Operating Guide

Master Setup Unit AK-MSU1000G

Model No.

Read this document when using the AK-MSU1000G Master Setup Unit in conjunction with the AK-UCX100GS 4K Studio Camera.



For details of operating Master Setup Unit AK-MSU1000G, please visit the Panasonic website (https://pro-av.panasonic.net/manual/en/index.html), and refer to the Operating Instructions.

Panasonic



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Connecting the Unit to AK-UCX100GS Cameras

Connection example

Serial connection to CCU while the AK-UCX100GS is connected to CCU



Connection example: AK-UCU700 LAN ч <LAN> connector LAN cable (straight cable) Switching hub with PoE+ support *1 (100base-TX) LAN cable (straight cable) 占、 ہے۔ Ð LAN U 0 \bigcirc O O 0 0000 Q D "((

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(**o**)

IP connection to CCU while the AK-UCX100GS is connected to CCU

*1: The CCU does not support PoE.

Connections

CAM01	: AK-UCX10	0							1/1
	1		2	-	3	4		5	
	CAMERA		CCU	CON SET1	NECT FING	CAM I SETTIN	P G	MSU IP SETTING	
	6		7	5	3	9			
	SW LINK SETTING	S۱ A	N LINK SSIGN	E) ROU	KT ITER	CAM SI	EL		
	CAM1		CAN	12	C/	AM 3	ι	JPLOAD	
1	LAN(UC)	()	NO	N	N	ON		(turn)	
-	CAM4		CAN	15	C/	AM6	ι	JPLOAD	1/11
2	NON	NO		N	I NON			(turn)	1/11
-	CAM7		CAN	18	C/	4M9	ι	JPLOAD	▼
3	NON		NO	N	N	ON		(turn)	
C	CAM1		CAM2			САМЗ		UPLO	٩D
LAN	I(UCX)		NON	J		NON		(tur	n)

• Set the connection setting to [LAN(UCX)] or [Ser(UCX)] in the [CONNECT SETTING] menu of [SYSTEM].

- When connecting, observe the following points.
 - Configure the camera IP address and port number settings of the connection destinations in [CAMERA IP SETTING] as well.
 - This unit can be powered using PoE+. Use a switching hub with PoE+ support.
 - Use a straight cable (category 5e or higher; up to 100 m (328.0 ft) in length) for the LAN cable (STP).
- For details on switching hubs and PoE+ injectors that have been verified to support PoE+, consult with your dealer.

Compatible Functions List

When the unit is used in conjunction with an AK-UCX100GS 4K Studio Camera via a CCU, there will be functions that are limited or disabled for some of the unit's buttons, dials, and other controls. Be sure to refer to the following table.



Front panel 7

Number	Part name	✓ : Enabled ×: Disabled	Remarks
	[PANEL ACTIVE] button	1	
	[ALL] button	✓	
	[CLOSE] button	✓	
Front panel 1	[BAR] button	✓	
	[TEST] button	✓	
	[AUTO WHITE] button	✓	
	[AUTO BLACK] button	1	
	[AUTO SET UP] button	1	
	[REF RECALL] button	1	
	[CAM POWER] button/indicator	1	
	[VF POWER] button/indicator	 Image: A set of the set of the	

Number	Part name	✓ : Enabled ×: Disabled	Remarks
	[FLARE OFF] button	1	
	[B.GAMMA ON] button	1	
	[GAMMA OFF] button	✓	
	[KNEE OFF] button	✓	
	[W.CLIP OFF] button	✓	
	[MATRIX ON] button	✓	
	[ASSIGN STATUS] button	1	This allows you to enable or disable the func- tion assigned in [MSU SETTING] > [ASSIGN.S] of the [MAINTENANCE] menu.
	[DISP] button	✓	
	[HD.DTL OFF] button	✓	
	[SD.DTL OFF] button	×	
	[SKIN DTL ON] button	✓	
Front panel 2	[DRS ON] button	✓	
	[ASSIGN 1], [ASSIGN 2], and [ASSIGN 3] but- tons	✓	Functions only when the following functions have been assigned in the [MSU SETTING] > [ASSIGN 1 to 3] menu of the [MAINTENANCE] menu. B.SHD (BLACK SHADING) W.SHD (WHITE SHADING) UHD DTL (UHD DETAIL) UHD S.D (UHD DETAIL) UHD S.D (UHD SKIN DTL) L.MTX (LINEAR MATRIX) C.CRPRR (COLOR CORRECTION) 5600K ECC A ECC B ECC C ECC D ECC C ECC D ECC E H.B.GAM (HDR-PAINT BLACK GAMMA) H.KNEE (HDR-PAINT KNEE)
	[VIDEO] button	✓	
	[CHARACTER ON] button	1	

Number	Part name	✓ : Enabled×: Disabled	Remarks
	Memory card slot	1	
Number Front panel 3	Memory card access indicator	1	
	[SCENE ON] indicator	1	
	Scene file page switching button	1	
	[1/6], [2/7], [3/8], [4], and [5] buttons (SCENE FILE)	1	
	[STORE] button	1	
Front panel 3	[(SHUTTER) ON] button	1	
	[SYNCHRO] button	1	
	[SHUTTER] display	1	
	[SHUTTER] setting buttons	1	
	[VAR] button	1	Enabled only when [GAIN] > [ISO MODE] is "dB" in the [PAINT] menu.
	[MASTER GAIN] display	1	
	[MASTER GAIN] setting buttons	1	
	[MONITOR R, G, B, SEQ, ENC] (monitor switching) buttons	×	
	[HEAD] button	1	
	[ECC] button	1	
Front panel 4	[ND] indicator	1	
	[1] to [5] (ND filter selection) buttons	1	
	[CC] indicator	1	
	[A] to [E] (CC filter selection) buttons	1	

Number	Part name	✓ : Enabled×: Disabled	Remarks
Front panel 5	[USER 1, 2] button		Functions only when the following functions have been assigned in the [MSU SETTING] > [USER 1] and [USER 2] menus of the [MAINTENANCE] menu. PAINT (PAINT SW) SHUT (SHUTTER) B.SHD (BLACK SHADING) PED U.CHRM (UHD CHROMA) H.CHRM (HD CHROMA) GAIN C.TEMP (COLOR TEMP) ECC TEMP U (CAM USER SW) W.SHD (WHITE SHADING) FLAER GAMMA B.GAMMA (BLACK GAMMA) KNEE W.CLIP (WHITE CLIP) DRS UHD DTL U.SKIN (UHD SKINDTL) H.SKIN (HD SKINDTL) H.SKIN (HD SKINDTL) L.MTRX (LINEAR MATRIX) C.CORR (COLOR CORRECTION) DNR S.SEL (SHUTTER SELECT) A.IRIS (AUTO IRIS) H.PAINT (HDR-PAINT) N.MTRX (NON LINEAR MATRIX) CLE.A (COLOR ADJUST)
	[PAINT] button	1	
	[FUNCTION] button	1	
	[MAINTENANCE] button	1	
	[FILE] button	1	
	[SYSTEM] button	✓	
	[UNDO] button	1	
	Cursor movement buttons	1	
	LCD panel	1	
	Menu operation dials	1	
	[ALARM] indicators	1	
	[CABLE] indicators	1	
Front served 0	[R, G, Y TALLY] indicators	✓	
From panel 6	[CAM NUMBER] displays	1	
	[PAGE] buttons	1	
	Camera selection buttons	1	

