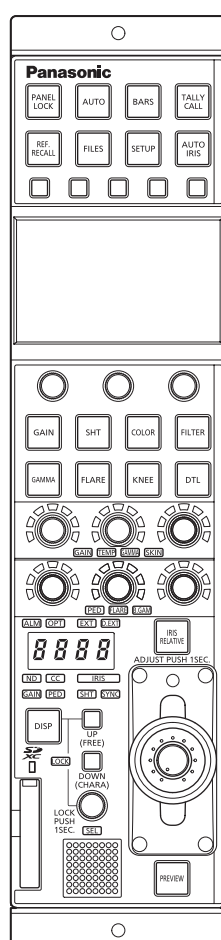# Operating Guide

Remote Operation Panel
Model No. **AK-HRP1015G**

Read this document when using the AK-HRP1015G Remote Operation Panel in conjunction with AK-HC3500A / AK-HC3800 Series Studio Handy Cameras.

For details of operating Remote Operation Panel AK-HRP1015G, please visit the Panasonic website (https://pro-av.panasonic.net/manual/en/index.html), and refer to the Operating Instructions (HTML or PDF).

Panasonic

ENGLISH
DVQP2516ZA

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

📝 *NOTE*

- The descriptions in this document assume that the system version of the unit is V2.00-00-0.00 or later.

