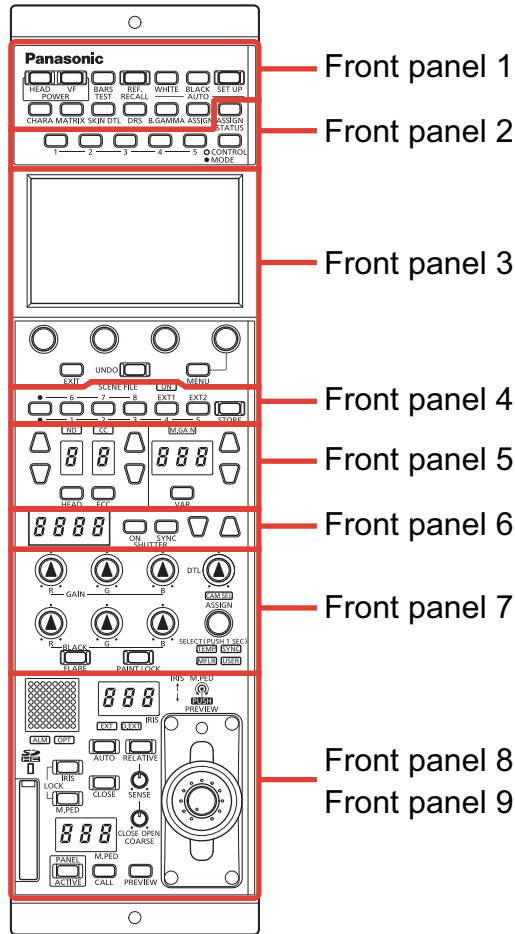
Connections

- Use a dedicated cable to connect to the AK-HRP1000 camera's [CCU] connector.
- Set the connection setting to [Serial(AK)] or [LAN(AK)] in the [CONNECT SETTING] menu.

CONNECT SETTING			1 / 11
CONNECT MODE(push)			
CAM1	CAM2	CAM3	
Serial (AK)	LAN (AK)	NON	
CONNECT MODE(push)			
CAM4	CAM5	CAM6	
NON	NON	NON	
CONNECT MODE(push)			
CAM7	CAM8	CAM9	
NON	NON	NON	

Compatible Functions List

When the unit is used in conjunction with an AK-HC3500A or AK-HC3800 Series Studio Handy Camera, a portion of the unit's button, dial, and other control functions will be limited or disabled. Be sure to refer to the following table.



✓ : Enabled
x : Disabled

Number	Part name	AK-HC3500A	AK-HC3800	
Front panel 1	1	[POWER HEAD] button	✓	✓
	2	[POWER VF] button	✓	✓
	3	[BARS/TEST] button	✓	✓
	4	[REF. RECALL] button	✓	✓
	5	[AUTO WHITE] button	✓	✓
	6	[AUTO BLACK] button	✓	✓
	7	[AUTO SET UP] button	✓	✓
	8	[CHARA] button	✓	✓
	9	[MATRIX] button	✓	✓
	10	[SKIN DTL] button	✓	✓
	11	[DRS] button	✓	✓
	12	[B.GAMMA] button	✓	✓
	13	[ASSIGN] button	✓	✓
Front panel 2	1	[ASSIGN STATUS] button	✓	✓
	2	Buttons [1] to [5] (CONTROL/MODE)	✓	✓
	3	[CONTROL/MODE] button	✓	✓

Number		Part name	AK-HC3500A	AK-HC3800
Front panel 3	1	LCD panel	✓	✓
	2	[MENU] dial	✓	✓
	3	[EXIT] button	✓	✓
	4	[UNDO] button	✓	✓
	5	[MENU] button	✓	✓
Front panel 4	1	[ON] indicator (SCENE FILE)	✓	✓
	2	Scene file page switching button	✓	✓
	3	[1/6], [2/7], [3/8], [4/EXT1], and [5/EXT2] buttons (SCENE FILE)	✓*1	✓*2
	4	[STORE] button	✓	✓
Front panel 5	1	[ND] indicator	✓	✓
	2	[ND] setting buttons	✓	✓
	3	[ND] display	✓	✓
	4	[CC] indicator	✓	✓
	5	[CC] setting buttons	✓	✓*3
	6	[CC] display	✓	x
	7	[HEAD] button	✓	✓
	8	[ECC] button	x	✓*4
	9	[M.GAIN] indicator	✓	✓
	10	[M.GAIN] setting buttons	✓	✓
	11	[M.GAIN] display	✓	✓
	12	[VAR] button	x	x
Front panel 6	1	[SHUTTER] display	✓	✓
	2	[ON] button (SHUTTER)	✓	✓
	3	[SYNC] button (SHUTTER)	✓	✓
	4	[SHUTTER] setting buttons	✓	✓
Front panel 7	1	[GAIN R], [GAIN G], and [GAIN B] dials	✓	✓
	2	[BLACK R], [BLACK G], and [BLACK B] dials	✓	✓
	3	[FLARE] button	✓	✓
	4	[PAINT LOCK] button	✓	✓
	5	[DTL] dial	✓	✓
	6	[CAM SEL] indicator	✓	✓
	7	[SELECT] dial	✓	✓
	8	[TEMP] indicator	x	x
	9	[SYNC] indicator	✓	✓
	10	[MFLR] indicator	x	x
	11	[USER] indicator	✓	✓

Number	Part name	AK-HC3500A	AK-HC3800	
Front panel 8	1	[EXT] indicator	✓	✓
	2	[D.EXT] indicator	✓	✓
	3	[IRIS] lever	✓	✓
	4	[M.PED] dial	✓	✓
	5	[RELATIVE] button	✓	✓
	6	[SENSE] dial	✓	✓
	7	[COARSE] dial	✓	✓
	8	[IRIS] display	✓	✓
	9	[AUTO] button	✓	✓
	10	[CLOSE] button	✓	✓
	11	[M.PED] display	✓	✓
	12	[IRIS LOCK] button	✓	✓
	13	[M.PED LOCK] button	✓	✓
Front panel 9	1	Camera number/tally display	✓ *5	✓ *6
	2	[ALM] indicator	✓	✓
	3	[OPT] indicator	✓	✓
	4	[PANEL ACTIVE] button	✓	✓
	5	[CALL] button	✓	✓
	6	[PREVIEW] button	✓	✓
	7	Memory card slot	✓	✓
	8	Memory card access indicator	✓	✓
	9	Torque adjustment screw	✓	✓

*1: [EXT1] and [EXT2] are disabled.

*2: [5] to [8], [EXT1] and [EXT2] are disabled.

*3: TEMP VALUE can be adjusted when TEMP SW ([ECC] button) is ON.

*4: Functions as TEMP SW.

*5: During serial connections, the maximum number that can be displayed is [16].

*6: During serial connections, the maximum number that can be displayed is [19] (as during IP connections).

ROP Menu (during AK-HC3500A / AK-HC3800 Connection)

ROP menu list

When an AK-HC3500A or AK-HC3800 Studio Handy Camera is connected, the ROP menu will be as follows. The setting values will vary depending on the connected model. Depending on the model, unsupported functions will be displayed as [-].

For details on menu operations, refer to the following sections in the operating instructions.

➔ "Displaying menus"

➔ "Basic menu operations"

01 PAINT SWITCH	BLACK SHADING	➔ "BLACK SHADING" (see page 16)
	WHITE SHADING	➔ "WHITE SHADING" (see page 16)
	FLARE	➔ "FLARE" (see page 16)
	GAMMA	➔ "GAMMA" (see page 16)
	BLACK GAMMA	➔ "BLACK GAMMA" (see page 16)
	WHITE CLIP	➔ "WHITE CLIP" (see page 16)
	DRS	➔ "DRS" (see page 16)
	KNEE	➔ "KNEE" (see page 16)
	MATRIX	➔ "MATRIX" (see page 16)
	HD DTL	➔ "HD DTL" (see page 16)
	SD DTL	➔ "SD DTL" (see page 16)
	MONO ON	➔ "MONO ON" (see page 16)
	CINEMA SW	➔ "CINEMA SW" (see page 16)
	02 SHUTTER SPEED	SHUTTER SPEED
SHUTTER SYNCHRO		➔ "SHUTTER SYNCHRO" (see page 17)
SHUTTER SW		➔ "SHUTTER SW" (see page 17)
SHUTTER MODE		➔ "SHUTTER MODE" (see page 17)
03 BLACK SHADING	H SAW R	➔ "H SAW R" (see page 18)
	H SAW G	➔ "H SAW G" (see page 18)
	H SAW B	➔ "H SAW B" (see page 18)
	H PARA R	➔ "H PARA R" (see page 18)
	H PARA G	➔ "H PARA G" (see page 18)
	H PARA B	➔ "H PARA B" (see page 18)
	V SAW R	➔ "V SAW R" (see page 18)
	V SAW G	➔ "V SAW G" (see page 18)
	V SAW B	➔ "V SAW B" (see page 18)
	V PARA R	➔ "V PARA R" (see page 18)
	V PARA G	➔ "V PARA G" (see page 18)
	V PARA B	➔ "V PARA B" (see page 18)
	CORRECT	➔ "CORRECT" (see page 18)
	04 PEDESTAL	PED R
PED G		➔ "PED G" (see page 19)
PED B		➔ "PED B" (see page 19)