Number	Part name	✓ : Enabled ×: Disabled	Remarks
	[(MPED) MEMO] button	✓	
	[(MPED) RECALL] button	1	
	[MPED] display	1	
	[ACTIVE] button	1	
	Camera number/tally display	1	
	[AUTO] button	1	
	[COARSE] button	1	
	[(IRIS) MEMO] button	1	
Front panel 7	[(IRIS) RECALL] button	1	
	[IRIS] display	1	
	[MPED] dial	1	
	[CALL] button	1	
	[ALM] indicator	1	
	[OPT] indicator	1	
	[EXT] indicator	1	
	[D.EXT] indicator	1	
	[IRIS] dial	✓	

MSU menu (when AK-UCX100GS is connected)

MSU menu list

When an AK-UCX100GS 4K Studio Camera is connected, the MSU menu will be as follows. The setting values of unsupported functions will be displayed as "-".

For details on menu operations, refer to the following sections in the Operating Instructions and "Functions Added by Version Updates".

• To perform menu operations, upgrade the system version of the unit to V4.96-00-0.00 or later.

"Displaying menus and the menu configuration"

		B.SHADING	"B.SHADING" (see page 25)
		W.SHADING	➡ "W.SHADING" (see page 25)
		FLARE	➡ "FLARE" (see page 25)
		GAMMA	➡ "GAMMA" (see page 25)
		B.GAMMA	"B.GAMMA" (see page 25)
		DRS	➡ "DRS" (see page 25)
		W.CLIP	➡ "W.CLIP" (see page 25)
		KNEE	➡ "KNEE" (see page 25)
		MATRIX	➡ "MATRIX" (see page 25)
	1 PAINT SW	C.CORR	"C.CORR" (see page 25)
		HD S.DTL	➡ "HD S.DTL" (see page 25)
DAINT		HD DTL	➡ "HD DTL" (see page 25)
PAINT		UHD S.DTL	➡ "UHD S.DTL" (see page 26)
		UHD DTL	➡ "UHD DTL" (see page 26)
		P.MATRIX	"P.MATRIX" (see page 26)
		L.MATRIX	"L.MATRIX" (see page 26)
		V-LOG SW	➡ "V-LOG SW" (see page 26)
		V-LOG PNT	➡ "V-LOG PNT" (see page 26)
		HDR SW	➡ "HDR SW" (see page 26)
		SIDP	➡ "SIDP" (see page 27)
		MODE	"MODE" (see page 27)
	2 SHUTTER SPEED	STEP	➡ "STEP" (see page 27)
		SYNCHRO	➡ "SYNCHRO" (see page 27)
		SWITCH	➡ "SWITCH" (see page 27)

		H SAW R	➡ "H SAW R" (see page 28)
		H SAW G	➡ "H SAW G" (see page 28)
		H SAW B	➡ "H SAW B" (see page 28)
		H PARA R	➡ "H PARA R" (see page 28)
		H PARA G	➡ "H PARA G" (see page 28)
		H PARA B	➡ "H PARA B" (see page 28)
	3 BLACK SHADING	V SAW R	➡ "V SAW R" (see page 28)
		V SAW G	➡ "V SAW G" (see page 28)
		V SAW B	➡ "V SAW B" (see page 28)
		V PARA R	➡ "V PARA R" (see page 28)
		V PARA G	➡ "V PARA G" (see page 28)
		V PARA B	➡ "V PARA B" (see page 28)
		CORRECT	➡ "CORRECT" (see page 28)
	4 PED	R PED	➡ "R PED" (see page 29)
		G PED	➡ "G PED" (see page 29)
		BPED	➡ "B PED" (see page 29)
5 A 11 -		M.PED	➡ "M.PED" (see page 29)
PAINT		OFFSET	➡ "OFFSET" (see page 29)
	5 UHD CHROMA	LEVEL	➡ "LEVEL" (see page 29)
		LEVEL SW	➡ "LEVEL SW" (see page 29)
	6 HD CHROMA	LEVEL	➡ "LEVEL" (see page 30)
		LEVEL SW	➡ "LEVEL SW" (see page 30)
	7 GAIN	ISO MODE	➡ "ISO MODE" (see page 30)
		GAIN (dB)	➡ "GAIN (dB)" (see page 30)
		OFFSET (dB)	➡ "OFFSET (dB)" (see page 30)
		GAIN (ISO)	➡ "GAIN (ISO)" (see page 30)
		AWBR	➡ "AWB R" (see page 31)
		AWB G	➡ "AWB G" (see page 31)
	8 RGB GAIN	AWB B	➡ "AWB B" (see page 31)
		OFFSET	➡ "OFFSET" (see page 31)
		TEMP	➡ "TEMP" (see page 31)
		GAIN R	➡ "GAIN R" (see page 31)
		AXIS G	➡ "AXIS G" (see page 31)
		GAIN B	➡ "GAIN B" (see page 31)