Connections

- Use a dedicated cable to connect to the AK-HRP1015G camera's [CCU] connector.
- Set the connection setting to [Serial(AK)] or [LAN(AK)] in the [CONNECT SETTING] menu.

```
CONNECT SETTING                    1 / 17
━━━━━━━━━━CONNECT MODE(push)━━━━━━━━━━
  CAM1            CAM2            CAM3
 Serial           LAN
 (AK)            (AK)            NON

━━━━━━━━━━CONNECT MODE(push)━━━━━━━━━━
  CAM4            CAM5            CAM6
  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.

📝 *NOTE*

- The descriptions in this document assume that the system version of the unit is V2.00-00-0.00 or later.
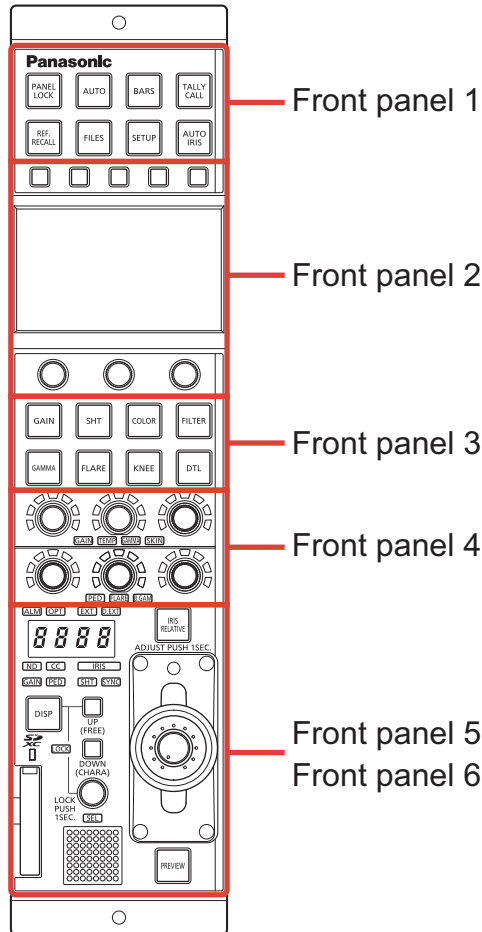
✓ : Enabled

x: Disabled

Number		Part name	AK-HC3500A	AK-HC3800
Front panel 1	1	[PANEL LOCK] button	✓	✓
	2	[AUTO] button	✓	✓
	3	[BARS] button	✓	✓
	4	[TALLY/CALL] lamp/button	✓	✓
	5	[REF. RECALL] button	✓	✓
	6	[FILES] button	✓	✓
	7	[SETUP] button	✓	✓
	8	[AUTO IRIS] button	✓	✓
Front panel 2	1	Function buttons	✓	✓
	2	LCD panel	✓	✓
	3	Menu operation dials	✓	✓

Number		Part name	AK-HC3500A	AK-HC3800
Front panel 3	1	[GAIN] button	✓	✓
	2	[SHT] button	✓	✓
	3	[COLOR] button	✓	✓
	4	[FILTER] button	✓	✓
	5	[GAMMA] button	✓	✓
	6	[FLARE] button	✓	✓
	7	[KNEE] button	✓	✓
	8	[DTL] button	✓	✓
Front panel 4	1	[GAIN], [TEMP], [GAMMA], [SKIN] adjustment block	✓ *1*2*3	✓ *1*2*3
	2	[PED], [FLARE], [B.GAM] adjustment block	✓ *4	✓ *4
Front panel 5	1	[ALM] indicator	✓	✓
	2	[OPT] indicator	✓	✓
	3	[EXT] indicator	✓	✓
	4	[D.EXT] indicator	✓	✓
	5	Adjustment value display	✓	✓
	6	[ND] indicator	✓	✓
	7	[CC] indicator	✓	✓
	8	[IRIS] indicator	✓	✓
	9	[GAIN] indicator	✓	✓
	10	[PED] indicator	✓	✓
	11	[SHT] indicator	✓	✓
	12	[SYNC] indicator	✓	✓
	13	[DISP] button	✓	✓
	14	[UP (FREE)] button	✓	✓
	15	[DOWN (CHARA)] button	✓	✓
	16	[LOCK] indicator	✓	✓
	17	[SEL] dial	✓ *5	✓ *5
Front panel 6	1	Memory card slot	✓	✓
	2	Memory card access indicator	✓	✓
	3	Camera number/tally display	✓ *6*7	✓ *6*8
	4	[IRIS RELATIVE] button	✓	✓
	5	Torque adjustment screw	✓	✓
	6	IRIS lever	✓	✓
	7	Master pedestal	✓	✓
	8	PREVIEW button	✓	✓

*1: [TEMP] adjustment is disabled.
*2: When [GAMMA] is lit, R.GAMMA, M.GAMMA, and B.GAMMA are adjusted using the red (R), green (G), and blue (B) adjustment dials respectively.
*3: When [SKIN] is lit, PHASE, WIDTH, and CRISP are adjusted using the red (R), green (G), and blue (B) adjustment dials respectively.
*4: When [B.GAM] is lit, B.GAM R, B.GAM M, and B.GAM B are adjusted using the red (R), green (G), and blue (B) adjustment dials respectively.
*5: When the [GAIN] indicator is lit, the [SEL] dial is disabled.
*6: The camera numbers are the numbers managed by the ROP.

*7: During serial connections, the maximum number that can be displayed is 16.
*8: 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.

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 SCENE	SCENE1(push)	➡ "SCENE1(push)" (see page 17)
	SCENE2(push)	➡ "SCENE2(push)" (see page 17)
	SCENE3(push)	➡ "SCENE3(push)" (see page 17)
	SCENE4(push)	➡ "SCENE4(push)" (see page 17)
	SCENE5(push)	➡ "SCENE5(push)" (see page 17)
	SCENE6(push)	➡ "SCENE6(push)" (see page 17)
	SCENE7(push)	➡ "SCENE7(push)" (see page 17)
	SCENE8(push)	➡ "SCENE8(push)" (see page 17)
	STORE SCENE	➡ "STORE SCENE" (see page 17)
	STORE EXECUTE	➡ "STORE EXECUTE" (see page 17)
03 SHUTTER SPEED	SHUTTER SPEED	➡ "SHUTTER SPEED" (see page 18)
	SHUTTER SYNCHRO	➡ "SHUTTER SYNCHRO" (see page 18)
	SHUTTER SW	➡ "SHUTTER SW" (see page 18)
	SHUTTER MODE	➡ "SHUTTER MODE" (see page 18)
04 FILTER	ND	➡ "ND" (see page 19)
	CC	➡ "CC" (see page 19)
	HEAD	➡ "HEAD" (see page 19)

05 BLACK SHADING	H SAW R	➡ "H SAW R" (see page 20)
	H SAW G	➡ "H SAW G" (see page 20)
	H SAW B	➡ "H SAW B" (see page 20)
	H PARA R	➡ "H PARA R" (see page 20)
	H PARA G	➡ "H PARA G" (see page 20)
	H PARA B	➡ "H PARA B" (see page 20)
	V SAW R	➡ "V SAW R" (see page 20)
	V SAW G	➡ "V SAW G" (see page 20)
	V SAW B	➡ "V SAW B" (see page 20)
	V PARA R	➡ "V PARA R" (see page 20)
	V PARA G	➡ "V PARA G" (see page 20)
	V PARA B	➡ "V PARA B" (see page 20)
	CORRECT	➡ "CORRECT" (see page 20)
06 PEDESTAL	PED R	➡ "PED R" (see page 21)
	PED G	➡ "PED G" (see page 21)
	PED B	➡ "PED B" (see page 21)
07 GAIN	GAIN R	➡ "GAIN R" (see page 22)
	GAIN G	➡ "GAIN G" (see page 22)
	GAIN B	➡ "GAIN B" (see page 22)
	5600K	➡ "5600K" (see page 22)
	CHROMA LEVEL %	➡ "CHROMA LEVEL %" (see page 22)
	TEMP VALUE	➡ "TEMP VALUE" (see page 22)
	CHROMA SW	➡ "CHROMA SW" (see page 22)
	TEMP SW	➡ "TEMP SW" (see page 22)
08 WHITE SHADING	H SAW R	➡ "H SAW R" (see page 23)
	H SAW G	➡ "H SAW G" (see page 23)
	H SAW B	➡ "H SAW B" (see page 23)
	H PARA R	➡ "H PARA R" (see page 23)
	H PARA G	➡ "H PARA G" (see page 23)
	H PARA B	➡ "H PARA B" (see page 23)
	V SAW R	➡ "V SAW R" (see page 23)
	V SAW G	➡ "V SAW G" (see page 23)
	V SAW B	➡ "V SAW B" (see page 23)
	V PARA R	➡ "V PARA R" (see page 23)
	V PARA G	➡ "V PARA G" (see page 23)
	V PARA B	➡ "V PARA B" (see page 23)
	CORRECT	➡ "CORRECT" (see page 23)
09 FLARE	FLARE R	➡ "FLARE R" (see page 24)
	FLARE G	➡ "FLARE G" (see page 24)
	FLARE B	➡ "FLARE B" (see page 24)
	FLARE	➡ "FLARE" (see page 24)

10 GAMMA	R	➡ "R" (see page 25)
	MASTER	➡ "MASTER" (see page 25)
	B	➡ "B" (see page 25)
	PRE CORTC	➡ "PRE CORTC" (see page 25)
	DRS	➡ "DRS" (see page 25)
	GAMMA SEL	➡ "GAMMA SEL" (see page 25)
	DEPTH	➡ "DEPTH" (see page 25)
	BSTR (%)	➡ "BSTR (%)" (see page 25)
	DYN (%)	➡ "DYN (%)" (see page 26)
	MPNT (%)	➡ "MPNT (%)" (see page 26)
	MSLP (%)	➡ "MSLP (%)" (see page 26)
	MCLP (%)	➡ "MCLP (%)" (see page 26)
	CINEMA	➡ "CINEMA" (see page 26)
	CINEMA SW	➡ "CINEMA SW" (see page 26)
	GAMMA	➡ "GAMMA" (see page 26)
11 BLACK GAMMA	BLACK GAMMA R	➡ "BLACK GAMMA R" (see page 27)
	BLACK GAMMA MASTER	➡ "BLACK GAMMA MASTER" (see page 27)
	BLACK GAMMA B	➡ "BLACK GAMMA B" (see page 27)
	B. GAMMA	➡ "B. GAMMA" (see page 27)
12 KNEE	POINT R(%)	➡ "POINT R(%)" (see page 28)
	POINT MASTER(%)	➡ "POINT MASTER(%)" (see page 28)
	POINT B(%)	➡ "POINT B(%)" (see page 28)
	SLOPE R	➡ "SLOPE R" (see page 28)
	SLOPE MASTER	➡ "SLOPE MASTER" (see page 28)
	SLOPE B	➡ "SLOPE B" (see page 28)
	KNEE	➡ "KNEE" (see page 28)
13 WHITE CLIP	WHITE CLIP LEVEL R(%)	➡ "WHITE CLIP LEVEL R(%)" (see page 29)
	WHITE CLIP LEVEL MASTER(%)	➡ "WHITE CLIP LEVEL MASTER(%)" (see page 29)
	WHITE CLIP LEVEL B(%)	➡ "WHITE CLIP LEVEL B(%)" (see page 29)
	WHITE CLIP	➡ "WHITE CLIP" (see page 29)
	HIGHT COLOR	➡ "HIGHT COLOR" (see page 29)
14 HD DETAIL	DETAIL LV H	➡ "DETAIL LV H" (see page 30)
	DETAIL LV V	➡ "DETAIL LV V" (see page 30)
	PEAK FRQ	➡ "PEAK FRQ" (see page 30)
	CRISP	➡ "CRISP" (see page 30)
	LEVEL DEPENDENT	➡ "LEVEL DEPENDENT" (see page 30)
	DARK DETAIL	➡ "DARK DETAIL" (see page 30)
	DETAIL SOURCE	➡ "DETAIL SOURCE" (see page 30)
	CLIP+	➡ "CLIP+" (see page 30)
	CLIP-	➡ "CLIP-" (see page 30)
	CORNER	➡ "CORNER" (see page 30)
	KNEE+	➡ "KNEE+" (see page 30)
	KNEE-	➡ "KNEE-" (see page 30)
	KNEE DETAIL	➡ "KNEE DETAIL" (see page 30)
	HD DETAIL	➡ "HD DETAIL" (see page 30)

15 SD DETAIL	DETAIL LV H	➡ "DETAIL LV H" (see page 31)
	DETAIL LV V	➡ "DETAIL LV V" (see page 31)
	CRISP	➡ "CRISP" (see page 31)
	PEAK1 FRQ	➡ "PEAK1 FRQ" (see page 31)
	PEAK2 FRQ	➡ "PEAK2 FRQ" (see page 31)
	LEVEL DEPENDENT	➡ "LEVEL DEPENDENT" (see page 31)
	DARK DETAIL	➡ "DARK DETAIL" (see page 31)
	CLIP+	➡ "CLIP+" (see page 32)
	CLIP-	➡ "CLIP-" (see page 32)
	KNEE	➡ "KNEE" (see page 32)
	CORNER	➡ "CORNER" (see page 32)
	DETAIL SOURCE	➡ "DETAIL SOURCE" (see page 32)
	CHROMA DTL	➡ "CHROMA DTL" (see page 32)
	CHROMA CRISP	➡ "CHROMA CRISP" (see page 32)
	CHROMA REDUCTION	➡ "CHROMA REDUCTION" (see page 32)
	SD DETAIL	➡ "SD DETAIL" (see page 32)
16 HD SKIN TONE DTL	MEMORY SELECT	➡ "MEMORY SELECT" (see page 33)
	CURSOR	➡ "CURSOR" (see page 33)
	POS H	➡ "POS H" (see page 33)
	POS V	➡ "POS V" (see page 33)
	SKIN GET	➡ "SKIN GET" (see page 33)
	SKIN CANCEL	➡ "SKIN CANCEL" (see page 33)
	CRISP	➡ "CRISP" (see page 33)
	PHASE	➡ "PHASE" (see page 33)
	WIDTH	➡ "WIDTH" (see page 33)
	SATU	➡ "SATU" (see page 33)
	ZEBRA EFFECT	➡ "ZEBRA EFFECT" (see page 33)
	EFFECT MEMORY	➡ "EFFECT MEMORY" (see page 33)
	SKIN TONE DETAIL	➡ "SKIN TONE DETAIL" (see page 33)
17 SD SKIN TONE DTL	S.DTL LEVEL	➡ "S.DTL LEVEL" (see page 34)
	ZEBRA	➡ "ZEBRA" (see page 34)