05 GAIN	GAIN R	➔ "GAIN R" (see page 20)
	GAIN G	➔ "GAIN G" (see page 20)
	GAIN B	➔ "GAIN B" (see page 20)
	5600K	➔ "5600K" (see page 20)
	CHROMA LEVEL %	➔ "CHROMA LEVEL %" (see page 20)
	TEMP VALUE	➔ "TEMP VALUE" (see page 20)
	CHROMA SW	➔ "CHROMA SW" (see page 20)
	TEMP SW	➔ "TEMP SW" (see page 20)
06 WHITE SHADING	HSAWR	➔ "H SAW R" (see page 21)
	HSAWG	➔ "H SAW G" (see page 21)
	HSAWB	➔ "H SAW B" (see page 21)
	HPARA R	➔ "H PARA R" (see page 21)
	HPARA G	➔ "H PARA G" (see page 21)
	HPARA B	➔ "H PARA B" (see page 21)
	VSAWR	➔ "V SAW R" (see page 21)
	VSAWG	➔ "V SAW G" (see page 21)
	VSAWB	➔ "V SAW B" (see page 21)
	VPARA R	➔ "V PARA R" (see page 21)
	VPARA G	➔ "V PARA G" (see page 21)
	VPARA B	➔ "V PARA B" (see page 21)
	CORRECT	➔ "CORRECT" (see page 21)
	07 FLARE	FLARE R
FLARE G		➔ "FLARE G" (see page 22)
FLARE B		➔ "FLARE B" (see page 22)
FLARE		➔ "FLARE" (see page 22)
08 GAMMA	R	➔ "R" (see page 23)
	MASTER	➔ "MASTER" (see page 23)
	B	➔ "B" (see page 23)
	PRE CORCT	➔ "PRE CORCT" (see page 23)
	DRS	➔ "DRS" (see page 23)
	GAMMA SEL	➔ "GAMMA SEL" (see page 23)
	DEPTH	➔ "DEPTH" (see page 23)
	BSTR (%)	➔ "BSTR (%)" (see page 23)
	DYN (%)	➔ "DYN (%)" (see page 23)
	MPNT (%)	➔ "MPNT (%)" (see page 23)
	MSLP (%)	➔ "MSLP (%)" (see page 23)
	MCLP (%)	➔ "MCLP (%)" (see page 23)
	CINEMA	➔ "CINEMA" (see page 23)
	CINEMA SW	➔ "CINEMA SW" (see page 23)
GAMMA	➔ "GAMMA" (see page 23)	
09 BLACK GAMMA	BLACK GAMMA R	➔ "BLACK GAMMA R" (see page 24)
	BLACK GAMMA MASTER	➔ "BLACK GAMMA MASTER" (see page 24)
	BLACK GAMMA B	➔ "BLACK GAMMA B" (see page 24)
	B. GAMMA	➔ "B. GAMMA" (see page 24)

10 KNEE	POINT R(%)	➔ "POINT R(%)" (see page 25)
	POINT MASTER(%)	➔ "POINT MASTER(%)" (see page 25)
	POINT B(%)	➔ "POINT B(%)" (see page 25)
	SLOPE R	➔ "SLOPE R" (see page 25)
	SLOPE MASTER	➔ "SLOPE MASTER" (see page 25)
	SLOPE B	➔ "SLOPE B" (see page 25)
	KNEE	➔ "KNEE" (see page 25)
11 WHITE CLIP	WHITE CLIP LEVEL R(%)	➔ "WHITE CLIP LEVEL R(%)" (see page 26)
	WHITE CLIP LEVEL MASTER(%)	➔ "WHITE CLIP LEVEL MASTER(%)" (see page 26)
	WHITE CLIP LEVEL B(%)	➔ "WHITE CLIP LEVEL B(%)" (see page 26)
	WHITE CLIP	➔ "WHITE CLIP" (see page 26)
	HIGH COLOR	➔ "HIGH COLOR" (see page 26)
12 HD DETAIL	DETAIL LV H	➔ "DETAIL LV H" (see page 27)
	DETAIL LV V	➔ "DETAIL LV V" (see page 27)
	PEAK FRQ	➔ "PEAK FRQ" (see page 27)
	CRISP	➔ "CRISP" (see page 27)
	LEVEL DEPENDENT	➔ "LEVEL DEPENDENT" (see page 27)
	DARK DETAIL	➔ "DARK DETAIL" (see page 27)
	DETAIL SOURCE	➔ "DETAIL SOURCE" (see page 27)
	CLIP+	➔ "CLIP+" (see page 27)
	CLIP-	➔ "CLIP-" (see page 27)
	CORNER	➔ "CORNER" (see page 27)
	KNEE+	➔ "KNEE+" (see page 27)
	KNEE-	➔ "KNEE-" (see page 27)
	KNEE DETAIL	➔ "KNEE DETAIL" (see page 27)
	HD DETAIL	➔ "HD DETAIL" (see page 27)
13 SD DETAIL	DETAIL LV H	➔ "DETAIL LV H" (see page 28)
	DETAIL LV V	➔ "DETAIL LV V" (see page 28)
	CRISP	➔ "CRISP" (see page 28)
	PEAK1 FRQ	➔ "PEAK1 FRQ" (see page 28)
	PEAK2 FRQ	➔ "PEAK2 FRQ" (see page 28)
	LEVEL DEPENDENT	➔ "LEVEL DEPENDENT" (see page 28)
	DARK DETAIL	➔ "DARK DETAIL" (see page 28)
	CLIP+	➔ "CLIP+" (see page 28)
	CLIP-	➔ "CLIP-" (see page 28)
	KNEE	➔ "KNEE" (see page 28)
	CORNER	➔ "CORNER" (see page 28)
	DETAIL SOURCE	➔ "DETAIL SOURCE" (see page 28)
	CHROMA DTL	➔ "CHROMA DTL" (see page 29)
	CHROMA CRISP	➔ "CHROMA CRISP" (see page 29)
	CHROMA REDUCTION	➔ "CHROMA REDUCTION" (see page 29)
	SD DETAIL	➔ "SD DETAIL" (see page 29)

14 HD SKIN TONE DTL	MEMORY SELECT	➔ "MEMORY SELECT" (see page 30)
	CURSOR	➔ "CURSOR" (see page 30)
	POS H	➔ "POS H" (see page 30)
	POS V	➔ "POS V" (see page 30)
	SKIN GET	➔ "SKIN GET" (see page 30)
	SKIN CANCEL	➔ "SKIN CANCEL" (see page 30)
	CRISP	➔ "CRISP" (see page 30)
	PHAS	➔ "PHAS" (see page 30)
	WIDTH	➔ "WIDTH" (see page 30)
	SATU	➔ "SATU" (see page 30)
	ZEBRA EFFECT	➔ "ZEBRA EFFECT" (see page 30)
	EFFECT MEMORY	➔ "EFFECT MEMORY" (see page 30)
	SKIN TONE DETAIL	➔ "SKIN TONE DETAIL" (see page 30)
15 SD SKIN TONE DTL	S. DTL LEVEL	➔ "S. DTL LEVEL" (see page 31)
	ZEBRA	➔ "ZEBRA" (see page 31)
	PHAS	➔ "PHAS" (see page 31)
	WIDTH	➔ "WIDTH" (see page 31)
	CRISP	➔ "CRISP" (see page 31)
	S. DTL	➔ "S. DTL" (see page 31)
16 LINEAR MATRIX	TABLE	➔ "TABLE" (see page 32)
	R-G	➔ "R-G" (see page 32)
	R-B	➔ "R-B" (see page 32)
	G-R	➔ "G-R" (see page 32)
	G-B	➔ "G-B" (see page 32)
	B-R	➔ "B-R" (see page 32)
	B-G	➔ "B-G" (see page 32)
	MATRIX	➔ "MATRIX" (see page 32)

17 COLOR CORRECTION	TABLE	➔ "TABLE" (see page 34)
	COLOR CORRECT	➔ "COLOR CORRECT" (see page 34)
	SAT	➔ "SAT" (see page 34)
	PHASE	➔ "PHASE" (see page 34)
	SAT G	➔ "SAT G" (see page 34)
	SAT G_CY	➔ "SAT G_CY" (see page 34)
	SAT CY	➔ "SAT CY" (see page 34)
	SAT CY_B	➔ "SAT CY_B" (see page 34)
	SAT B	➔ "SAT B" (see page 34)
	SAT B_MG	➔ "SAT B_MG" (see page 34)
	SAT MG	➔ "SAT MG" (see page 34)
	SAT MG_R	➔ "SAT MG_R" (see page 34)
	SAT R	➔ "SAT R" (see page 34)
	SAT R_YE	➔ "SAT R_YE" (see page 34)
	SAT YE	➔ "SAT YE" (see page 34)
	SAT YE_G	➔ "SAT YE_G" (see page 34)
	PHASE G	➔ "PHASE G" (see page 34)
	PHASE G_CY	➔ "PHASE G_CY" (see page 34)
	PHASE CY	➔ "PHASE CY" (see page 34)
	PHASE CY_B	➔ "PHASE CY_B" (see page 34)
	PHASE B	➔ "PHASE B" (see page 34)
	PHASE B_MG	➔ "PHASE B_MG" (see page 34)
	PHASE MG	➔ "PHASE MG" (see page 34)
	PHASE MG_R	➔ "PHASE MG_R" (see page 34)
	PHASE R	➔ "PHASE R" (see page 34)
	PHASE R_YE	➔ "PHASE R_YE" (see page 34)
	PHASE YE	➔ "PHASE YE" (see page 34)
	PHASE YE_G	➔ "PHASE YE_G" (see page 34)
	PRESET	➔ "PRESET" (see page 34)