		TEMP	➡ "TEMP" (see page 32)
		GAIN R	➡ "GAIN R" (see page 32)
		AXIS G	➡ "AXIS G" (see page 32)
		GAIN B	➡ "GAIN B" (see page 32)
		TEMP SW	➡ "TEMP SW" (see page 32)
		PRI.MEM	➡ "PRI.MEM" (see page 32)
	10 ECC	EXECUTE	➡ "EXECUTE" (see page 32)
		PRI.MEM	➡ "PRI.MEM" (see page 32)
		TEMP	➡ "TEMP" (see page 32)
		GAIN R	➡ "GAIN R" (see page 32)
		AXIS G	➡ "AXIS G" (see page 32)
		GAIN B	➡ "GAIN B" (see page 32)
		TEMP	➡ "TEMP" (see page 33)
		GAIN R	➡ "GAIN R" (see page 33)
	11 CAM USER SW TEMP	AXIS G	➡ "AXIS G" (see page 33)
		GAIN B	➡ "GAIN B" (see page 33)
		H SAW R	➡ "H SAW R" (see page 34)
PAINT		H SAW G	➡ "H SAW G" (see page 34)
	12 WHITE SHADING	H SAW B	➡ "H SAW B" (see page 34)
		H PARA R	➡ "H PARA R" (see page 34)
		H PARA G	➡ "H PARA G" (see page 34)
		H PARA B	➡ "H PARA B" (see page 34)
		V SAW R	
		V SAW G	➡ "V SAW G" (see page 34)
		V SAW B	➡ "V SAW B" (see page 34)
		V PARA R	➡ "V PARA R" (see page 34)
		V PARA G	➡ "V PARA G" (see page 34)
		V PARA B	➡ "V PARA B" (see page 34)
		CORRECT	➡ "CORRECT" (see page 34)
		R FLARE	➡ "R FLARE" (see page 35)
		G FLARE	➡ "G FLARE" (see page 35)
	13 FLARE	B FLARE	➡ "B FLARE" (see page 35)
		M.FLARE	"M.FLARE" (see page 35)
		SWITCH	➡ "SWITCH" (see page 35)
	1	1	1

		R GAMMA	➡ "R GAMMA" (see page 36)
		B GAMMA	➡ "B GAMMA" (see page 36)
		MASTER	➡ "MASTER" (see page 36)
	14 0 0 0 0 0 0 0 0	INIT GAM	➡ "INIT GAM" (see page 36)
		GAM MOD	➡ "GAM MOD" (see page 36)
		SWITCH	➡ "SWITCH" (see page 36)
		DRS EFFECT	"DRS EFFECT" (see page 36)
		DRS SWITCH	"DRS SWITCH" (see page 36)
		R B.GAM	➡ "R B.GAM" (see page 36)
		B B.GAM	➡ "B B.GAM" (see page 36)
	15 BLACK GAMMA	MASTER	➡ "MASTER" (see page 36)
		RANGE	➡ "RANGE" (see page 36)
		SWITCH	➡ "SWITCH" (see page 36)
DAINIT	16 KNEE	R POINT %	➡ "R POINT %" (see page 37)
PAINT		B POINT %	
		M.POINT %	➡ "M.POINT %" (see page 37)
		R SLOPE	➡ "R SLOPE" (see page 37)
		B SLOPE	➡ "B SLOPE" (see page 37)
		M.SLOPE	➡ "M.SLOPE" (see page 37)
		SWITCH	➡ "SWITCH" (see page 37)
		R LEVEL %	"R LEVEL %" (see page 37)
		B LEVEL %	➡ "B LEVEL %" (see page 37)
		M.LEVEL %	➡ "M.LEVEL %" (see page 37)
		HI-COLOR	➡ "HI-COLOR" (see page 37)
		SWITCH	➡ "SWITCH" (see page 37)
		H-CLR SW	➡ "H-CLR SW" (see page 37)
	19 009	EFFECT	➡ "EFFECT" (see page 38)
	00000	SWITCH	➡ "SWITCH" (see page 38)

MASTER → MASTER (see page 39) PEAK FRQ → "PEAK FRQ" (see page 39) CRISP → "CRISP" (see page 39) L DRNDNT → "L DRNDNT" (see page 30)	
PEAK FRQ ➡ "PEAK FRQ" (see page 39) CRISP ➡ "CRISP" (see page 39)	
CRISP → "CRISP" (see page 39) L DRNDNT → "L DRNDNT" (see page 30)	
DARK DTL DARK DTL" (see page 39)	
GAIN(+) → "GAIN (+)" (see page 39)	
GAIN(-) → "GAIN (-)" (see page 39)	
CLIP+ ************************************	
CLIP−	
APERTURE → "APERTURE" (see page 39)	
DTL KNEE 🔷 "DTL KNEE" (see page 39)	
SWITCH SWITCH" (see page 39)	
L.DPN SW 🕩 "L.DPN SW" (see page 39)	
D.DTL SW D.DTL SW" (see page 39)	
MASTER MASTER" (see page 40)	
PAINT HLEVEL → "HLEVEL" (see page 40)	
V LEVEL → "V LEVEL" (see page 40)	
PEAK FRQ PEAK FRQ " (see page 40)	
V DTL FRQ → "V DTL FRQ" (see page 40)	
CRISP ** CRISP" (see page 40)	
L.DPNDNT IL.DPNDNT" (see page 40)	
DARK DTL DARK DTL" (see page 40)	
20 HD DTL GAIN (+) → "GAIN (+)" (see page 40)	
GAIN (-) ** "GAIN (-)" (see page 40)	
CLIP+ ************************************	
CLIP- ****CLIP-" (see page 40)	
APERTURE APERTURE" (see page 40)	
DTL KNEE → "DTL KNEE" (see page 40)	
SWITCH SWITCH" (see page 40)	
L.DPN SW	
D.DTL SW D.DTL SW" (see page 41)	

		MEM SEL	"MEM SEL" (see page 42)
		CURSOR	"CURSOR" (see page 42)
		POSH	"POS H" (see page 42)
		POSV	"POS V" (see page 42)
		SKIN GET	"SKIN GET" (see page 42)
		ZEBRA	➡ "ZEBRA" (see page 42)
	21 UHD SKIN	EFFECT	➡ "EFFECT" (see page 42)
		MEMORY	"MEMORY" (see page 42)
		CRISP	➡ "CRISP" (see page 42)
		ICENTER	➡ "I CENTER" (see page 42)
		I WIDTH	➡ "I WIDTH" (see page 42)
		Q WIDTH	➡ "Q WIDTH" (see page 42)
		Q PHASE	➡ "Q PHASE" (see page 42)
		SWITCH	"SWITCH" (see page 42)
		MEM SEL	"MEM SEL" (see page 43)
		CURSOR	➡ "CURSOR" (see page 43)
		POSH	➡ "POS H" (see page 43)
		POSV	
PAINT	22 HD SKIN	SKIN GET	➡ "SKIN GET" (see page 43)
		ZEBRA	"ZEBRA" (see page 43)
		EFFECT	➡ "EFFECT" (see page 43)
		MEMORY	"MEMORY" (see page 43)
		CRISP	➡ "CRISP" (see page 43)
		ICENTER	➡ "I CENTER" (see page 43)
		I WIDTH	➡ "I WIDTH" (see page 43)
		Q WIDTH	➡ "Q WIDTH" (see page 43)
		Q PHASE	➡ "Q PHASE" (see page 43)
		SWITCH	
		MATRIX	"MATRIX" (see page 44)
		TABLE	"TABLE" (see page 44)
		CLR CORR	"CLR CORR" (see page 44)
		R-G P	➡ "R-G P" (see page 44)
		R-G N	➡ "R-G N" (see page 44)
		R-B P	➡ "R-B P" (see page 44)
		R-B N	➡ "R-B N" (see page 44)
		G-R P	➡ "G-R P" (see page 44)
		G-R N	➡ "G-R N" (see page 44)
		G-B P	➡ "G-B P" (see page 44)
		G-B N	➡ "G-B N" (see page 44)
		B-R P	➡ "B-R P" (see page 44)
		B-R N	➡ "B-R N" (see page 44)
		B-G P	
		B-G N	➡ "B-G N" (see page 44)
		SWITCH	➡ "SWITCH" (see page 44)
		C. CORR SW	➡ "C.CORR SW" (see page 44)
		LINEAR SW	➡ "LINEAR SW" (see page 45)