	PHASE	➡ "PHASE" (see page 34)
	WIDTH	➡ "WIDTH" (see page 34)
	CRISP	➡ "CRISP" (see page 34)
	S. DTL	➡ "S. DTL" (see page 34)
18 LINEAR MATRIX	TABLE	➡ "TABLE" (see page 35)
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	R-B	➡ "R-B" (see page 35)
	G-R	➡ "G-R" (see page 35)
	G-B	➡ "G-B" (see page 35)
	B-R	➡ "B-R" (see page 35)
	B-G	➡ "B-G" (see page 35)
	MATRIX	➡ "MATRIX" (see page 35)

19 COLOR CORRECTION	TABLE	➡ "TABLE" (see page 37)
	COLOR CORRECT	➡ "COLOR CORRECT" (see page 37)
	SAT	➡ "SAT" (see page 37)
	PHASE	➡ "PHASE" (see page 37)
	SAT G	➡ "SAT G" (see page 37)
	SAT G_CY	➡ "SAT G_CY" (see page 37)
	SAT CY	➡ "SAT CY" (see page 37)
	SAT CY_B	➡ "SAT CY_B" (see page 37)
	SAT B	➡ "SAT B" (see page 37)
	SAT B_MG	➡ "SAT B_MG" (see page 37)
	SAT MG	➡ "SAT MG" (see page 37)
	SAT MG_R	➡ "SAT MG_R" (see page 37)
	SAT R	➡ "SAT R" (see page 37)
	SAT R_YE	➡ "SAT R_YE" (see page 37)
	SAT YE	➡ "SAT YE" (see page 37)
	SAT YE_G	➡ "SAT YE_G" (see page 37)
	PHASE G	➡ "PHASE G" (see page 38)
	PHASE G_CY	➡ "PHASE G_CY" (see page 38)
	PHASE CY	➡ "PHASE CY" (see page 38)
	PHASE CY_B	➡ "PHASE CY_B" (see page 38)
	PHASE B	➡ "PHASE B" (see page 38)
	PHASE B_MG	➡ "PHASE B_MG" (see page 38)
	PHASE MG	➡ "PHASE MG" (see page 38)
	PHASE MG_R	➡ "PHASE MG_R" (see page 38)
	PHASE R	➡ "PHASE R" (see page 38)
	PHASE R_YE	➡ "PHASE R_YE" (see page 38)
	PHASE YE	➡ "PHASE YE" (see page 38)
	PHASE YE_G	➡ "PHASE YE_G" (see page 38)
	PRESET	➡ "PRESET" (see page 38)
20 IRIS RELATIVE	SENSE	➡ "SENSE" (see page 39)
	COARSE	➡ "COARSE" (see page 39)
	RELATIVE	➡ "RELATIVE" (see page 39)

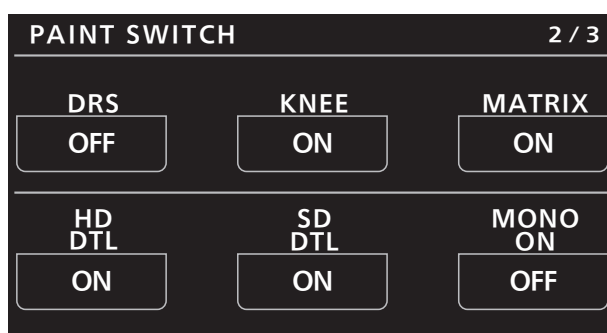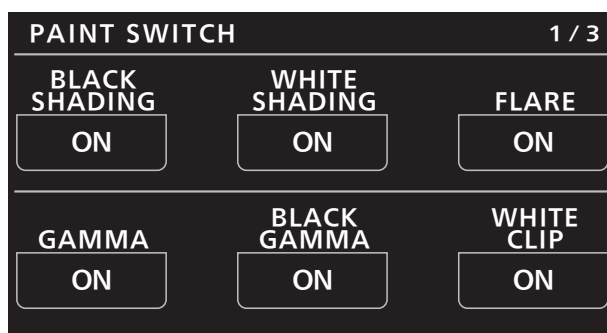|	MODE	➡ "MODE" (see page 41)
21 LENS FILE/EDIT	FILE No.	➡ "FILE No." (see page 41)
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	FILE NAME	➡ "FILE NAME" (see page 41)
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	FILE No.	➡ "FILE No." (see page 41)
	FILE NAME	➡ "FILE NAME" (see page 41)
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	FLARE G	➡ "FLARE G" (see page 41)
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	GAIN R	➡ "GAIN R" (see page 41)
	GAIN G	➡ "GAIN G" (see page 41)
	GAIN B	➡ "GAIN B" (see page 41)
	W H SAW R	➡ "W H SAW R" (see page 41)
	W H SAW G	➡ "W H SAW G" (see page 41)
	W H SAW B	➡ "W H SAW B" (see page 41)
	W H PARA R	➡ "W H PARA R" (see page 41)
	W H PARA G	➡ "W H PARA G" (see page 41)
	W H PARA B	➡ "W H PARA B" (see page 41)
	W V SAW R	➡ "W V SAW R" (see page 41)
	W V SAW G	➡ "W V SAW G" (see page 41)
	W V SAW B	➡ "W V SAW B" (see page 41)
	W V PARA R	➡ "W V PARA R" (see page 42)
	W V PARA G	➡ "W V PARA G" (see page 42)
	W V PARA B	➡ "W V PARA B" (see page 42)
	STORE NUM	➡ "STORE NUM" (see page 42)
	STORE	➡ "STORE" (see page 42)
	CANCEL	➡ "CANCEL" (see page 42)
22 MONITOR	MONITOR R	➡ "MONITOR R" (see page 43)
	MONITOR G	➡ "MONITOR G" (see page 43)
	MONITOR B	➡ "MONITOR B" (see page 43)
	MONITOR SEQ	➡ "MONITOR SEQ" (see page 43)
	MONITOR ENC	➡ "MONITOR ENC" (see page 43)

23 SYSTEM CAM	TALK OFF INCOM1	➡ "TALK OFF INCOM1" (see page 44)
	TALK OFF INCOM2	➡ "TALK OFF INCOM2" (see page 44)
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	MIC1 AMP	➡ "MIC1 AMP" (see page 44)
	MIC2 GAIN	➡ "MIC2 GAIN" (see page 44)
	MIC2 AMP	➡ "MIC2 AMP" (see page 44)
	FAN MODE	➡ "FAN MODE" (see page 44)
	FAN SPEED	➡ "FAN SPEED" (see page 44)
	TALLY GUARD	➡ "TALLY GUARD" (see page 45)
	ASU FILTER	➡ "ASU FILTER" (see page 45)
	ASU MODE	➡ "ASU MODE" (see page 45)
	ASU M.PED TARGET	➡ "ASU M.PED TARGET" (see page 45)
	ASU REF. FILE	➡ "ASU REF. FILE" (see page 45)
	REF.RECALL	➡ "REF.RECALL" (see page 45)
	HEAD PW(push)	➡ "HEAD PW(push)" (see page 45)
	VF PW(push)	➡ "VF PW(push)" (see page 45)
24 SYSTEM CCU	RETURN1 SELECT	➡ "RETURN1 SELECT" (see page 47)
	RETURN2 SELECT	➡ "RETURN2 SELECT" (see page 47)
	RETURN3 SELECT	➡ "RETURN3 SELECT" (see page 47)
	RETURN4 SELECT	➡ "RETURN4 SELECT" (see page 47)
	RET. DELAY	➡ "RET. DELAY" (see page 47)
	RATIO	➡ "RATIO" (see page 47)
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	SETUP 7.5%	➡ "SETUP 7.5%" (see page 47)
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	SDI OUT	➡ "SDI OUT" (see page 47)
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	WFM SYNC	➡ "WFM SYNC" (see page 47)
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	HD H FINE	➡ "HD H FINE" (see page 47)
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	SD H FINE	➡ "SD H FINE" (see page 47)
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	SC FINE	➡ "SC FINE" (see page 47)
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	SDHD_V	➡ "SDHD_V" (see page 47)
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	2D-E	➡ "2D-E" (see page 47)
	COMB	➡ "COMB" (see page 47)
25 CCU MENU CONTROL	MENU ON/OFF	➡ "MENU ON/OFF" (see page 48)
	CURSOR/PARAMETER	➡ "CURSOR/PARAMETER" (see page 48)
	EXECUTE	➡ "EXECUTE" (see page 48)

26 ROP SETTING	IRIS LEV MODE	Refer to the following section in the operating instructions. ➡ "37 ROP SETTING"
	M.PED CONT	
	LOCK SELECT	
	AUTO BUTTON	
	G/M PED VOL	
	FREE+LOCK	
	CAM SEL	
	DTL BUTTON	
	SKIN VOL	
	LCD BRIGHT	
	PANEL BRIGHT	
	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	
	UPGRADE	
	IRIS CALIBRATION TOP	
	IRIS CALIBRATION BOTTOM	
	SYSTEM VERSION	
	SOFT VERSION	
	FPGA VERSION	
27 CONNECT SETTING	CONNECT MODE CAM1	Refer to the following section in the operating instructions. ➡ "38 CONNECT SETTING"
	CONNECT MODE CAM2 to CAM99	
28 ROP IP SETTING	IP ADDRESS 1	Refer to the following section in the operating instructions. ➡ "39 ROP IP SETTING"
	IP ADDRESS 2	
	IP ADDRESS 3	
	IP ADDRESS 4	
	IP ADDRESS PORT	
	IP ADDRESS UPLOAD	
	SUBNET MASK 1	
	SUBNET MASK 2	
	SUBNET MASK 3	
	SUBNET MASK 4	
	SUBNET MASK UPLOAD	
	DEFAULT GATEWAY	
	DEFAULT GATEWAY UPLOAD	
	MAC ADDRESS	
29 CAMERA IP SETTING	CAM1 to CAM99 IP ADDRESS	Refer to the following section in the operating instructions. ➡ "40 CAMERA IP SETTING"
	CAM1 to CAM99 PORT	
	CAM1 to CAM99 INF UPLOAD	

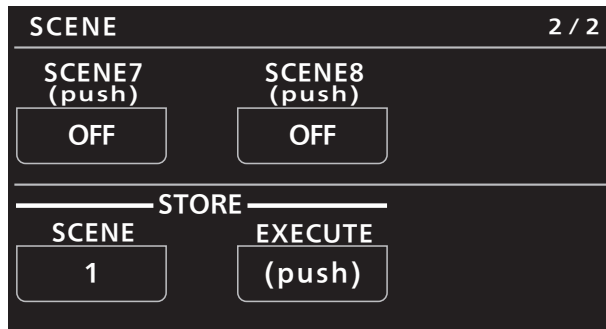|		
30 SD CARD STORE	MODE	➡ "MODE" (see page 49)
	FILE SELECT	➡ "FILE SELECT" (see page 49)
	FILE NUMBER	➡ "FILE NUMBER" (see page 49)
	EXECUTE	➡ "EXECUTE" (see page 49)
31 SD CARD LOAD	FILE SELECT	➡ "FILE SELECT" (see page 50)
	GET FILE(push)	➡ "GET FILE(push)" (see page 50)
	PUT FILE	➡ "PUT FILE" (see page 50)
	EXECUTE	➡ "EXECUTE" (see page 50)
32 REFERENCE	REF.CALL(push)	➡ "REF.CALL(push)" (see page 51)
	REF.DL EXEC	➡ "REF.DL EXEC" (see page 51)
	STORE REF	➡ "STORE REF" (see page 51)
	STORE EXECUTE	➡ "STORE EXECUTE" (see page 51)
33 AUTO IRIS SETTING	WINDOW SELECT	➡ "WINDOW SELECT" (see page 52)
	PEAK	➡ "PEAK" (see page 52)
	SPEED	➡ "SPEED" (see page 52)
	IRIS RANGE	➡ "IRIS RANGE" (see page 52)
	LENS EXT COMP SW	➡ "LENS EXT COMP SW" (see page 52)
	LENS EXT COMP LV	➡ "LENS EXT COMP LV" (see page 52)
	ALC	➡ "ALC" (see page 52)

01 PAINT SWITCH

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

PAINT SWITCH		1 / 3
BLACK SHADING	WHITE SHADING	FLARE
ON	ON	ON
GAMMA	BLACK GAMMA	WHITE CLIP
ON	ON	ON

PAINT SWITCH		2 / 3
DRS	KNEE	MATRIX
OFF	ON	ON
HD DTL	SD DTL	MONO ON
ON	ON	OFF

PAINT SWITCH		3 / 3
CINEMA SW		
ON		

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.
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 SCENE

- The setting values will vary depending on the connected camera.
- [SCENE5] to [SCENE8] cannot be selected for the AK-HC3800.

SCENE		1 / 2
SCENE1 (push)	SCENE2 (push)	SCENE3 (push)
OFF	OFF	OFF
SCENE4 (push)	SCENE5 (push)	SCENE6 (push)
OFF	OFF	OFF

SCENE	2 / 2
SCENE7 (push)	SCENE8 (push)
OFF	OFF
─── STORE ───	
SCENE	EXECUTE
1	(push)
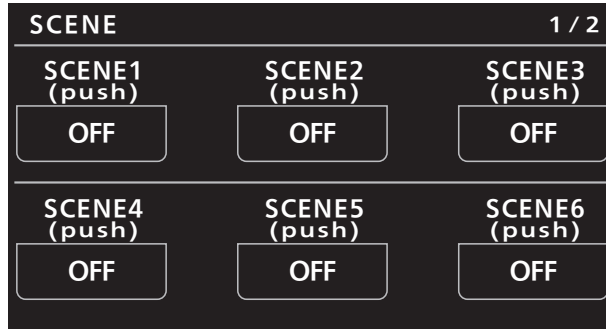
Item	Setting details
SCENE1(push)	Set the scene file to ON or OFF.
SCENE2(push)	• When a scene file is set to ON, the other scene files will be set to OFF.
SCENE3(push)	• If you reselect a scene file that is set to ON, it will be set to SCENE OFF.
SCENE4(push)	
SCENE5(push)	
SCENE6(push)	
SCENE7(push)	
SCENE8(push)	
STORE SCENE	Displays the number of the scene file you want to save.
STORE EXECUTE	Executes the scene file number displayed in [STORE SCENE].

03 SHUTTER SPEED

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