18 LENS FILE/EDIT	MODE	➔ "MODE" (see page 35)
	FILE No.	➔ "FILE No." (see page 35)
	FILE NAME	➔ "FILE NAME" (see page 36)
	EXECUTE	➔ "EXECUTE" (see page 36)
	EXTENDER	➔ "EXTENDER" (see page 36)
	FILE No.	➔ "FILE No." (see page 36)
	FILE NAME	➔ "FILE NAME" (see page 36)
	FLARE R	➔ "FLARE R" (see page 36)
	FLARE G	➔ "FLARE G" (see page 36)
	FLARE B	➔ "FLARE B" (see page 36)
	GAIN R	➔ "GAIN R" (see page 36)
	GAIN G	➔ "GAIN G" (see page 36)
	GAIN B	➔ "GAIN B" (see page 36)
	W H SAW R	➔ "W H SAW R" (see page 36)
	W H SAW G	➔ "W H SAW G" (see page 36)
	W H SAW B	➔ "W H SAW B" (see page 36)
	W H PARA R	➔ "W H PARA R" (see page 36)
	W H PARA G	➔ "W H PARA G" (see page 36)
	W H PARA B	➔ "W H PARA B" (see page 36)
	W V SAW R	➔ "W V SAW R" (see page 36)
	W V SAW G	➔ "W V SAW G" (see page 36)
	W V SAW B	➔ "W V SAW B" (see page 36)
	W V PARA R	➔ "W V PARA R" (see page 36)
	W V PARA G	➔ "W V PARA G" (see page 36)
	W V PARA B	➔ "W V PARA B" (see page 36)
	STORE NUM	➔ "STORE NUM" (see page 36)
	STORE	➔ "STORE" (see page 37)
CANCEL	➔ "CANCEL" (see page 37)	
19 MONITOR	MONITOR R	➔ "MONITOR R" (see page 38)
	MONITOR G	➔ "MONITOR G" (see page 38)
	MONITOR B	➔ "MONITOR B" (see page 38)
	MONITOR SEQ	➔ "MONITOR SEQ" (see page 38)
	MONITOR ENC	➔ "MONITOR ENC" (see page 38)
20 SYSTEM CAM	TALK OFF INCOM1	➔ "TALK OFF INCOM1" (see page 39)
	TALK OFF INCOM2	➔ "TALK OFF INCOM2" (see page 39)
	MIC1 GAIN	➔ "MIC1 GAIN" (see page 39)
	MIC1 AMP	➔ "MIC1 AMP" (see page 39)
	MIC2 GAIN	➔ "MIC2 GAIN" (see page 39)
	MIC2 AMP	➔ "MIC2 AMP" (see page 39)
	FAN MODE	➔ "FAN MODE" (see page 39)
	FAN SPEED	➔ "FAN SPEED" (see page 39)
	TALLY GUARD	➔ "TALLY GUARD" (see page 39)
	ASU FILTER	➔ "ASU FILTER" (see page 39)
	ASU MODE	➔ "ASU MODE" (see page 40)
	ASU M. PED TARGET	➔ "ASU M. PED TARGET" (see page 40)
	ASU REF.FILE	➔ "ASU REF.FILE" (see page 40)
	REF.RECALL	➔ "REF.RECALL" (see page 40)

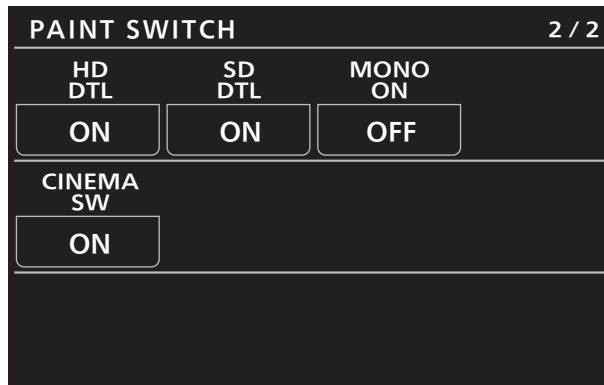
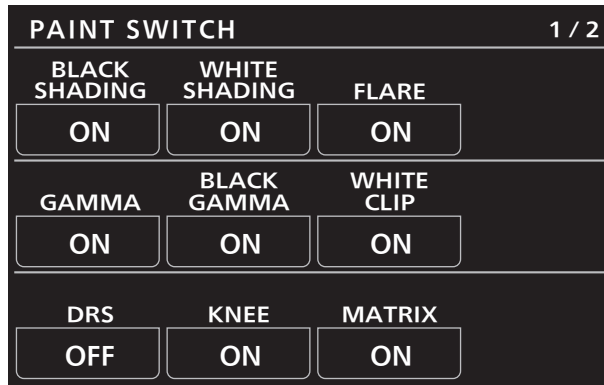
21 SYSTEM CCU	RETURN1 SELECT	➔ "RETURN1 SELECT" (see page 41)
	RETURN2 SELECT	➔ "RETURN2 SELECT" (see page 41)
	RETURN3 SELECT	➔ "RETURN3 SELECT" (see page 41)
	RETURN4 SELECT	➔ "RETURN4 SELECT" (see page 42)
	RET.DELAY	➔ "RET.DELAY" (see page 42)
	RATIO	➔ "RATIO" (see page 42)
	VFMD	➔ "VFMD" (see page 42)
	PATHO	➔ "PATHO" (see page 42)
	SETUP 7.5%	➔ "SETUP 7.5%" (see page 42)
	D/C MODE	➔ "D/C MODE" (see page 42)
	U/C MODE	➔ "U/C MODE" (see page 42)
	BARS HD	➔ "BARS HD" (see page 42)
	BARS SD	➔ "BARS SD" (see page 42)
	MLINK	➔ "MLINK" (see page 42)
	SDI OUT	➔ "SDI OUT" (see page 42)
	PMSYNC	➔ "PM SYNC" (see page 42)
	WFM SYNC	➔ "WFM SYNC" (see page 42)
	HD H COARSE	➔ "HD H COARSE" (see page 42)
	HD H FINE	➔ "HD H FINE" (see page 42)
	SD H COARSE	➔ "SD H COARSE" (see page 42)
	SD H FINE	➔ "SD H FINE" (see page 42)
	SC COARSE	➔ "SC COARSE" (see page 42)
	SC FINE	➔ "SC FINE" (see page 42)
	SDHD_H	➔ "SDHD_H" (see page 42)
	SDHD_V	➔ "SDHD_V" (see page 42)
	2D-M	➔ "2D-M" (see page 42)
	2D-E	➔ "2D-E" (see page 42)
COMB	➔ "COMB" (see page 42)	
22 CCU MENU CONTROL	MENU ON/OFF	➔ "MENU ON/OFF" (see page 43)
	CURSOR/PARAMETER	➔ "CURSOR/PARAMETER" (see page 43)
	EXECUTE	➔ "EXECUTE" (see page 43)

23 ROP SETTING	CONTROL(MENU)1	Refer to the following section in the operating instructions. ➔ "34 ROP SETTING"
	CONTROL(MENU)2	
	CONTROL(MENU)3	
	CONTROL(MENU)4	
	CONTROL(MENU)5	
	MODE(ON/OFF)1	
	MODE(ON/OFF)2	
	MODE(ON/OFF)3	
	MODE(ON/OFF)4	
	MODE(ON/OFF)5	
	ECC BTN CTRL	
	ASSIGN BUTTON	
	USER ASSIGN	
	IRIS LEV MODE	
	CAM SEL	
	DTL VOL	
	SKIN DTL SW	
	LCD BRIGHT	
	PANEL LED BRIGHT	
	7SEG BRIGHT GROUP1	
	7SEG BRIGHT GROUP2	
	BUZZER	
	PERIOD	
	CYCLE	
	STD POSITION M.GAIN	
	STD POSITION VAR	
	STD POSITION ND	
	STD POSITION CC	
	IRIS PRIORITY	
	ROP DATA SAVE	
	ROP DATA LOAD	
	INITIAL with NW	
	INITIAL	
IRIS CALIBRATION TOP		
IRIS CALIBRATION BOTTOM		
UPGRADE		
SYSTEM VERSION		
SOFT VERSION		
FPGA VERSION		
24 CONNECT SETTING	CONNECT MODE CAM1	Refer to the following section in the operating instructions. ➔ "35 CONNECT SETTING"
	CONNECT MODE CAM2 to CAM99	