MSILmonu	(when AK LICX100GS is connected)
wso menu i	when AK-UCX 100GS is connected)

		MATRIX	➡ "MATRIX" (see page 46)
		TABLE	➡ "TABLE" (see page 46)
		CORR TBL	
		CORRECT	
		SAT	➡ "SAT" (see page 47)
		PHASE	"PHASE" (see page 47)
	24 COLOR CORRE	SAT G	➡ "SAT G" (see page 47)
		PHS G	➡ "PHS G" (see page 47)
		SAT G_CY	➡ "SAT G_CY" (see page 47)
		PHS G_CY	➡ "PHS G_CY" (see page 47)
		SAT CY	➡ "SAT CY" (see page 47)
		PHSCY	"PHS CY" (see page 47)
		SAT CY_B	➡ "SAT CY_B" (see page 47)
		PHS CY_B	"PHS CY_B" (see page 47)
		SAT B	➡ "SAT B" (see page 47)
	24 COLOR CORRE	PHS B	"PHS B" (see page 47)
		SAT B_MG	"SAT B_MG" (see page 47)
PAINT		PHS B_MG	"PHS B_MG" (see page 47)
		SAT MG	"SAT MG" (see page 47)
		PHS MG	"PHS MG" (see page 47)
		SAT MG_R	"SAT MG_R" (see page 47)
		PHS MG_R	"PHS MG_R" (see page 47)
		SATR	➡ "SAT R" (see page 47)
		PHS R	"PHS R" (see page 47)
		SAT R_YE	"SAT R_YE" (see page 47)
		PHS R_YE	"PHS R_YE" (see page 47)
		SAT YE	➡ "SAT YE" (see page 47)
		PHS YE	"PHS YE" (see page 47)
		SAT YE_G	"SAT YE_G" (see page 47)
		PHS YE_G	"PHS YE_G" (see page 47)
		SWITCH	➡ "SWITCH" (see page 47)
		C.CORR SW	"C.CORR SW" (see page 47)
		LINEAR SW	➡ "LINEAR SW" (see page 47)
	25 DNR	LEVEL	➡ "LEVEL" (see page 48)
	24 COLOR CORRE	SWITCH	➡ "SWITCH" (see page 48)

		DISP	
PAINT		SHUTTER	
		POS 1	
		POS 2	
		POS 3	
	26 SHUTTER SELECT	POS 4	
		POS 5	
		POS 6	→ "POS 6" (see page 48)
		POS 7	
		POS 8	
		B.GAMM R	
		B.GAMM B	
		B.GAMM M	
		B.GAMM SW	→ "B.GAMM SW" (see page 49)
PAINT	27 HDR-PAINT	KNEE PINT	➡ "KNEE PINT" (see page 50)
		KNEE SLPE	➡ "KNEE SLPE" (see page 50)
		KNEE SW	➡ "KNEE SW" (see page 50)
		HLG MODE	➡ "HLG MODE" (see page 50)
		SDR MODE	➡ "SDR MODE" (see page 50)
		SHOOTING	➡ "SHOOTING" (see page 50)
		DNR LEV	➡ "DNR LEV" (see page 50)
		DNR SW	➡ "DNR SW" (see page 50)
		SDR BLACK	➡ "SDR BLACK" (see page 50)
		SDR GAIN	➡ "SDR GAIN" (see page 50)
		POINT	
		SLOPE	➡ "SLOPE" (see page 50)
		R-G P	➡ "R-G P" (see page 51)
		R-G N	➡ "R-G N" (see page 51)
		R-B P	➡ "R-B P" (see page 51)
		R-B N	➡ "R-B N" (see page 51)
		G-R P	➡ "G-R P" (see page 51)
		G-R N	➡ "G-R N" (see page 51)
	28 NON LINEAR MATRIX	G-B P	➡ "G-B P" (see page 51)
		G-B N	➡ "G-B N" (see page 51)
		B-R P	
		B-R N	➡ "B-R N" (see page 51)
		B-G P	
		B-G N	➡ "B-G N" (see page 51)
	27 HDR-PAINT	SWITCH	➡ "SWITCH" (see page 51)

		COLOR	➡ "COLOR" (see page 53)
		SAT	➡ "SAT" (see page 53)
		PHASE	➡ "PHASE" (see page 53)
		S. R	➡ "S. R" (see page 53)
		P.R	➡ "P. R" (see page 53)
		S. R-R-Mg	➡ "S. R-R-Mg" (see page 53)
		P. R-R-Mg	➡ "P. R-R-Mg" (see page 53)
		S. R-Mg	➡ "S. R-Mg" (see page 53)
		P. R-Mg	➡ "P. R-Mg" (see page 53)
		S. R-Mg-Mg	➡ "S. R-Mg-Mg" (see page 53)
		P. R-Mg-Mg	➡ "P. R-Mg-Mg" (see page 53)
		S. Mg	➡ "S. Mg" (see page 53)
		P. Mg	➡ "P. Mg" (see page 53)
		S. Mg-Mg-B	➡ "S. Mg-Mg-B" (see page 53)
		P. Mg-Mg-B	➡ "P. Mg-Mg-B" (see page 53)
		S. Mg-B	➡ "S. Mg-B" (see page 53)
		P. Mg-B	➡ "P. Mg-B" (see page 53)
		S. MG-B-B	➡ "S. MG-B-B" (see page 53)
		P. MG-B-B	➡ "P. MG-B-B" (see page 53)
		S.B	➡ "S. B" (see page 53)
PAINT	29 COLOR ADJUSTMENT	P.B	➡ "P. B" (see page 54)
		S. B-B-Cy	➡ "S. B-B-Cy" (see page 54)
		P. B-B-Cy	➡ "P. B-B-Cy" (see page 54)
		S. B-Cy	➡ "S. B-Cy" (see page 54)
		P. B-Cy	➡ "P. B-Cy" (see page 54)
		S. B-Cy-Cy	➡ "S. B-Cy-Cy" (see page 54)
		Р. В-Су-Су	
		S. Cy	➡ "S. Cy" (see page 54)
		P. Cy	
		S. Cy-Cy-G	➡ "S. Cy-Cy-G" (see page 54)
		P. Cy-Cy-G	➡ "P. Cy-Cy-G" (see page 54)
		S. Cy-G	➡ "S. Cy-G" (see page 54)
		P. Cy-G	
		S. Cy-G-G	➡ "S. Cy-G-G" (see page 54)
		P. Cy-G-G	➡ "P. Cy-G-G" (see page 54)
		S. G	➡ "S. G" (see page 54)
		P.G	➡ "P. G" (see page 54)
		S. G-G-YI	➡ "S. G-G-YI" (see page 54)
		P. G-G-YI	➡ "P. G-G-YI" (see page 54)
		S. G-YI	➡ "S. G-YI" (see page 54)
		P. G-YI	
			-