```
SHUTTER SPEED           ON      1 / 1
──────── SHUTTER ────────
    SPEED        SYNCHRO
     120          61.7
──────── SHUTTER ────────
     SW           MODE
     ON           SYNC
```
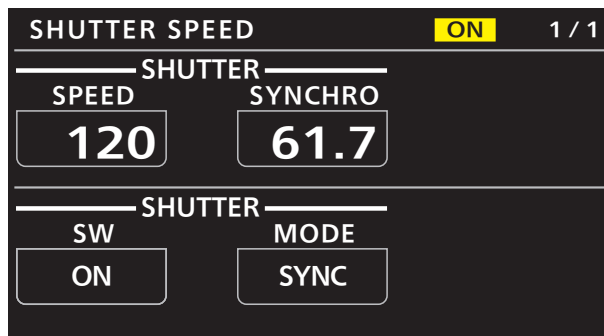
Item	Setting details
SHUTTER SPEED	Sets the shutter speed for when [SHUTTER MODE] is set to [SHUT].
SHUTTER SYNCHRO	Sets the shutter speed for when [SHUTTER MODE] is set to [SYNC].
SHUTTER SW	Enables or disables the shutter function.

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.

04 FILTER

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

```
FILTER                    1 / 1

     ND            CC
      2             A

    HEAD
     OFF
```
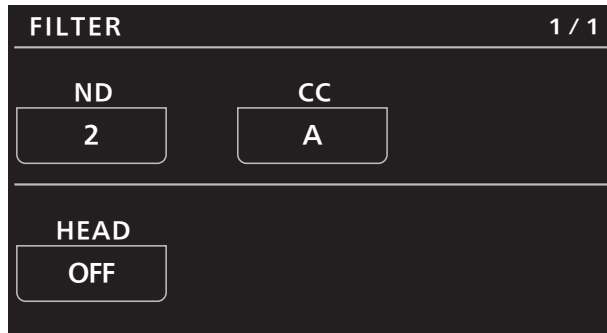
Item	Setting details
ND	Sets the ND filter position.
CC	Sets the CC filter position.
HEAD	When this is set to [ON], filter control on the camera side is enabled. This is also set to [ON] when you press the camera's [FILTER LOCAL] switch and light it.

05 BLACK SHADING

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

| BLACK SHADING | ON | 1 / 3 |
| H SAW |
| R 0 | G 0 | B 0 |
| H PARA |
| R 0 | G 0 | B 0 |

| BLACK SHADING | ON | 2 / 3 |
| V SAW |
| R 0 | G 0 | B 0 |
| V PARA |
| R 0 | G 0 | B 0 |

| BLACK SHADING | ON | 3 / 3 |
| CORRECT |
| ON |

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.

06 PEDESTAL

- The setting values will vary depending on the connected camera.
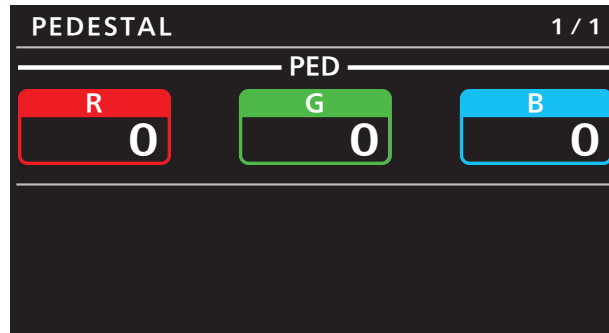
Item	Setting details
PED R	Sets the red correction level for the master pedestal.
PED G	Sets the green correction level for the master pedestal.
PED B	Sets the blue correction level for the master pedestal.

07 GAIN

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

```
GAIN                                    1 / 2
────────────────── GAIN ──────────────────
      R              G              B
      0              0              0