25 ROP IP SETTING	ROP IP ADDRESS	Refer to the following section in the operating instructions. ➔ "36 ROP IP SETTING"
	ROP PORT	
	UPLOAD	
	ROP SUBNET MASK	
	UPLOAD	
	ROP DEFAULT GATEWAY	
	UPLOAD	
	MAC ADDRESS	
26 CAMERA IP SETTING	CAM1 to CAM99 IP ADDRESS	Refer to the following section in the operating instructions. ➔ "37 CAMERA IP SETTING"
	CAM1 to CAM99 PORT	
	CAM1 to CAM99 INF UPLOAD	
27 SD CARD STORE	MODE	➔ "MODE" (see page 44)
	FILE SELECT	➔ "FILE SELECT" (see page 44)
	FILE NUMBER	➔ "FILE NUMBER" (see page 44)
	EXECUTE	➔ "EXECUTE" (see page 44)
28 SD CARD LOAD	FILE SELECT	➔ "FILE SELECT" (see page 45)
	GET FILE(push)	➔ "GET FILE(push)" (see page 45)
	PUT FILE	➔ "PUT FILE" (see page 45)
	EXECUTE	➔ "EXECUTE" (see page 45)
29 REFERENCE	REF.CALL(push)	➔ "REF.CALL(push)" (see page 46)
	STORE REF	➔ "STORE REF" (see page 46)
	STORE EXECUTE	➔ "STORE EXECUTE" (see page 46)
30 AUTO IRIS SETTING	WINDOW SELECT	➔ "WINDOW SELECT" (see page 47)
	PEAK	➔ "PEAK" (see page 47)
	SPEED	➔ "SPEED" (see page 47)
	IRIS RANG	➔ "IRIS RANG" (see page 47)
	LENS EXT COMP SW	➔ "LENS EXT COMP SW" (see page 47)
	LENS EXT COMP LV	➔ "LENS EXT COMP LV" (see page 47)
	ALC	➔ "ALC" (see page 47)

01 PAINT SWITCH

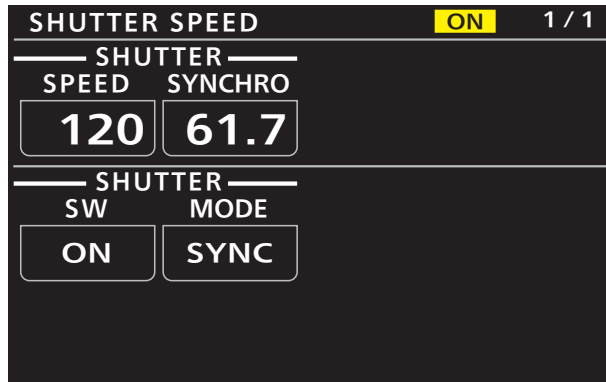
- The setting values will vary depending on the connected camera.



Item	Setting details
BLACK SHADING	Enables or disables black shading (sawtooth waveform or parabolic waveform).
WHITE SHADING	Enables or disables white shading (sawtooth waveform or parabolic waveform).
FLARE	Enables or disables the flare.
GAMMA	Enables or disables the gamma.
BLACK GAMMA	Enables or disables the black gamma.
WHITE CLIP	Enables or disables the white clip function.
DRS	Enables or disables the dynamic range stretcher function. When this is enabled, contrast is adjusted automatically.
KNEE	Enables or disables the knee.
MATRIX	Enables or disables the matrix (linear matrix / 12-axis color correction).
HD DTL	Enables or disables the HD detail.
SD DTL	Enables or disables the SD detail. The control is performed for the CCU.
MONO ON	Sets PB and PR for HDTV and SDTV video outputs to OFF, and enables monochrome video.
CINEMA SW	Enables or disables cinema gamma mode.

02 SHUTTER SPEED

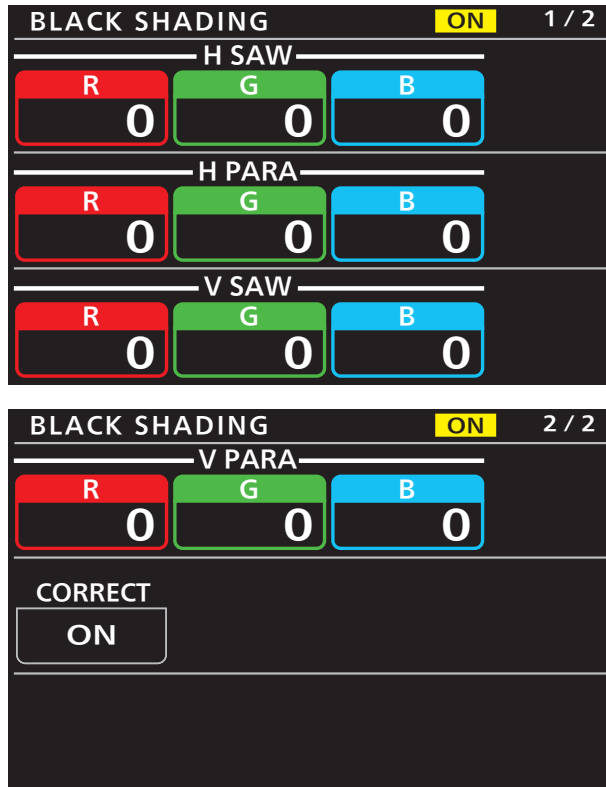
- The setting values will vary depending on the connected camera.



Item	Setting details
SHUTTER SPEED	Sets the shutter speed for when [SHUTTER MODE] is set to [SHUT].
SHUTTER SYNCHRO	Sets the shutter speed for when [SHUTTER MODE] is set to [SYNC].
SHUTTER SW	Enables or disables the shutter function.
SHUTTER MODE	Selects the shutter operation mode. SHUT The shutter speed set in [SHUTTER SPEED] is used. SYNC The shutter speed set in [SHUTTER SYNCHRO] is used.

03 BLACK SHADING

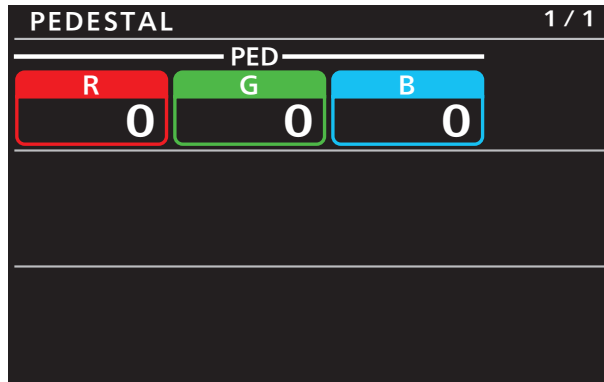
- The setting values will vary depending on the connected camera.



Item	Setting details
H SAW R	Adjusts the black shading gain for R, G, and Bch in the horizontal direction using a sawtooth waveform.
H SAW G	
H SAW B	
H PARA R	Adjusts the black shading gain for R, G, and Bch in the horizontal direction using a parabolic waveform.
H PARA G	
H PARA B	
V SAW R	Adjusts the black shading gain for R, G, and Bch in the vertical direction using a sawtooth waveform.
V SAW G	
V SAW B	
V PARA R	Adjusts the black shading gain for R, G, and Bch in the vertical direction using a parabolic waveform.
V PARA G	
V PARA B	
CORRECT	Enables or disables black shading (sawtooth waveform or parabolic waveform) correction.

04 PEDESTAL

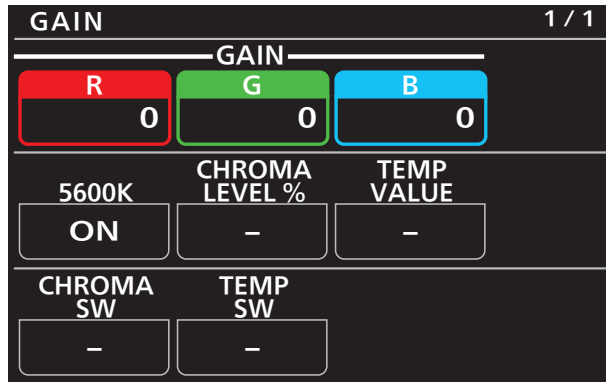
- The setting values will vary depending on the connected camera.



Item	Setting details
PED R	Sets the red correction level for the master pedestal.
PED G	Sets the green correction level for the master pedestal.
PED B	Sets the blue correction level for the master pedestal.

05 GAIN

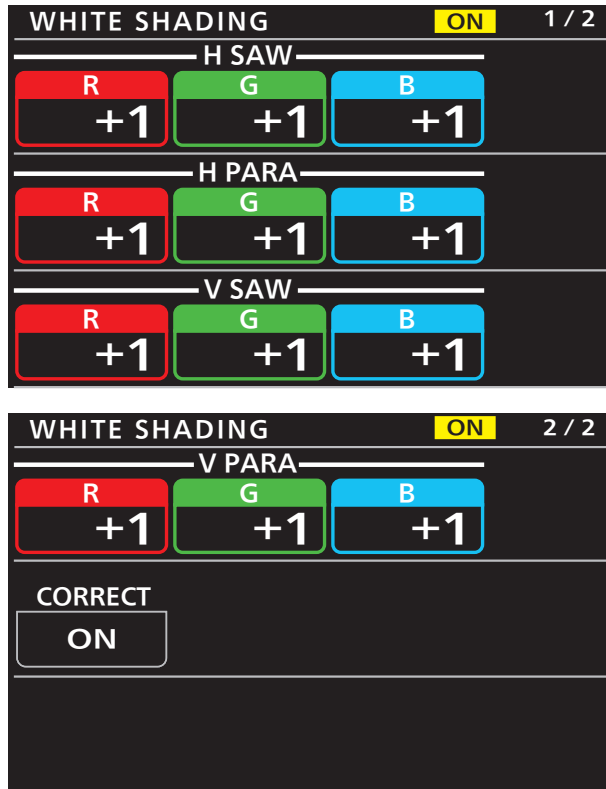
- The setting values will vary depending on the connected camera.