		S. G-YI-YI	➡ "S. G-YI-YI" (see page 54)
		P. G-YI-YI	➡ "P. G-YI-YI" (see page 54)
		S. YI	➡ "S. YI" (see page 54)
		P. YI	➡ "P. YI" (see page 54)
		S. YI-YI-R	➡ "S. YI-YI-R" (see page 54)
PAINT	29 COLOR ADJUSTMENT	P. YI-YI-R	"P. YI-YI-R" (see page 54)
		S. YI-R	➡ "S. YI-R" (see page 54)
		P. YI-R	➡ "P. YI-R" (see page 54)
		S. YI-R-R	➡ "S. YI-R-R" (see page 54)
		P. YI-R-R	➡ "P. YI-R-R" (see page 54)
		P. YI-R-R SWITCH INCOM1 OFF INCOM2 OFF MIC1 GAIN MIC1 LV	➡ "SWITCH" (see page 54)
		INCOM1 OFF	"INCOM1 OFF" (see page 55)
	1 SYSTEM CAM	INCOM2 OFF	➡ "INCOM2 OFF" (see page 55)
		MIC1 GAIN	➡ "MIC1 GAIN" (see page 55)
		MIC1 LV	➡ "MIC1 LV" (see page 55)
		MIC1 AMP	➡ "MIC1 AMP" (see page 55)
		MIC2 GAIN	"MIC2 GAIN" (see page 55)
		MIC2 LV	➡ "MIC2 LV" (see page 55)
		MIC2 AMP	➡ "MIC2 AMP" (see page 55)
FUNCTION		CAM FAN	"CAM FAN" (see page 55)
FUNCTION		REF.CALL	➡ "REF.CALL" (see page 55)
		WINDOW	➡ "WINDOW" (see page 56)
		PEAK	➡ "PEAK" (see page 56)
		GAIN	➡ "GAIN" (see page 56)
		SPEED	➡ "SPEED" (see page 56)
		RANGE	➡ "RANGE" (see page 56)
		LEVEL	➡ "LEVEL" (see page 56)
		LENS EXT SW	➡ "LENS EXT SW" (see page 56)
		LENS EXT LV	➡ "LENS EXT LV" (see page 56)

		MENU	➡ "MENU" (see page 57)
	1 CCU MENU CNT	CURSOR	➡ "CURSOR" (see page 57)
		EXECUTE	➡ "EXECUTE" (see page 57)
		MENU	➡ "MENU" (see page 57)
	2 CAMERA MENU	CURSOR	"CURSOR" (see page 57)
		EXECUTE	➡ "EXECUTE" (see page 57)
		USER 1-1 to 1-10	
MAINTENANCE		USER 2-1 to 2-10	
		ASSIGN 1 to 3	
		ASSIGN.S	
		LCD BRI	
		7SG BR1	
		7SG BR2	
MAINTENANCE		LED BRI	
		BUZZER	
		PERIOD	
		CYCLE	
		STD ND	Refer to the following section in the Operating Instruc-
	3 MSU SETTING	STD CC	tions.
		IN FMT	"MAINTENANCE - 3 MSU SETTING"
		OUT FMT	
		DATA SAVE	
		DATA LOAD	
		CARD FRMT	
		INIT ALL	
		INIT	
		POWER BUTTON	
		UPGRADE	
		SYSTEM VERSION	
		SOFT VERSION	
		FPGA VERSION	

			1
		MODE	➡ "MODE" (see page 59)
		FILE No.	➡ "FILE No." (see page 59)
		LENS FILE	➡ "LENS FILE" (see page 59)
		FILE NAME	➡ "FILE NAME" (see page 59)
		EXECUTE	➡ "EXECUTE" (see page 59)
		EXTENDER	➡ "EXTENDER" (see page 59)
		FILE No.	➡ "FILE No." (see page 59)
		FILE NAME	"FILE NAME" (see page 59)
FILE		FLARE R	➡ "FLARE R" (see page 59)
		FLARE G	➡ "FLARE G" (see page 59)
		FLARE B	➡ "FLARE B" (see page 59)
		GAIN R	➡ "GAIN R" (see page 59)
		GAIN B	➡ "GAIN B" (see page 59)
FILE		W H SAW R	➡ "W H SAW R" (see page 59)
	1 LENS FIL/EDIT	W H SAW G	➡ "W H SAW G" (see page 59)
		W H SAW B	➡ "W H SAW B" (see page 59)
		W H PAR R	➡ "W H PAR R" (see page 59)
		W H PAR G	➡ "W H PAR G" (see page 59)
		W H PAR B	➡ "W H PAR B" (see page 59)
		W V SAW R	➡ "W V SAW R" (see page 59)
		W V SAW G	➡ "W V SAW G" (see page 59)
		W V SAW B	➡ "W V SAW B" (see page 59)
		W V PAR R	➡ "W V PAR R" (see page 59)
		W V PAR G	➡ "W V PAR G" (see page 59)
		W V PAR B	W V PAR B" (see page 59)
		STORE No.	+ "STORE No." (see page 59)
		STORE	➡ "STORE" (see page 59)
		CANCEL	➡ "CANCEL" (see page 59)
		MODE	
		SELECT	Refer to the following section in the Operating Instruc-
	2 SD CARD STORE	NUMBER	tions. ★ "FILE - 2 SD CARD STORE"
		EXECUTE	
		FILE SEL	Refer to the following section in the Operating Instruct
	3 SD CARD LOAD	PUT FILE	tions.
		EXECUTE	➡ "FILE - 3 SD CARD LOAD"
		To REF	Refer to the following section in the Operating Instruc-
	4 REF. STORE	EXECUTE	tions. ➡ "FILE - 4 REF. STORE"
		To REF	Refer to the following section in the Operating Instruc-
	5 REF. ALL STORE	EXECUTE	 tions. ➡ "FILE - 5 REF. ALL STORE"
	1	I.	