    5600K         CHROMA          TEMP
                  LEVEL %         VALUE
     ON              –              –
```

```
GAIN                                    2 / 2
    CHROMA          TEMP
     SW              SW
      –              –
```
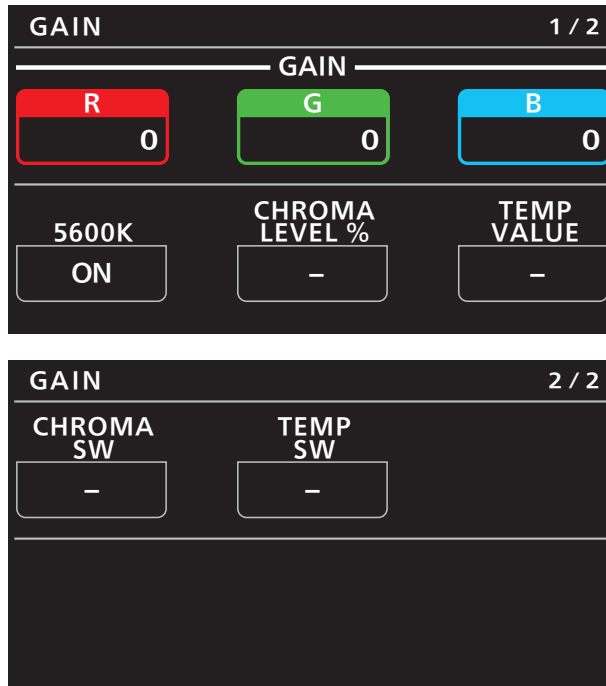
Item	Setting details
GAIN R	Sets the red correction level for the gain.
GAIN G	Sets the green correction level for the gain.
GAIN B	Sets the blue correction level for the gain.
5600K	Sets 5600K display to ON or OFF.
CHROMA LEVEL %	Adjusts the chroma gain when [CHROMA SW] is set to [ON].
TEMP VALUE	Adjusts 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.

08 WHITE SHADING

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

WHITE SHADING		ON	1 / 3
H SAW			
R **0**	G **0**	B **0**	
H PARA			
R **0**	G **0**	B **0**	

WHITE SHADING		ON	2 / 3
V SAW			
R **0**	G **0**	B **0**	
V PARA			
R **0**	G **0**	B **0**	

WHITE SHADING		ON	3 / 3
CORRECT			
ON			

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.

09 FLARE

- The setting values will vary depending on the connected camera.
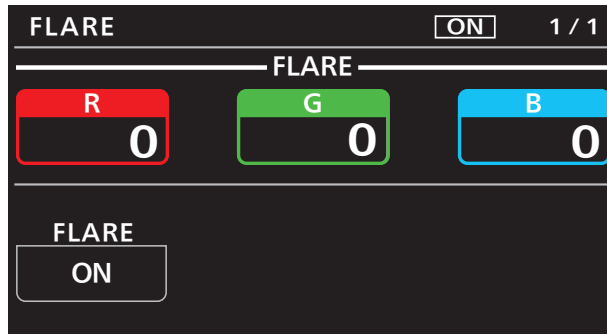
Item	Setting details
FLARE R	Adjusts the Rch flare.
FLARE G	Adjusts the Gch flare.
FLARE B	Adjusts the Bch flare.
FLARE	Enables or disables flare correction.

10 GAMMA

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

GAMMA		ON	1 / 4
R 0	**MASTER** 0 . 452	**B** 0	
PRE CORTC 4.0	**DRS** OFF		

GAMMA		ON	2 / 4
GAMMA SEL HD	**DEPTH** 1		
BSTR(%) 1	**DYN(%)** 200		

GAMMA			ON	3 / 4
MPNT(%) 30	**MSLP(%)** 150	**MCLP(%)** 107		
CINEMA FREC	**CINEMA SW** ON			

GAMMA		ON	4 / 4
GAMMA ON			
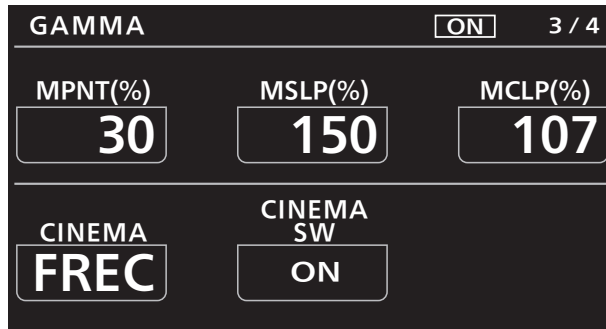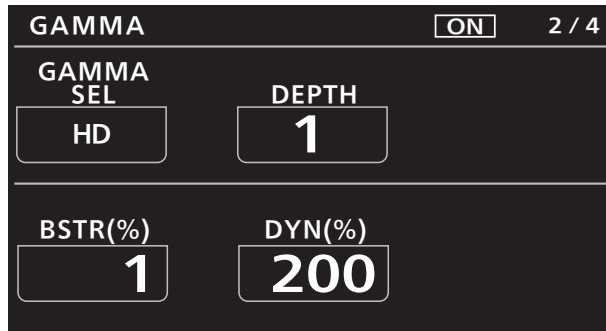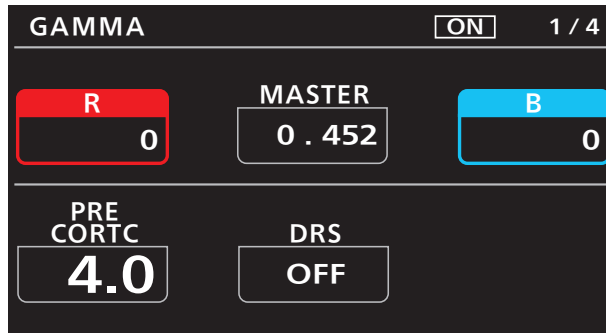
Item	Setting details
R	Adjusts the red gamma characteristic for the master gamma.
MASTER	Adjusts the gamma characteristic.
B	Adjusts the blue gamma characteristic for the master gamma.
PRE CORTC	Adjusts the slope of the low-brightness area's rise.
DRS	Sets DRS display to ON or OFF.
GAMMA SEL	Sets the 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].

Item	Setting details
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.

11 BLACK GAMMA

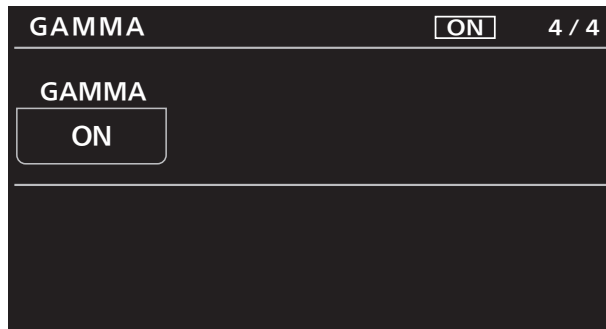- The setting values will vary depending on the connected camera.
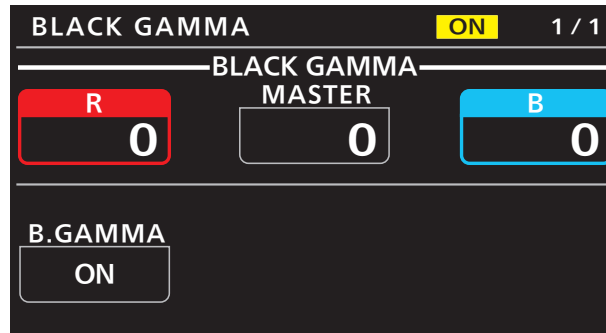
Item	Setting details
BLACK GAMMA R	Adjusts the red gamma characteristic near black for the master gamma.
BLACK GAMMA MASTER	Adjusts the gamma characteristic near black.
BLACK GAMMA B	Adjusts the blue gamma characteristic near black for the master gamma.
B. GAMMA	Enables or disables the black gamma. • This setting is not available when [DRS] of [PAINT SWITCH] is set to [ON].

12 KNEE

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

KNEE	ON	1 / 2

POINT(%)
MASTER

R		B
+1	94 . 5	+1

SLOPE
MASTER

R		B
+1	131	+1

KNEE	ON	2 / 2

KNEE

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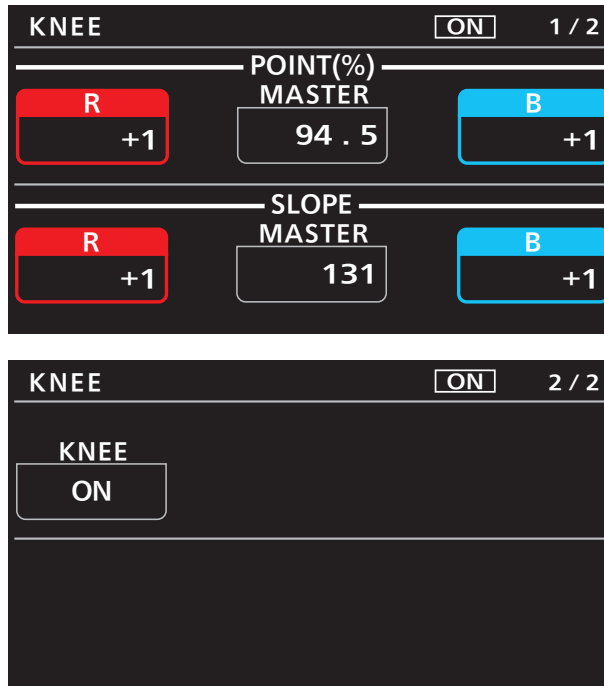
Item	Setting details
POINT R(%)	Adjusts the red knee point for [POINT MASTER].
POINT MASTER(%)	Sets the knee point position.
POINT B(%)	Adjusts the blue knee point for [POINT MASTER].
SLOPE R	Adjusts the red knee slope for [SLOPE MASTER].
SLOPE MASTER	Set the knee slope.
SLOPE B	Adjusts the blue knee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

13 WHITE CLIP

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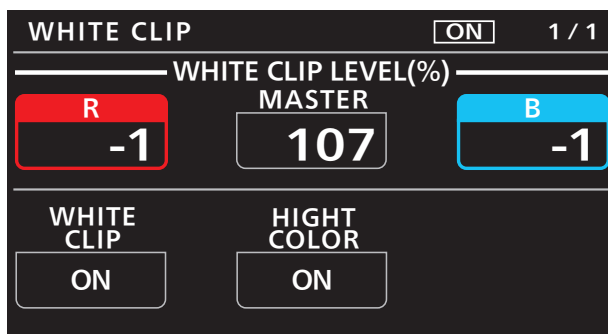
Item	Setting details
WHITE CLIP LEVEL R(%)	Adjusts red for [WHITE CLIP LEVEL MASTER].
WHITE CLIP LEVEL MASTER(%)	Set the white clip level.
WHITE CLIP LEVEL B(%)	Adjusts blue for [WHITE CLIP LEVEL MASTER].
WHITE CLIP	Enables or disables the white clip function.
HIGHT COLOR	Sets whether to improve color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

14 HD DETAIL

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

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.

15 SD DETAIL

The control is performed for the CCU.

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