Item	Setting details
GAIN R	Sets the red correction level for the gain.
GAIN G	Sets the green correction level for the gain.
GAIN B	Sets the blue correction level for the gain.
5600K	Sets 5600K display to ON or OFF.
CHROMA LEVEL %	Adjusts the chroma gain when [CHROMA SW] is set to [ON].
TEMP VALUE	Adjusts the color temperature when [TEMP SW] is set to [ON].
CHROMA SW	Sets chroma gain adjustment to ON or OFF.
TEMP SW	Sets manual adjustment of the color temperature to ON or OFF.

06 WHITE SHADING

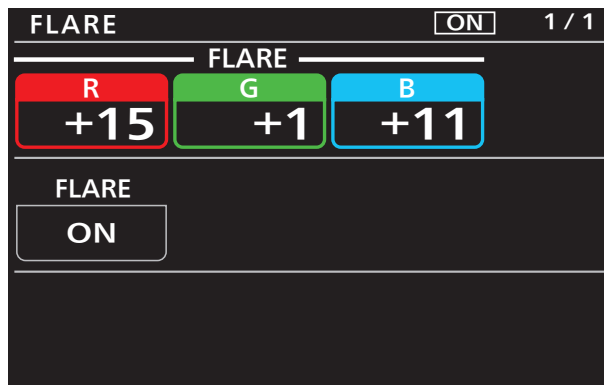
- The setting values will vary depending on the connected camera.



Item	Setting details
H SAW R	Adjusts the white shading gain for R, G, and Bch in the horizontal direction using a sawtooth waveform.
H SAW G	
H SAW B	
H PARA R	Adjusts the white shading gain for R, G, and Bch in the horizontal direction using a parabolic waveform.
H PARA G	
H PARA B	
V SAW R	Adjusts the white shading gain for R, G, and Bch in the vertical direction using a sawtooth waveform.
V SAW G	
V SAW B	
V PARA R	Adjusts the white shading gain for R, G, and Bch in the vertical direction using a parabolic waveform.
V PARA G	
V PARA B	
CORRECT	Enables or disables white shading (sawtooth waveform or parabolic waveform) correction.

07 FLARE

- The setting values will vary depending on the connected camera.



Item	Setting details
FLARE R	Adjusts the Rch flare.
FLARE G	Adjusts the Gch flare.
FLARE B	Adjusts the Bch flare.
FLARE	Enables or disables flare correction.

08 GAMMA

- The setting values will vary depending on the connected camera.

GAMMA ON 1 / 3

R **MASTER** **B**

+2 **0.452** **+14**

PRE CORCT **DRS**

4.0 **OFF**

GAMMA SEL **DEPTH**

HD **1**

GAMMA ON 2 / 3

BSTR(%) **DYN(%)**

1 **200**

MPNT(%) **MSLP(%)** **MCLP(%)**

30 **150** **107**

CINEMA **CINEMA SW**

FREC **ON**

GAMMA ON 3 / 3

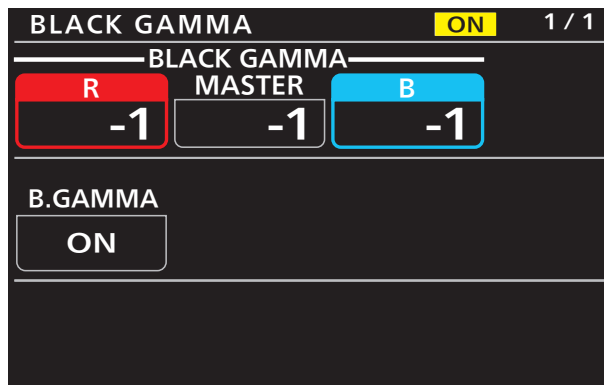
GAMMA

ON

Item	Setting details
R	Adjusts the red gamma characteristic for the master gamma.
MASTER	Adjusts the gamma characteristic.
B	Adjusts the blue gamma characteristic for the master gamma.
PRE CORCT	Adjusts the slope of the low-brightness area's rise.
DRS	Sets DRS display to ON or OFF.
GAMMA SEL	Sets the gamma characteristic type.
DEPTH	Set this to ON to adjust the contrast effect. Higher values increase the effect.
BSTR (%)	Adjusts the black stretch level. This is only available when [CINEMA SW] is set to [ON] and [CINEMA] is set to [FILM].
DYN (%)	Sets the dynamic range. This is only available when [CINEMA] is set to [FILM].
MPNT (%)	Sets the master knee point.
MSLP (%)	Sets the master knee slope.
MCLP (%)	Sets the master white clip.
CINEMA	Switches the cinema gamma characteristic.
CINEMA SW	Enables or disables cinema gamma mode.
GAMMA	Enables or disables gamma correction.

09 BLACK GAMMA

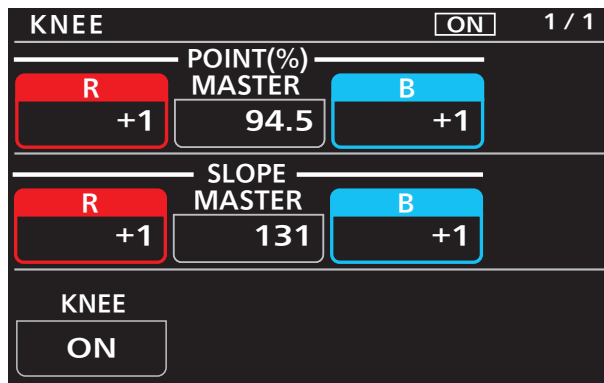
- The setting values will vary depending on the connected camera.



Item	Setting details
BLACK GAMMA R	Adjusts the red gamma characteristic near black for the master gamma.
BLACK GAMMA MASTER	Adjusts the gamma characteristic near black.
BLACK GAMMA B	Adjusts the blue gamma characteristic near black for the master gamma.
B. GAMMA	Enables or disables the black gamma. <ul style="list-style-type: none"> This setting is not available when [DRS] of [PAINT SWITCH] is set to [ON].

10 KNEE

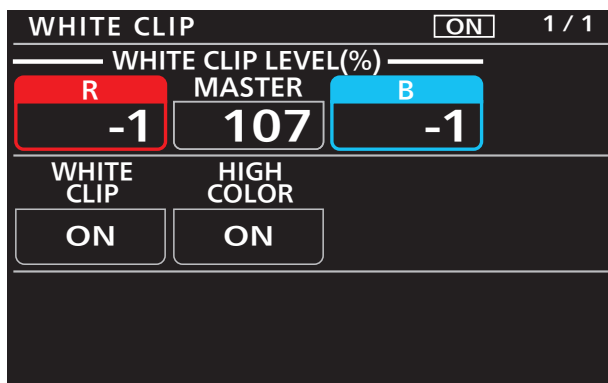
- The setting values will vary depending on the connected camera.



Item	Setting details
POINT R(%)	Adjusts the red knee point for [POINT MASTER].
POINT MASTER(%)	Sets the knee point position.
POINT B(%)	Adjusts the blue knee point for [POINT MASTER].
SLOPE R	Adjusts the red knee slope for [SLOPE MASTER].
SLOPE MASTER	Set the knee slope.
SLOPE B	Adjusts the blue knee slope for [SLOPE MASTER].
KNEE	Enables or disables the knee function.

11 WHITE CLIP

- The setting values will vary depending on the connected camera.



Item	Setting details
WHITE CLIP LEVEL R(%)	Adjusts red for [WHITE CLIP LEVEL MASTER].
WHITE CLIP LEVEL MASTER(%)	Set the white clip level.
WHITE CLIP LEVEL B(%)	Adjusts blue for [WHITE CLIP LEVEL MASTER].
WHITE CLIP	Enables or disables the white clip function.
HIGH COLOR	Sets whether to improve color reproducibility for high-brightness areas. The UNDO function is disabled when [CINEMA SW] is set to [ON].

12 HD DETAIL

- The setting values will vary depending on the connected camera.

HD DETAIL
ON
1 / 2

DETAIL LV

H V

35

35

PEAK
FRQ

18.0

CRISP

11

LEVEL
DEPENDENT

10

DARK
DETAIL

1

DETAIL
SOURCE

G+B+R

HD DETAIL
ON
2 / 2

CLIP +

1

CLIP -

1

CORNER

1

KNEE +

1

KNEE -

1

KNEE
DETAIL

6

HD
DETAIL

ON

Item	Setting details
DETAIL LV H	Adjusts the level of horizontal detail.
DETAIL LV V	Adjusts the level of vertical detail.
PEAK FRQ	Sets the peak frequency for the horizontal detail.
CRISP	Set the noise elimination level for the detail signals
LEVEL DEPENDENT	Set the level of dark detail removal.
DARK DETAIL	Set the level of dark detail enhancement.
DETAIL SOURCE	Selects the source signals for creating the detail components.
CLIP+	This limits the length of the overshoot portion of the detail edge component.
CLIP-	This limits the length of the undershoot portion of the detail edge component.
CORNER	Enhances detail in the peripheral areas of the screen.
KNEE+	Sets the + (up) direction level for the knee detail.
KNEE-	Sets the - (down) direction level for the knee detail.
KNEE DETAIL	Suppresses the overshoot portion of the detail component by applying knee.
HD DETAIL	Enables or disables the HD detail effect.