		FORMAT	➡ "FORMAT" (see page 61)		
		TALLY GRD	➡ "TALLY GRD" (see page 61)		
		GAMUT	➡ "GAMUT" (see page 61)		
SYSTEM		CTRL	"CTRL" (see page 61)		
		SHOOTING	"SHOOTING" (see page 61)		
		HDR SW	+ "HDR SW" (see page 61)		
SYSTEM		FORMAT			
		RETURN FS			
		RET SEL1			
		RET SEL2			
		RET SEL3	_		
		RET SEL4	-		
		D/C MODE	-		
SYSTEM		U/C MODE	-		
		BARS HD	-		
		C/B SETUP	Refer to the following section in the Operating Instruc-		
	2 CCU	SDI8 OUT	tions. ➡ "SYSTEM - 2 CCU"		
		CAM NUM			
		HD H CRS	-		
		HD H FN	-		
		SD H CRS	-		
		SD H FN	-		
		SD-HD V	-		
		SCH	-		
		CABLE	-		
		FORMAT MODE	-		
		CAM1	➡ "CAM1" (see page 62)		
	3 CONNECT SETTING	CAM2 to 99	◆ "CAM2 to 99" (see page 62)		
		UPLOAD	➡ "UPLOAD" (see page 62)		
		CAM SEL			
		CAM01 to CAM99 IP	Refer to the following section in the Operating Instruc-		
	4 CAM IP SET TING	PORT	■ uons. ■ "SYSTEM - 4 CAM IP SETTING"		
		UPLOAD			
		IP			
		PORT	-		
		UPLOAD	Refer to the following section in the Operating Instruc-		
	5 MSU IP SETTING	SUBNET	tions.		
		DEF GW	→ "SYSTEM - 5 MSU IP SETTING"		
		UPLOAD	1		
		MAC ADDRESS	1		

		LINK	
		UPDATE	
		SW IP	
		PORT	
		BUSCONT	
		BUS	
SYSTEM		FASIST	Refer to the following section in "Functions Added by
	6 SW LINK SETTING	ASISTEXEC	Version Updates".
		MV1	UHS500"
		MV2	
		MV3	
		MV4	
		TALLY IP	
		CAM INF	
		CAM NAME	
		SW INPUT	Refer to the following section in "Functions Added by
	7 SW LINK ASSIGN	CAM No	Version Updates".
		UPDATE	UHS500"
	8 EXT ROUTRE		For details on the operations and settings, consult with your dealer.
		RSV PORT	➡ "RSV PORT" (see page 64)
	9 CAM SEL LINK	UPDATE	
		LINK	➡ "LINK" (see page 64)

PAINT

1 PAINT SW

CAM01	: AK-UCX10	0							1/3
	1		2	3	3	4		5	
	PAINT SW	SH S	HUTTER Speed	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6		7	3	3	9		10	
	HD CHROMA		GAIN	RC GA	GB AIN	COLOI TEMP	२	ECC	
	B.SHADIN	IG	W.SHAI	DING	FL	ARE	C	GAMMA	
1	1 OFF		OFF		ON			ON	
2	B.GAMM	A	DR	S	W.	CLIP		KNEE	1/2
2	OFF		OF	F	(ON		ON	1/2
2	MATRIX	(C.CO	RR	HD	S.DTL	1	HD DTL	▼
3	OFF		OF	F	C)FF		ON	
B.S	HADING	V	V.SHADI	NG		FLARE		GAMN	1A
	OFF		OFF			ON			

CAM01 : AK-UCX100 1/								1/3
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6	7	3	3	9		10	
	HD CHROMA	GAIN	RC GA	GB AIN	COLOI TEMP	R	ECC	
	UHD S.DT		DTL	P.M	ATRIX	L.	MATRIX	
4	OFF			S	TD1		OFF	
_	V-LOG SV	V V-LOG	PNT	HD	RSW			2/2
5	OFF	OF	F	C)FF			2/2
								▼
UHI	D S.DTL	UHD D	٢L	P.	MATRIX		L.MATI	RIX
(OFF	ON		S	STD1		OF	F

Item	Setting details
B.SHADING (BLACK SHADING)	Sets the black shading (sawtooth waveform or parabolic waveform) to ON/OFF.
W.SHADING (WHITE SHADING)	Sets the white shading (sawtooth waveform or parabolic waveform) to ON/OFF.
FLARE	Sets the flare to ON/OFF.
GAMMA	Sets the gamma to ON/OFF.
B.GAMMA (BLACK GAMMA)	Sets the black gamma to ON/OFF.
DRS	Sets the dynamic range stretcher function to ON/OFF. When "ON" is selected, contrast is adjusted auto- matically.
W.CLIP (WHITE CLIP)	Sets the white clip to ON/OFF.
KNEE	Sets the knee to ON/OFF.
MATRIX	Sets the matrix (linear matrix/12-axis color correction) to ON/OFF.
C.CORR (COLOR CORRECT)	Sets the 12-axis color correction to ON/OFF.
HD S.DTL (HD SKIN TONE DTL)	Sets the HD skin tone detail to ON/OFF.
HD DTL	Sets the HD detail to ON/OFF.

Item	Setting details
UHD S.DTL (UHD SKIN TONE DTL)	Sets the UHD skin tone detail to ON/OFF.
UHD DTL	Sets the UHD detail to ON/OFF.
P.MATRIX (PRESET MATRIX)	Sets the preset matrix.
L.MATRIX (LINEAR MATRIX)	Sets the linear matrix to ON/OFF.
V-LOG SW	Sets the V-LOG mode to ON/OFF.
V-LOG PNT	Selects whether or not to enable setting the [PAINT SW] when [V-LOG] is "ON".
HDR SW	Sets the HDR mode to ON/OFF.

2 SHUTTER SPEED

CAM01	: AK-UCX10	0						1/3
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6	7	8	3	9		10	
	HD CHROMA	GAIN	RC GA	G B A I N	COLOF TEMP	२	ECC	
	SIDP	MOE	DE	S	TEP	S`	YNCHRO	
1	sec	SHU	T		100		60.00	
2	SWITCH							1/1
2	OFF							171
								▼
	SIDP	MODE			STEP		SYNCH	RO
sec		SHU	Т		100		60.0	0

ltem	Setting details
SIDP (SHUTTER DISP)	Sets the shutter display setting. The shutter speed is displayed in time (minutes) when it is set to "sec", and in open angle when it is set to "deg".
MODE	Selects the operation mode of the shutter.
STEP	Sets the shutter speed.
SYNCHRO	The setting cannot be set.
SWITCH	Sets the shutter function to ON/OFF.