```
┌─────────────────────────────────────────────┐
│ SD DETAIL                      [ON]    1 / 4 │
│ ─────────── DETAIL LV ───────────            │
│      H              V            CRISP        │
│   ┌──────┐      ┌──────┐      ┌──────┐       │
│   │  32  │      │  32  │      │   0  │       │
│   └──────┘      └──────┘      └──────┘       │
│    PEAK1          PEAK2         LEVEL         │
│     FRQ            FRQ        DEPENDENT        │
│   ┌──────┐      ┌──────┐      ┌──────┐       │
│   │ 1.89 │      │ OFF  │      │   0  │       │
│   └──────┘      └──────┘      └──────┘       │
└─────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────┐
│ SD DETAIL                      [ON]    2 / 4 │
│    DARK                                       │
│   DETAIL         CLIP+          CLIP−         │
│   ┌──────┐      ┌──────┐      ┌──────┐       │
│   │   0  │      │   0  │      │   0  │       │
│   └──────┘      └──────┘      └──────┘       │
│    KNEE         CORNER                        │
│   ┌──────┐      ┌──────┐                     │
│   │   0  │      │   0  │                     │
│   └──────┘      └──────┘                     │
└─────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────┐
│ SD DETAIL                      [ON]    3 / 4 │
│   DETAIL                                      │
│   SOURCE                                      │
│   ┌──────┐                                   │
│   │ G+R  │                                   │
│   └──────┘                                   │
│ ─────────── CHROMA ───────────               │
│    DTL          CRISP        REDUCTION        │
│   ┌──────┐      ┌──────┐      ┌──────┐       │
│   │   0  │      │   0  │      │   0  │       │
│   └──────┘      └──────┘      └──────┘       │
└─────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────┐
│ SD DETAIL                      [ON]    4 / 4 │
│     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.

Item	Setting details
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.
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.

16 HD SKIN TONE DTL

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

HD SKIN TONE DTL	ON	1 / 3

MEMORY SELECT: A   CURSOR: OFF

POS — H: 959   V: 221   SKIN GET: (push)

HD SKIN TONE DTL	ON	2 / 3

SKIN CANCEL: (push)

CRISP: +1   PHASE: 1

HD SKIN TONE DTL	ON	3 / 3

WIDTH: 1   SATU: 1

ZEBRA EFFECT: A   EFFECT MEMORY: A   SKIN TONE DETAIL: 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.
PHASE	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.

17 SD SKIN TONE DTL

The control is performed for the CCU.

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

```
SD SKIN TONE DTL          OFF    1 / 2

        S.DTL
        LEVEL          ZEBRA
         MID            ON


        PHASE         WIDTH          CRISP
         123            10             0
```

```
SD SKIN TONE DTL          OFF    2 / 2

        S.DTL
         OFF
```
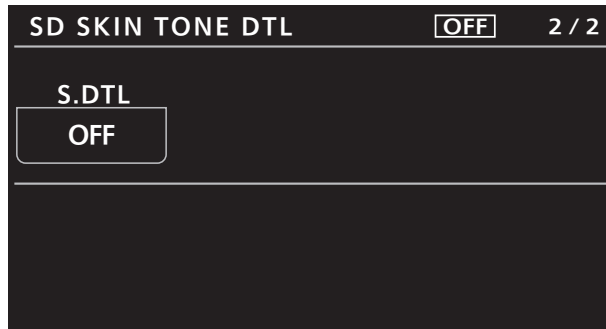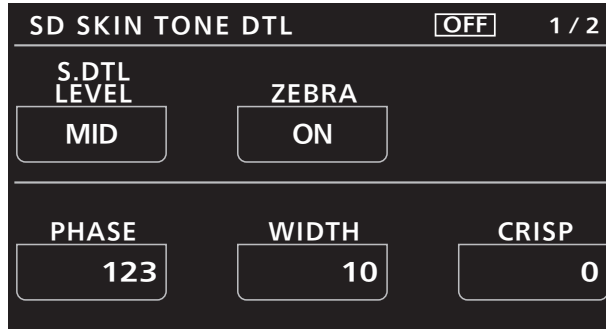
Item	Setting details
S.DTL LEVEL	Sets the saturation of the areas on which skin tone detail will be applied.
ZEBRA	Sets whether to add a zebra pattern to the areas of the PM output Y signals to which coring will be applied as skin tone.
PHASE	Moves the areas recognized as skin tone within a range of 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.

18 LINEAR MATRIX

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

```
LINEAR MATRIX        ON      1 / 2

  TABLE            - 35 -
    A

  R-G              R-B              G-R
    0                0                0
```

```
LINEAR MATRIX        ON      2 / 2

  G-B              B-R              B-G
    0                0                0

  MATRIX
    ON
```

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.