13 SD DETAIL

The control is performed for the CCU.

- The setting values will vary depending on the connected camera.

SD DETAIL			ON	1 / 3
DETAIL LV				
H	V	CRISP		
32	32	0		
PEAK1 FRQ	PEAK2 FRQ	LEVEL DEPENDENT		
1.89	OFF	0		
DARK DETAIL	CLIP +	CLIP -		
0	0	0		

SD DETAIL			ON	2 / 3
KNEE	CORNER			
0	0			
DETAIL SOURCE				
G+R				
DTL		CHROMA CRISP	REDUCTION	
0		0	0	

SD DETAIL			ON	3 / 3
SD DETAIL				
ON				

Item	Setting details
DETAIL LV H	Adjusts the level of horizontal detail.
DETAIL LV V	Adjusts the level of vertical detail.
CRISP	Set the noise elimination level for the detail signals
PEAK1 FRQ	Selects the contour correction frequency band (boost frequency or peak frequency). Changes the contour width.
PEAK2 FRQ	Selects the contour correction frequency band (boost frequency or peak frequency). Changes the contour width.
LEVEL DEPENDENT	Set the level of dark detail removal.
DARK DETAIL	Set the level of dark detail enhancement.
CLIP+	This limits the length of the overshoot portion of the detail edge component.
CLIP-	This limits the length of the undershoot portion of the detail edge component.
KNEE	Suppresses the overshoot portion of the detail component by applying knee.
CORNER	Enhances detail in the peripheral areas of the screen.
DETAIL SOURCE	Selects the source signals for creating the detail components.

Item	Setting details
CHROMA DTL	Enhances the contours of the high-saturation areas of the subject.
CHROMA CRISP	Prevents chroma detail from being added to minor noise components that are below the setting level.
CHROMA REDUCTION	Suppresses the chroma detail component.
SD DETAIL	Enables or disables the SD detail effect.

14 HD SKIN TONE DTL

- The setting values will vary depending on the connected camera.

HD SKIN TONE DTL		ON	1 / 2
MEMORY SELECT	CURSOR		
A	OFF		
POS		SKIN GET	
H	V	(push)	
959	221		
SKIN CANCEL			
(push)			

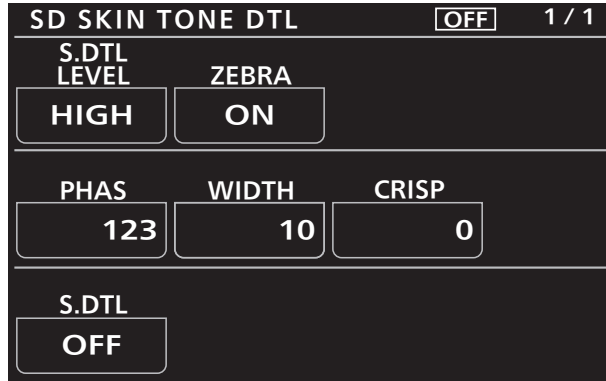
HD SKIN TONE DTL		ON	2 / 2
CRISP	PHAS		
+1	1		
WIDTH	SATU		
1	1		
ZEBRA EFFECT	EFFECT MEMORY	SKIN TONE DETAIL	
A	A	ON	

Item	Setting details
MEMORY SELECT	Selects the preset memory to which skin tone detail setting values (CRISP, PHAS, WIDTH and SATU) will be saved.
CURSOR	Enables or disables the position cursor that obtains the saturation and color phase information for controlling skin tone detail effects.
POS H	Sets horizontal cursor position.
POS V	Sets vertical cursor position.
SKIN GET	Automatically acquire saturation and hue information from the cursor position.
SKIN CANCEL	Discards the saturation and hue information acquired from the cursor position.
CRISP	Removes very faint noise components from detail components in skin tone areas.
PHAS	Changes the color phase of skin tone areas in a range from 0 to 359 on a vector display.
WIDTH	Expands the width of skin tone areas in a range from 0 to 255.
SATU	Sets the saturation of skin tone areas in a range from 0 to 255.
ZEBRA EFFECT	Adds a zebra pattern to the Y signals of the PM output to make areas subject to skin tone detail effects visible.
EFFECT MEMORY	Selects the memory to which skin tone detail effects will be added.
SKIN TONE DETAIL	Enables or disables the skin tone detail function.

15 SD SKIN TONE DTL

The control is performed for the CCU.

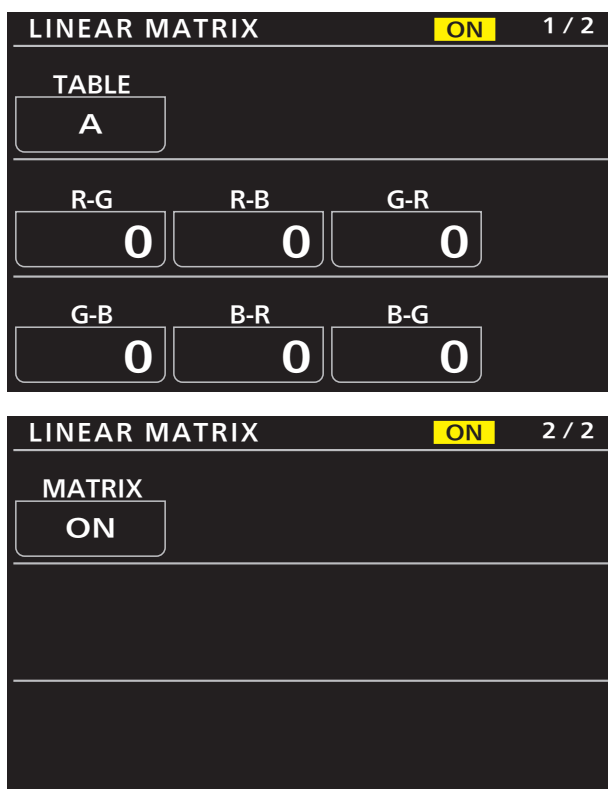
- The setting values will vary depending on the connected camera.



Item	Setting details
S. DTL LEVEL	Sets the saturation of the areas on which skin tone detail will be applied.
ZEBRA	Sets whether to add a zebra pattern to the areas of the PM output Y signals to which coring will be applied as skin tone.
PHAS	Moves the areas recognized as skin tone within a range of 93 to 153 on the Q axis of the color vector display.
WIDTH	Expands the areas recognized as skin tone within a range of 1 to 20 on the I axis of the color vector display.
CRISP	Removes very faint noise components from detail components in skin tone areas.
S. DTL	Enables or disables the skin tone detail function.

16 LINEAR MATRIX

- The setting values will vary depending on the connected camera.



Item	Setting details
TABLE	Selects the linear matrix table. The UNDO operation from the ROP cannot be performed for changes to this setting.
R-G	Adjusts the linear matrix between red and green. Not available when [MATRIX] is set to [OFF].
R-B	Adjusts the linear matrix between red and blue. Not available when [MATRIX] is set to [OFF].
G-R	Adjusts the linear matrix between green and red. Not available when [MATRIX] is set to [OFF].
G-B	Adjusts the linear matrix between green and blue. Not available when [MATRIX] is set to [OFF].
B-R	Adjusts the linear matrix between blue and red. Not available when [MATRIX] is set to [OFF].
B-G	Adjusts the linear matrix between blue and green. Not available when [MATRIX] is set to [OFF].
MATRIX	Enables or disables the matrix function.

17 COLOR CORRECTION

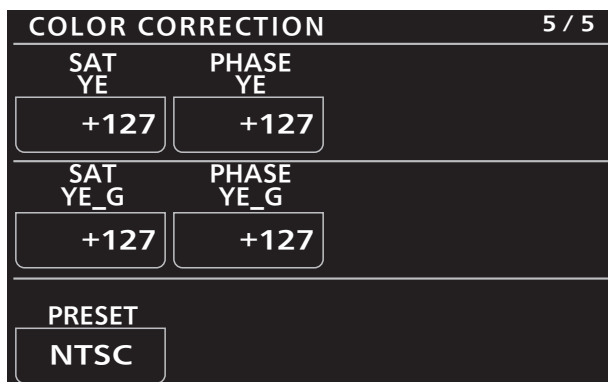
- The setting values will vary depending on the connected camera.