3 BLACK SHADING

CAM01	· AK-11CY10	0						1/2
CAIVIOT	1	2		3	4		5	1/3
	PAINT SW	SHUTTER SPEED	BL/ SHAI	ACK DING	PED		UHD CHROMA	
	6	7	8	3	9		10	
	HD CHROMA	GAIN	RC GA	GB AIN	COLOI TEMP	R '	ECC	
	H SAW F	R H PAR	AR	V S	AW R	V	PARA R	
1	0		0		0		0	
	H SAW C	6 H PAR	AG	V S	AW G	V	PARA G	1/2
2	0		0		0		0	1/2
2	H SAW E	B H PAR	ΑB	V S	AW B	V	PARA B	▼
3	0		0		0		0	
H	SAW R	H PARA	R	V	SAW R		V PARA	A R
	0		0		0			0

CAM01 : AK-UCX100 1/							1/3	
	1	2	3		4		5	
	PAINT SW	SHUTTER SPEED	BLA SHAE	CK DING	PED		UHD CHROMA	
	6	7	8	3	9		10	
	HD CHROMA	GAIN	RG GA	GB IN	COLO TEMP	R	ECC	
	CORREC	Г						
4	OFF							
_								2/2
5								2/2
								_
6								V
CO	RRECT							
(OFF							

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	Sets the black shading (sawtooth waveform or parabolic waveform) correction to ON/OFF.

4 PED

C 1 1 1 0 4	A 14 11 63/4 6	•						4 / 2
CAM01	: AK-UCX10	0						1/3
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	BL# SHAI	ACK DING	PED		UHD CHROMA	
	6	7	8	3	9		10	
	HD CHROMA	GAIN	RC GA	GB NIN	COLOF TEMP	२	ECC	
	R PED	G PE	D	В	PED		M.PED	
1	0		0		0		0	A
	OFFSET							1/1
2	OFF							1/1
								▼
R	RPED	G PED)		B PED		M.PE	D
	0		0		0			0

ltem	Setting details
R PED	Sets the correction level of red to the master pedestal.
G PED	Sets the correction level of green to the master pedestal.
B PED	Sets the correction level of blue to the master pedestal.
M.PED	Adjusts the black level of the master pedestal.
OFFSET	Sets the [R PED], [G PED], and [B PED] pedestal levels for when the auto black balance is adjusted.

5 UHD CHROMA

CAM01	· AK-11CX10	0						1/3
CANOT	1	2	3		4		5	
	PAINT SW	SHUTTER SPEED	BLA SHAD	CK ING	PED		UHD CHROMA	
	6	7	8		9		10	
	HD CHROMA	GAIN	RG GA	B I N	COLOI TEMP	R	ECC	
	LEVEL					LI	EVEL SW	
1	0						OFF	
								1/1
								171
								▼
L	EVEL						LEVEL	SW
	0						OF	F

ltem	Setting details
LEVEL	Adjusts the chroma gain when [LEVEL SW] is set to "ON".
LEVEL SW	Sets the gain adjustment of chroma to ON/OFF.

6 HD CHROMA



ltem	Setting details					
LEVEL	Sets the color intensity of images.					
LEVEL SW	ets the color intensity setting of images to ON/OFF.					

7 GAIN

CAM01	: AK-UCX10	0					1/3
	1	2		3	4	5	
	PAINT SW	SHUTTER SPEED	BL# SHA	ACK DING	PED	UHD CHROMA	
	6	7		3	9	10	
	HD CHROMA	GAIN	R G A	GB NIN	COLOR TEMP	ECC	
	ISO MOD	E GAIN(dB)	OFFS	ET(dB)		
1	dB		0		0.0		A
2		GAIN(SO)				1/1
2		80	0				1/1
							▼
ISO	MODE	GAIN(d	B)	OF	FSET(dB)		
	dB		0		0.0		

ltem	Setting details
ISO MODE	Sets the unit of the gain value.
GAIN (dB)	Sets the gain-up amount.
OFFSET (dB)	Sets the offset from the gain.
GAIN (ISO)	Sets the gain-up amount.

8 RGB GAIN



ltem	Setting details						
AWB R	Sets the correction level of red to the gain.						
AWB G	Sets the correction level of green to the gain.						
AWB B	Sets the correction level of blue to the gain.						
OFFSET	Sets whether to retain the Rch, Gch, and Bch gain levels when the auto white balance is adjusted.						

9 COLOR TEMP

CAM01	: AK-UCX10	0							1/3
	1		2	3	3	4		5	
	PAINT SW	SF S	IUTTER Speed	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6		7	8	3	9		10	
	HD CHROMA		GAIN	RC GA	GB NN	COLOF TEMP	२	ECC	
	TEMP		GAIN	R	Aک	(IS G		GAIN B	
1	3200		0		0			0	
									1/1
									171
									▼
Т	EMP		GAIN	{	(g axis		B GAI	N
3	3200			0		0			0

ltem	Setting details
TEMP (COLOR TEMP)	Sets the color temperature.
GAIN R	Sets the correction level of red to the color temperature.
AXIS G	Sets the correction level of green to the color temperature.
GAIN B	Sets the correction level of blue to the color temperature.

10 ECC

CAM01	· AK-11CY10	٥							1/2
CANIOT	1		2		3	4		5	1/5
	PAINT SW	SH S	HUTTER SPEED	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6		7	8	3	9		10	
	HD CHROMA		GAIN	RC GA	GB NN	COLOI TEMP	R	ECC	
	TEMP		GAIN R		AXIS G			GAIN B	
1	3200		0			0		0	
	TEMP SV	V							1/7
2	OFF								1/2
	PRI.MEN	/	EXECU	JTE					▼
3	А		(tru	n)					
Г	EMP		GAIN	2		AXIS G		GAIN	В
3	3200			0		0			0

CAM01	: AK-UCX10	0						1/3
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	BLA SHAI	ACK DING	PED		UHD CHROMA	
	6	7	8	3	9		10	
	HD CHROMA	GAIN	RC GA	GB AIN	COLOI TEMP	R	ECC	
	PRI.MEN	1						
4	А							
_	TEMP	GAIN	I R	AX	(IS G		GAIN B	2/2
5	3200		0		0		0	2/2
								▼
PR	I.MEM							
	A							

ltem	Setting details				
TEMP (COLOR TEMP)	Sets the color temperature for when [TEMP SW] is "ON".				
GAIN R	Sets the correction level of red to the color temperature.				
AXIS G	Sets the correction level of green to the color temperature.				
GAIN B	Sets the correction level of blue to the color temperature.				
TEMP SW	Turn this "ON" when adjusting the color temperature manually.				
PRI.MEM	Allows you to save the [COLOR TEMP], [GAIN R], [AXIS G], and [GAIN B] setting values to one of the ROP's				
EXECUTE	five memory presets ([A] to [E]).				
PRI.MEM	Selects memory presets ([A] to [E]) that were saved to the ROP.				
TEMP (COLOR TEMP)	Displays the setting values saved to the memory presets selected with [PRI.MEM].				
GAIN R					
AXIS G					
GAIN B					