19 COLOR CORRECTION

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

COLOR CORRECTION	1 / 8

TABLE

A	- 36 -

COLOR CORRECT	SAT	PHASE
G	+127	+127

COLOR CORRECTION	2 / 8

SAT G	PHASE G
+127	+127

SAT G_CY	PHASE G_CY
0	0

COLOR CORRECTION	3 / 8

SAT CY	PHASE CY
+127	+127

SAT CY_B	PHASE CY_B
+127	+127

COLOR CORRECTION	4 / 8

SAT B	PHASE B
+127	+127

SAT B_MG	PHASE B_MG
+127	+127

COLOR CORRECTION	5 / 8

SAT MG	PHASE MG
+127	+127

SAT MG_R	PHASE MG_R
+127	+127

```
COLOR CORRECTION                    6 / 8

         SAT              PHASE
          R                 R
        ┌─────┐           ┌─────┐
        │+127 │           │+127 │
        └─────┘           └─────┘
       ─────────────────────────────
         SAT              PHASE
        R_YE             R_YE
        ┌─────┐           ┌─────┐
        │+127 │           │+127 │
        └─────┘           └─────┘
```

```
COLOR CORRECTION                    7 / 8

         SAT              PHASE
          YE                YE
        ┌─────┐           ┌─────┐
        │+127 │           │+127 │
        └─────┘           └─────┘
       ─────────────────────────────
         SAT              PHASE
        YE_G             YE_G
        ┌─────┐           ┌─────┐
        │+127 │           │+127 │
        └─────┘           └─────┘
```

```
COLOR CORRECTION                    8 / 8

        PRESET
        ┌──────┐
        │ NTSC │
        └──────┘
```
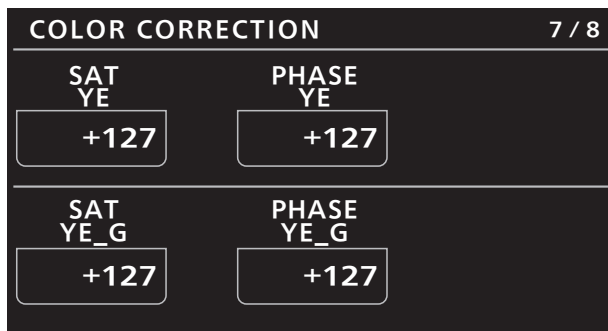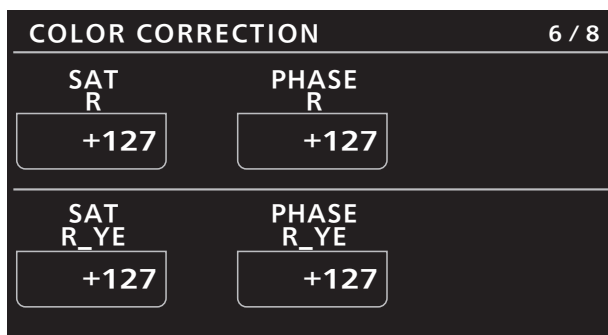
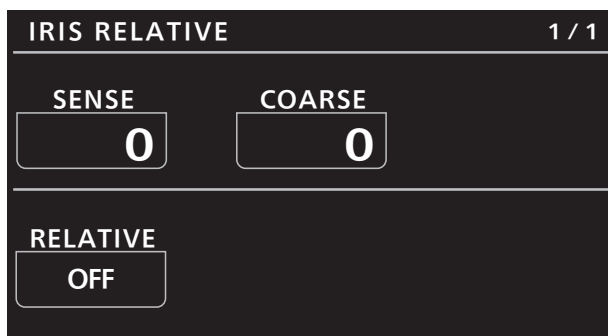| Item	Setting details
TABLE	Selects the color correction table. The UNDO operation from the ROP cannot be performed for changes to this setting.
COLOR CORRECT	Selects the color component in 12 AXIS matrix memory to adjust.
SAT	Adjusts the saturation of the color component selected in [COLOR CORRECT].
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	● 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	

Item	Setting details
PHASE G	Adjusts the color phase of color components in 12 AXIS matrix memory.
PHASE G_CY	● 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.

20 IRIS RELATIVE

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

```
IRIS RELATIVE                    1 / 1

    SENSE          COARSE
      0                0


    RELATIVE
      OFF
```

Item	Setting details
SENSE	Adjusts the iris variable range for when the iris lever is moved from the center to the top and bottom ends.
COARSE	Use this dial to adjust the iris value when the IRIS lever is moved to the center.
RELATIVE	When this is set to [ON], the iris lever's variable range is not dependent on the [SENSE] and [COARSE] settings and will include the entire range between OPEN and CLOSE.

21 LENS FILE/EDIT

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

LENS FILE/EDIT		1 / 6
MODE	FILE No.	EXCUTE
LOAD	OFF	NO?
FILE NAME	–	

LENS FILE/EDIT		2 / 6
EXTENDER	FILE No.	
X1.0	1	
FILE NAME	LENS_F01	

LENS FILE/EDIT		3 / 6
FLARE		
R	G	B
0	0	0
GAIN		
R	G	B
0	0	0

LENS FILE/EDIT		4 / 6
W H SAW		
R	G	B
0	0	0
W H PARA		
R	G	B
0	0	0

LENS FILE/EDIT		5 / 6
W V SAW		
R	G	B
0	0	0
W V PARA		
R	G	B
0	0	0

```
LENS FILE/EDIT                        6 / 6

STORE
 NUM            STORE          CANCEL
  1              NO?            NO?


                  - 41 -
```
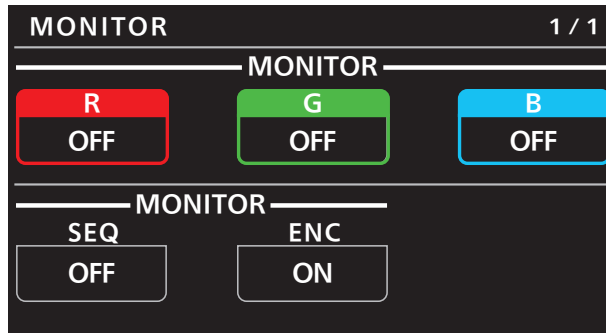
Item	Setting details
MODE	Saves the current lens file in the camera (STORE) or loads a lens file stored in the camera (LOAD).
FILE No.	Selects the file.
EXECUTE	**When [MODE] is set to [LOAD]** Load the file. **When [MODE] is set to [STORE]** Save the file.
FILE NAME	Displays the name of the currently loaded file. The file name can be changed when [MODE] is set to [STORE]. Use menu operation dials 1 and 2 to change the file name. ![LENS FILE/EDIT menu with dials 1 and 2] Menu operation dial 1 (far left): Selects the character. Menu operation dial 2 (center): Selects the character position.
EXTENDER	Sets the current magnification of the lens extender.
FILE No.	Displays the file name of the file number specified in [FILE No.].
FILE NAME	Displays the name of the lens file currently loaded.
FLARE R	Adjusts the R flare of the display data.
FLARE G	Adjusts the G flare of the display data.
FLARE B	Adjusts the B flare of the display data.
GAIN R	Adjusts the R gain of the display data.
GAIN G	Adjusts the G gain of the display data.
GAIN B	Adjusts the B gain of the display data.
W H SAW R	Adjusts the R, G, and Bch white shading of the display data in the horizontal direction using a sawtooth waveform.
W H SAW G	
W H SAW B	
W H PARA R	Adjusts the R, G, and Bch white shading of the display data in the horizontal direction using a parabolic waveform.
W H PARA G	
W H PARA B	
W V SAW R	Adjusts the R, G, and Bch white shading of the display data in the vertical direction using a sawtooth waveform.
W V SAW G	
W V SAW B	

Item	Setting details
W V PARA R	Adjusts the R, G, and Bch white shading of the display data in the vertical direction using a parabolic waveform.
W V PARA G	
W V PARA B	
STORE NUM	Specifies the number of the LENS file to be registered.
STORE	Saves the [FLARE R/G/B], [GAIN R/G/B], [W H SAW R/G/B], [W H PARA R/G/B], [W V SAW R/G/B], and [W V 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], [W H SAW R/G/B], [W H PARA R/G/B], [W V SAW R/G/B], and [W V PARA R/G/B] settings, and returns them to their previous states.

22 MONITOR

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

```
MONITOR                          1 / 1
──────────── MONITOR ────────────
   R              G              B
  OFF            OFF            OFF

──────────── MONITOR ────────────
   SEQ            ENC
  OFF            ON
```

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.

23 SYSTEM CAM

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

```
SYSTEM CAM                    1 / 4
━━━━━ TALK OFF ━━━━━
  INCOM1            INCOM2
  (push)            (push)
━━━━━━ MIC1 ━━━━━━
   GAIN             AMP
    20               0
```

```
SYSTEM CAM                    2 / 4
━━━━━━ MIC2 ━━━━━━
   GAIN             AMP
    40               0
━━━━━━ FAN ━━━━━━
   MODE            SPEED
    ON             NORM
```

```
SYSTEM CAM                    3 / 4
  TALLY
  GUARD
    ON

  ASU            ASU          ASU M.PED
  FILTER         MODE         TARGET
  CURR           EASY          1 . 0
```

```
SYSTEM CAM                    4 / 4
  ASU            REF .
  REF . FILE     RECALL
  USER2          FCTRY

  HEAD PW        VF PW
  (push)         (push)
    ON             ON
```

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. - 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.

Item	Setting details
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. **REF** The filter stored in the reference file is used when operation starts. **CURR** Auto setup starts at the filter position made prior to startup.
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.
HEAD PW(push)	Sets the control of the camera's power that is performed when the unit 's power is turned on.
VF PW(push)	Set the control of the viewfinder's power that is performed when the unit 's power is turned on.