COLOR CORRECTION			1 / 5
TABLE			
A			
COLOR CORRECT	SAT	PHASE	
G	+127	+127	
SAT G	PHASE G		
+127	+127		

COLOR CORRECTION		2 / 5
SAT G_CY	PHASE G_CY	
0	0	
SAT CY	PHASE CY	
+127	+127	
SAT CY_B	PHASE CY_B	
+127	+127	

COLOR CORRECTION		3 / 5
SAT B	PHASE B	
+127	+127	
SAT B_MG	PHASE B_MG	
+127	+127	
SAT MG	PHASE MG	
+127	+127	

COLOR CORRECTION		4 / 5
SAT MG_R	PHASE MG_R	
+127	+127	
SAT R	PHASE R	
+127	+127	
SAT R_YE	PHASE R_YE	
+127	+127	



Item	Setting details	
TABLE	Selects the color correction table. The UNDO operation from the ROP cannot be performed for changes to this setting.	
COLOR CORRECT	Selects the color component in 12 AXIS matrix memory to adjust.	
SAT	Adjusts the saturation of the color component selected in [COLOR CORRECT].	
PHASE	Adjusts the hue of the color component selected in [COLOR CORRECT].	
SAT G	Adjusts the color saturation of color components in 12 AXIS matrix memory.	
SAT G_CY	<ul style="list-style-type: none"> When [COLOR CORRECT] is set to [OFF], the adjustment effects will not be applied. 	
SAT CY		
SAT CY_B		
SAT B		
SAT B_MG		
SAT MG		
SAT MG_R		
SAT R		
SAT R_YE		
SAT YE		
SAT YE_G		
PHASE G		Adjusts the color phase of color components in 12 AXIS matrix memory.
PHASE G_CY		<ul style="list-style-type: none"> When [COLOR CORRECT] is set to [OFF], the adjustment effects will not be applied.
PHASE CY		
PHASE CY_B		
PHASE B		
PHASE B_MG		
PHASE MG		
PHASE MG_R		
PHASE R		
PHASE R_YE		
PHASE YE		
PHASE YE_G		
PRESET	Switches the matrix preset.	

18 LENS FILE/EDIT

- The setting values will vary depending on the connected camera.

LENS FILE/EDIT 1 / 4

MODE FILE No.

FILE NAME -

EXECUTE

LENS FILE/EDIT 2 / 4

EXTENDER FILE No.

FILE NAME FILE_F01

FLARE

R	G	B
0	0	0

LENS FILE/EDIT 3 / 4

GAIN

R	G	B
0	0	0

W H SAW

R	G	B
0	0	0

W H PARA

R	G	B
0	0	0

LENS FILE/EDIT 4 / 4

W V SAW

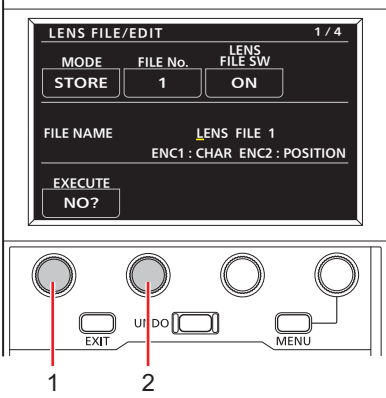
R	G	B
0	0	0

W V PARA

R	G	B
0	0	0

STORE NUM STORE CANCEL

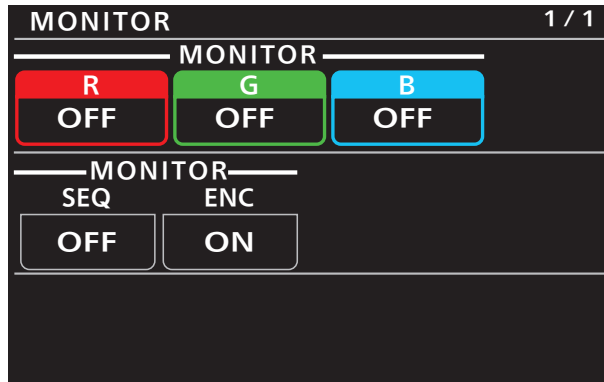
Item	Setting details
MODE	Saves the current lens file in the camera (STORE) or loads a lens file stored in the camera (LOAD).
FILE No.	Selects the file.

Item	Setting details
FILE NAME	<p>Displays the file name of the file number specified in [FILE No.]. The file name can be changed when [MODE] is set to [STORE]. Use [MENU] dials 1 and 2 to change the file name.</p>  <p>[MENU] dial 1 (far left): Selects the character. [MENU] dial 2 (second from left): Selects the character position.</p>
EXECUTE	<p>When [MODE] is set to [LOAD] Load the file.</p> <p>When [MODE] is set to [STORE] Save the file.</p>
EXTENDER	<p>Sets the current magnification of the lens extender.</p>
FILE No.	<p>Displays the number of the lens file currently loaded.</p>
FILE NAME	<p>Displays the name of the lens file currently loaded.</p>
FLARE R	<p>Adjusts the R flare of the display data.</p>
FLARE G	<p>Adjusts the G flare of the display data.</p>
FLARE B	<p>Adjusts the B flare of the display data.</p>
GAIN R	<p>Adjusts the R gain of the display data.</p>
GAIN G	<p>Adjusts the G gain of the display data.</p>
GAIN B	<p>Adjusts the B gain of the display data.</p>
W H SAW R	<p>Adjusts the R, G, and Bch white shading of the display data in the horizontal direction using a sawtooth waveform.</p>
W H SAW G	
W H SAW B	
W H PARA R	<p>Adjusts the R, G, and Bch white shading of the display data in the horizontal direction using a parabolic waveform.</p>
W H PARA G	
W H PARA B	
W V SAW R	<p>Adjusts the R, G, and Bch white shading of the display data in the vertical direction using a sawtooth waveform.</p>
W V SAW G	
W V SAW B	
W V PARA R	<p>Adjusts the R, G, and Bch white shading of the display data in the vertical direction using a parabolic waveform.</p>
W V PARA G	
W V PARA B	
STORE NUM	<p>Specifies the number of the LENS file to be registered.</p>

Item	Setting details
STORE	Saves the [FLARE R/G/B], [GAIN R/G/B], [WH SAW R/G/B], [WH PARA R/G/B], [WV SAW R/G/B], and [WV PARA R/G/B] settings to the lens file specified in [FILE No.].
CANCEL	Discards changes to the [FLARE R/G/B], [GAIN R/G/B], [WH SAW R/G/B], [WH PARA R/G/B], [WV SAW R/G/B], and [WV PARA R/G/B] settings, and returns them to their previous states.

19 MONITOR

- The setting values will vary depending on the connected CCU.



Item	Setting details
MONITOR R	Turns the R monitor on or off.
MONITOR G	Turns the G monitor on or off.
MONITOR B	Turns the B monitor on or off.
MONITOR SEQ	Turns the SEQ monitor on or off.
MONITOR ENC	Turns the ENC monitor on or off.

20 SYSTEM CAM

- The setting values will vary depending on the connected camera.

SYSTEM CAM 1 / 3

TALK OFF

INCOM1 INCOM2

(push) (push)

MIC1

GAIN AMP

20 0

MIC2

GAIN AMP

40 0

SYSTEM CAM 2 / 3

FAN

MODE SPEED

ON NORM

TALLY GUARD

ON

ASU FILTER ASU MODE ASU M.PED TARGET

CURR EASY 1.0

SYSTEM CAM 3 / 3

ASU REF.FILE REF. RECALL

USER2 FCTRY

Item	Setting details
TALK OFF INCOM1	Sets TALK for INCOM1 to OFF.
TALK OFF INCOM2	Sets TALK for INCOM2 to OFF.
MIC1 GAIN	Makes coarse adjustments of the MIC1 gain.
MIC1 AMP	Makes fine adjustments of the MIC1 gain. (1 dB increments)
MIC2 GAIN	Makes coarse adjustments of the MIC2 gain.
MIC2 AMP	Makes fine adjustments of the MIC2 gain. (1 dB increments)
FAN MODE	Switches the the fan power of the camera head to ON, OFF, or AUTO. <ul style="list-style-type: none"> The fan speed changes automatically according to the internal temperature when [AUTO] is selected. (AK-HC3500A only)
FAN SPEED	Sets the fan speed of the camera head.
TALLY GUARD	When set to ON, this function disables automatic ASU, AWB, ABB operation while the tally is ON.
ASU FILTER	Sets the operation of the ND/CC filter when auto setup is started. <p>REF The filter stored in the reference file is used when operation starts.</p> <p>CURR Auto setup starts at the filter position made prior to startup.</p>

Item	Setting details
ASU MODE	Selects the auto setup mode setting.
ASU M. PED TARGET	Sets the position where the master pedestal is to be converged when auto setup is started.
ASU REF.FILE	Specifies the reference file used during auto setup.
REF.RECALL	Sets the reference file that is recalled when the [REF. RECALL] button is pressed.

21 SYSTEM CCU

- The setting values will vary depending on the connected CCU.