24 SYSTEM CCU

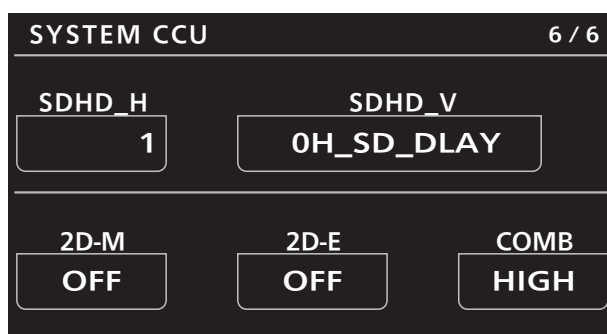- The setting values will vary depending on the connected CCU.

```
SYSTEM CCU                    1 / 6

RETURN1          RETURN2          RETURN3
SELECT           SELECT           SELECT
  HDS1             HDS1             HDS1


RETURN4           RET.
SELECT            DELAY            RATIO
  HDS1             NORM             0.8
```

```
SYSTEM CCU                    2 / 6

                                 SETUP
  VFMD            PATHO           7.5%
  4:3              OFF            7.5%


D/C              U/C
MODE             MODE
  SP               SP
```

```
SYSTEM CCU                    3 / 6
──────── BARS ────────
  HD               SD
 SMPTE             EIAJ


                   SDI
 MLINK             OUT
  ON               PM
```

```
SYSTEM CCU                    4 / 6
  PM               WFM
 SYNC             SYNC
  OFF              OFF

──────── HD H ────────
 COARSE           FINE
  +2               +2
```

```
SYSTEM CCU                    5 / 6
──────── SD H ────────
 COARSE           FINE
  -2               -2

───────── SC ─────────
 COARSE           FINE
  +2               +2
```

```
SYSTEM CCU                                  6 / 6

SDHD_H                    SDHD_V
     1                 0H_SD_DLAY


  2D-M          2D-E              COMB
  OFF           OFF               HIGH
```

Item	Setting details
RETURN1 SELECT	Set the input assignment of the return signals.
RETURN2 SELECT	
RETURN3 SELECT	
RETURN4 SELECT	
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	Selects the mode for the HD color bar that is output from the CCU's HD connector when the BAR switch is pressed.
BARS SD	Selects the mode for the SD color bar that is output from the CCU's SD connector when the BAR switch is pressed.
MLINK	Sets whether to link and apply shooting R/G/B selections to the monitor.
SDI OUT	Sets the CCU's SDI OUT PM output port to main line output or picture monitor output.
PM SYNC	Adds sync to the CCU's picture monitor output (ANACOMPOSITEOUT2 (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 course 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.

25 CCU MENU CONTROL

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

```
CCU MENU CONTROL              1 / 1
  MENU          CURSOR/
 ON/OFF        PARAMETER      EXECUTE
   OFF           (turn)        (push)
```
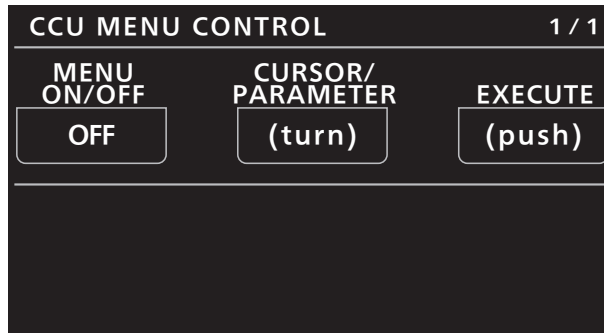
___ indicates factory default settings.

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

26 ROP SETTING

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

➡ "37 ROP SETTING"

27 CONNECT SETTING

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

➡ "38 CONNECT SETTING"

28 ROP IP SETTING

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

➡ "39 ROP IP SETTING"

29 CAMERA IP SETTING

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

➡ "40 CAMERA IP SETTING"

30 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.

```
SD CARD STORE                    1 / 1
              ———————FILE———————
    MODE        SELECT      NUMBER
   ┌──────┐    ┌──────┐    ┌──────┐
   │STORE │    │ ALL  │    │  —   │
   └──────┘    └──────┘    └──────┘

   EXECUTE
   ┌──────┐
   │ NO?  │
   └──────┘
```

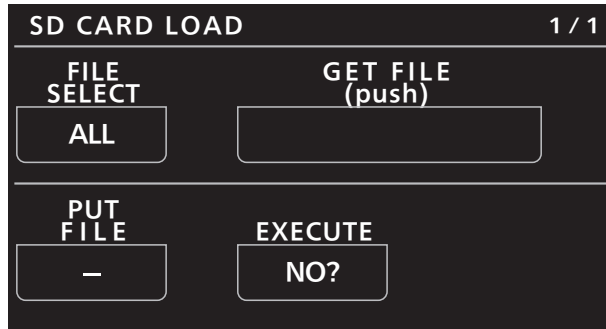| Item	Setting value	Setting details
MODE	FORMAT STORE	Selects the format, load, or store mode for the SD card.
FILE SELECT	ALL SCENE USER LENS	Selects the type of files to be saved. • For the AK-HC3800 series, only the files from the actual operation area (current area) can be saved. **ALL** Saves all scene files (SCENE1 to SCENE8), user files (USER1 to USER3), and lens files (LENS1 to LENS32). **SCENE** Saves scene files (SCENE1 to SCENE8). **USER** Saves user files (USER1 to USER3). **LENS** Saves lens files (LENS1 to LENS32).
FILE NUMBER	SCENE: CURR, 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]. • [CURR] represents CURRENT. • 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.

📝 **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.
- After starting this process, do not turn off the unit or remove SD cards until the process is complete.

31 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).
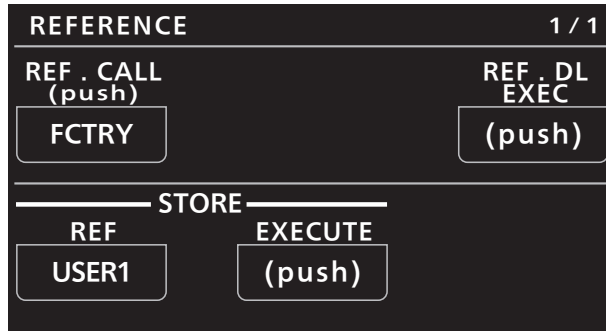
```
SD CARD LOAD                    1 / 1
    FILE              GET FILE
   SELECT              (push)
 ┌────────┐      ┌──────────────────┐
 │  ALL   │      │                  │
 └────────┘      └──────────────────┘
──────────────────────────────────────
    PUT
    FILE           EXECUTE
 ┌────────┐      ┌────────┐
 │   —    │      │  NO?   │
 └────────┘      └────────┘
```

Item	Setting value	Setting details
FILE SELECT	ALL ALL SCENE SCENE ALL USER USER ALL LENS LENS	Selects the type of files to be loaded. • 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). **ALL** 　Loads the data saved with [ALL]. **ALL SCENE** 　Loads all scene file data (SCENE1 to SCENE8) saved with [SCENE]. **SCENE** 　Loads a single scene file. **ALL USER** 　Loads all user file data (USER1 to USER3) saved with [USER]. **USER** 　Loads data from a single user file. **ALL LENS** 　Loads all lens file data (LENS1 to LENS32) saved with [LENS]. **LENS** 　Loads a single lens file.
GET FILE (push)	-	When you press the menu operation dial, data of the type selected in [FILE SELECT] is loaded from the memory card, and a list of file names appears. When you select a file from the file list and press the menu operation dial, the previous screen appears again, and the file name of the selected data appears in [GET FILE].
PUT FILE	CURR SCENE1 to SCENE8 EXT1 EXT2 USER1 to USER3 LENS1 to LENS32	Specify the LOAD destination type. • [CURR] represents CURRENT. • 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], [SCENE1] to [SCENE8] and [EXT1] and [EXT2] can be selected. The loaded data is saved to the unit, only when [EXT1] or [EXT2] is selected, and pressing the [EXT1] or [EXT2] button of the SCENE FILE applies the data to the camera and CCU. • 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?	Select [YES?] to load the selected data.

📝 *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.
- After starting this process, do not turn off the unit or remove SD cards until the process is complete.

32 REFERENCE

```
REFERENCE                           1 / 1

REF . CALL                          REF . DL
  (push)                              EXEC
  ┌─────────┐           - 51 -      ┌─────────┐
  │  FCTRY  │                       │ (push)  │
  └─────────┘                       └─────────┘

          ──────── STORE ────────
            REF          EXECUTE
          ┌─────────┐  ┌─────────┐
          │  USER1  │  │ (push)  │
          └─────────┘  └─────────┘
```

Item	Setting value	Setting details
REF.CALL (push)	FCTRY USER1 to USER3	Recall the reference setting information (reference file).
REF.DL EXEC	-	The reference file data will be loaded to the ROP. However, the reference file settings will not be applied for the camera and CCU. ● This function is not available for the AK-HC3500A series and AK-HC3800 series.
STORE REF	USER1 to USER3	Overwrite the current setting values to the selected file.
STORE EXECUTE	-	Execute saving of the reference file.

33 AUTO IRIS SETTING

```
AUTO IRIS SETTING              1 / 2
  WINDOW
  SELECT          PEAK          SPEED
  Smal F          10            10

   IRIS        LENS EXT      LENS EXT
  RANGE        COMP SW       COMP LV
  ( 3 / 4 )    NORMAL        -40
```

```
AUTO IRIS SETTING              2 / 2

    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 RANGE	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.