SYSTEM CCU			1 / 4
RETURN1 SELECT	RETURN2 SELECT	RETURN3 SELECT	
HDS1	HDS1	HDS1	
RETURN4 SELECT	RET. DELAY	RATIO	
HDS1	NORM	0.8	
VFMD	PATHO	SETUP 7.5%	
4 : 3	OFF	7.5%	

SYSTEM CCU		2 / 4
D/C MODE	U/C MODE	
SP	SP	
BARS		
HD	SD	
SMPTE	EIAJ	
M LINK	SDI OUT	
ON	PM	

SYSTEM CCU		3 / 4
PM SYNC	WFM SYNC	
OFF	OFF	
HD H		
COARSE	FINE	
+2	+2	
SD H		
COARSE	FINE	
-2	-2	

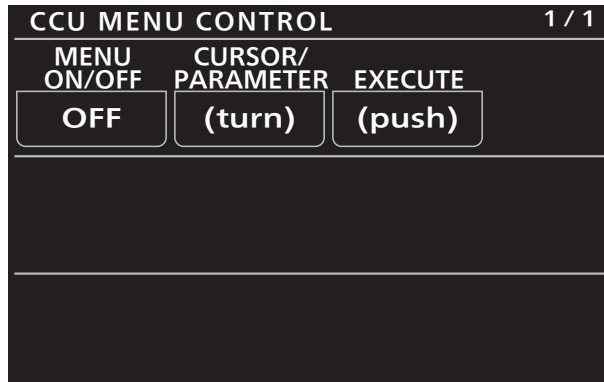
SYSTEM CCU		4 / 4
SC		
COARSE	FINE	
+2	+2	
SDHD_H	SDHD_V	
1	OH_SD_DELAY	
2D-M	2D-E	COMB
OFF	OFF	HIGH

Item	Setting details
RETURN1 SELECT	Sets the input allocations of return signal 1.
RETURN2 SELECT	Sets the input allocations of return signal 2.
RETURN3 SELECT	Sets the input allocations of return signal 3.

Item	Setting details
RETURN4 SELECT	Sets the input allocations of return signal 4.
RET.DELAY	Sets whether to delay the RET display video by one frame (NORM) or use the shortest delay (SHORT).
RATIO	Sets the shrinker for the standard lens.
VFMD	Sets the angle of view for the camera viewfinder. When [LINK] is selected, control is performed according to the external control signal input to the CCU's AUX.
PATHO	Forcibly switches the video output from the CCU's HD connector to a pathological pattern.
SETUP 7.5%	Specifies the setup of the color bar output from the CCU's VBS connector. (0% or 7.5%)
D/C MODE	Selects the down-conversion system for video output from SD SDI and VBS.
U/C MODE	Selects the video up-conversion system used for SD SDI and VBS return videos.
BARS HD	Specifies the HD color bar output by the CCU.
BARS SD	Specifies the SD color bar output by the CCU.
MLINK	Sets whether to link and apply shooting R/G/B selections to the monitor.
SDI OUT	Performs PM/NORMAL switching for SDI OUT.
PM SYNC	Adds sync to the CCU's picture monitor output (ANA COMPOSITEOUT2 (PM)).
WFM SYNC	Adds sync to the CCU's WFM output.
HD H COARSE	Sets coarse phase settings for the HDTV's genlock sync signals.
HD H FINE	Sets fine phase settings for the HDTV's genlock sync signals.
SD H COARSE	Sets coarse phase settings for the SDTV's genlock sync signals.
SD H FINE	Sets fine phase settings for the SDTV's genlock sync signals.
SC COARSE	Sets coarse subcarrier signal phase settings for the SDTV's genlock sync signals.
SC FINE	Sets fine subcarrier signal phase settings for the SDTV's genlock sync signals.
SDHD_H	Adjusts the horizontal phase for the SDTV and HDTV outputs.
SDHD_V	Sets the vertical phase for the SDTV and HDTV outputs to 90 lines (HDTV is 90H advanced in relation to SDTV), 0 lines (HDTV is delayed in relation to SDTV for identical phase), or 0 lines (SDTV is delayed in relation to HDTV for identical phase).
2D-M	Sets whether to apply a 2D low-pass filter to SDTV component outputs.
2D-E	Sets whether to apply a 2D low-pass filter to SDTV composite outputs.
COMB	Sets the comb filter mode.

22 CCU MENU CONTROL

This is not available for connections with the AK-HC3800 series.



___ indicates factory default settings.

Item	Setting value	Setting details
MENU ON/OFF	OFF ON	Turns the menu on or off.
CURSOR/PARAMETER	-	Moves the menu cursor or changes setting values.
EXECUTE	-	Executes the selected process.

23 ROP SETTING

For details on the settings, refer to the following sections in the operating instructions.

➔ "34 ROP SETTING"

24 CONNECT SETTING

For details on the settings, refer to the following sections in the operating instructions.

➔ "35 CONNECT SETTING"

25 ROP IP SETTING

For details on the settings, refer to the following sections in the operating instructions.

➔ "36 ROP IP SETTING"

26 CAMERA IP SETTING

For details on the settings, refer to the following sections in the operating instructions.

➔ "37 CAMERA IP SETTING"

27 SD CARD STORE

This saves scene files, user files, and lens files from the camera to the ROP's memory card.

- For connections with the AK-HC3500A series, the files from the camera's internal memory area and the actual operation area (current area) can be saved.
- For connections with the AK-HC3800 series, only the files from the actual operation area (current area) can be saved.

Item	Setting value	Setting details
MODE	FORMAT STORE	Selects the format, load, or store mode for the SD card.
FILE SELECT	ALL SCENE USER LENS	Selects the type of files to be saved. <ul style="list-style-type: none"> • For the AK-HC3800 series, only the files from the actual operation area (current area) can be saved. <p>ALL Saves all scene files (SCENE1 to SCENE8), user files (USER1 to USER3), and lens files (LENS1 to LENS32).</p> <p>SCENE Saves scene files (SCENE1 to SCENE8).</p> <p>USER Saves user files (USER1 to USER3).</p> <p>LENS Saves lens files (LENS1 to LENS32).</p>
FILE NUMBER	SCENE: 1 to 8 USER: 1 to 3 LENS: 1 to 32	Selects the data based on the file type specified in [FILE SELECT]. This cannot be selected when [FILE SELECT] is set to [ALL]. <ul style="list-style-type: none"> • For the AK-HC3800 series, only the files from the actual operation area (current area) can be saved.
EXECUTE	NO? YES?	Select [YES?] to execute the operation. After starting this process, do not turn off the unit or remove SD cards until the process is complete.

NOTE

- As the unit is not equipped with a clock function, the date and time at which the file was saved on the camera will be used for the creation dates of saved files.

28 SD CARD LOAD

This loads scene files, user files, and lens files from the ROP's memory card to the camera.

- For connections with the AK-HC3500A series, the files can be loaded to the camera's internal memory area and the actual operation area (current area).
- For connections with the AK-HC3800 series, the files can only be loaded to the actual operation area (current area).

Item	Setting value	Setting details
FILE SELECT	ALL ALL SCENE SCENE ALL USER USER ALL LENS LENS	<p>Selects the type of files to be loaded.</p> <ul style="list-style-type: none"> • For the AK-HC3800 series, [ALL], [ALL SCENE], [ALL USER], and [ALL LENS] cannot be selected, as the files can only be loaded to the actual operation area (current area). <p>ALL Loads the data saved with [ALL].</p> <p>ALL SCENE Loads all scene file data (SCENE1 to SCENE8) saved with [SCENE].</p> <p>SCENE Loads a single scene file.</p> <p>ALL USER Loads all user file data (USER1 to USER3) saved with [USER].</p> <p>USER Loads data from a single user file.</p> <p>ALL LENS Loads all lens file data (LENS1 to LENS32) saved with [LENS].</p> <p>LENS Loads a single lens file.</p>
GET FILE (push)	-	<p>When you press the [MENU] dial, data of the type selected in [FILE SELECT] is loaded from the memory card, and a list of file names appears.</p> <p>When you select a file from the file list and press the [MENU] dial, the previous screen appears again, and the file name of the selected data appears in [GET FILE].</p>
PUT FILE	SCENE 1 to SCENE8 EXT1 EXT2 USER1 to USER3 LENS1 to LENS32	<p>Specify the LOAD destination type.</p> <ul style="list-style-type: none"> • For connections with the AK-HC3800 series, the files can only be loaded to the actual operation area (current area). • This cannot be specified when [FILE SELECT] is set to [ALL], [ALL SCENE], [ALL USER], or [ALL LENS]. • When [FILE SELECT] is set to [SCENE], [SCENE 1] to [SCENE8] can be selected. • When [FILE SELECT] is set to [USER], [USER1] to [USER3] can be selected. • When [FILE SELECT] is set to [LENS], [LENS1] to [LENS32] can be selected.
EXECUTE	NO? YES?	<p>Select [YES?] to load the selected data.</p> <ul style="list-style-type: none"> • After starting this process, do not turn off the unit or remove SD cards until the process is complete.

NOTE

- As the unit is not equipped with a clock function, the date and time at which the file was saved on the camera will be used for the creation dates of saved files.

29 REFERENCE



Item	Setting value	Setting details
REF.CALL(push)	FCTRY USER1 to USER3	Recall the reference setting information (reference file).
STORE REF	USER1 to USER3	Overwrite the current setting values to the selected file.
STORE EXECUTE	-	Execute saving of the reference file.

30 AUTO IRIS SETTING

AUTO IRIS SETTING			1 / 1
WINDOW SELECT	PEAK	SPEED	
Smal F	10	10	
IRIS RANG	LENS EXT COMP SW	LENS EXT COMP LV	
(3 / 4)	NORMAL	-40	
ALC			
40			

Item	Setting details
WINDOW SELECT	Set the photometry range.
PEAK	Set the ratio between the peak value and average value for auto iris photometry.
SPEED	Set the auto iris speed.
IRIS RANG	Set the auto iris level fine adjustment range for the [IRIS] lever.
LENS EXT COMP SW	Enable ALC correction when the lens extender is enabled.
LENS EXT COMP LV	Set the ALC correction level when the lens extender is enabled.
ALC	Adjusts the auto iris level.