11 CAM USER SW TEMP

CAM01	· AK-11CY10	٥							2/2
CANOT	11		12	1	3	14		15	
	CAM USER SW	∖ S⊦	NHITE IADING	FL/	ARE	GAMM	А	BLACK GAMMA	
	16		17	1	8	19		20	
	KNEE	\	NHITE CLIP	DI	RS	UHD DTL		HD DTL	
	TEMP		GAIN	R	Aک	(IS G		GAIN B	
1	3200		0		0			0	
									1/2
									172
									▼
Г	EMP		GAIN	2		AXIS G		GAIN	В
3	3200			0		0			0

ltem	Setting details
TEMP (COLOR TEMP)	Sets the color temperature for when "C.TEMP" is assigned to the [USER 1], [USER 2], [USER 3], or [USER 4] button on the camera and the function is enabled.
GAIN R	Sets the correction level of red to the color temperature.
AXIS G	Sets the correction level of green to the color temperature.
GAIN B	Sets the correction level of blue to the color temperature.

12 WHITE SHADING

CAM01	· AK-11CX10	0						2/3
CANOT	11	12	1	3	14		15	2/5
	CAM USER SW	WHITE SHADING	FLA	ARE	GAMMA		BLACK GAMMA	
	16	17	1	8	19		20	
	KNEE	WHITE CLIP	D	RS	UHD DTL		HD DTL	
	H SAW F	R H PAF	RA R	V S	AW R	V	PARA R	
1	0		0		0		0	
	H SAW C	G H PAR	A G	V S	AW G	V	PARA G	1/7
2	0		0	0			0	1/2
2	H SAW E	B H PAF	RA B	V S	AW B	V	PARA B	▼
3	0		0		0		0	
Н	SAW R	H PARA	R	V	SAW R		V PARA	A R
	0		0		0			0

CAM01	: AK-UCX10	0					2/3
	11	12	1	3	14	15	
	CAM USER SW	WHIT SHADII	E NG FL/	ARE	GAMM	A BLACK GAMMA	
	16	17	1	8	19	20	
	KNEE	WHIT CLIP	E D	RS	UHD DTL	HD DTL	
	CORREC	Г					
4	OFF						
							2/2
							2/2
CO	RRECT						
(OFF						

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	Sets the white shading (sawtooth waveform or parabolic waveform) correction to ON/OFF.

13 FLARE

CAM01	· AK-11CY10	0						2/2
CAIVIOT	11	12	1	3	14		15	2/3
	CAM USER SW	WHITE SHADING	FLARE		GAMM	A	BLACK GAMMA	
	16	17	1	8	19		20	
	KNEE	WHITE CLIP	DI	RS	UHD DTL		HD DTL	
	R FLARE	G FLA	RE	BF	LARE	N	1.FLARE	
1	0		0		0		0	
_	SWITCH							1/1
2	OFF							1/1
								▼
R	FLARE	G FLAR	E	B	FLARE		M.FLA	RE
	0		0		0			0

Item	Setting details
R FLARE	Adjusts the R channel flare.
G FLARE	Adjusts the G channel flare.
B FLARE	Adjusts the B channel flare.
M.FLARE	Adjusts the master flare.
SWITCH	Sets the flare correction to ON/OFF.

14 GAMMA

		~						a (a
CAM01	: AK-UCX10	0						2/3
	11	12	1	3	14		15	
	CAM USER SW	WHITE SHADING	WHITE HADING FLAR		GAMM	A	BLACK GAMMA	
	16	17	1	8	19		20	
	KNEE	WHITE CLIP	DI	RS	UHD DTL		HD DTL	
	R GAMM	A B GAN	1MA	MA	STER	IN	IIT GAM	
1	0		0	().45		4.5	
	GAM MO	D				S	WITCH	1/1
2	HD						OFF	
	DRS EFFE	CT DRS SW	/ІТСН					▼
3	5	OF	F					
RG	AMMA	B GAM	ΛA	N	IASTER		INIT G	٩M
	0		0		0.45		4	.5

Item	Setting details
R GAMMA	Adjusts the red gamma characteristic for the master gamma.
B GAMMA	Adjusts the blue gamma characteristic for the master gamma.
MASTER	Adjusts the gamma characteristic.
INIT GAM (INITIAL GAMMA)	Sets the rising slope for the gamma.
GAM MOD (GAMMA MODE)	Sets the gamma characteristic type.
SWITCH	Sets the gamma correction to ON/OFF.
DRS EFFECT	Sets the compression level for high-brightness areas of the dynamic range stretcher function.
DRS SWITCH	Sets the dynamic range stretcher function to ON/OFF.

15 BLACK GAMMA

CAM01	: AK-UCX10	0						2/3
	11	12	1	3	14		15	
	CAM USER SW	WHITE SHADING	FLA	ARE	GAMM	A (BLACK GAMMA	
	16	17	1	8	19		20	
	KNEE	WHITE CLIP	DI	RS	UHD DTL		HD DTL	
	R B.GAN	1 BB.G	AM	MA	STER	R	ANGE	
1	0		0		0		1	
2	SWITCH							1/1
2	OFF							1/1
								▼
RE	B.GAM	B B.GA	M	N	ASTER		RANG	E
	0		0		0			1

ltem	Setting details
R B.GAM	Adjusts the red gamma characteristic near black for the master gamma.
B B.GAM	Adjusts the blue gamma characteristic near black for the master gamma.
MASTER	Adjusts the gamma characteristic near black.
RANGE (BLACK GAMMA RANGE)	Sets the maximum level for compression/expansion.
SWITCH	Selects ON/OFF for the black gamma.
	 This setting is not available when [DRS] of [PAINT SWITCH] is set to "ON".

16 KNEE

CAM01	: AK-UCX10	0							2/3
	11		12	13		14		15	
	CAM USER SW	\ S⊦	WHITE SHADING FLA		ARE	GAMM	A	BLACK GAMMA	
	16		17	1	8	19		20	
	KNEE	١	VHITE CLIP	DI	RS	UHD DTL		HD DTL	
	R POINT	%	B POIN	Т%	M.PO	DINT %			
1	0.00		0.0	0	95	5.00			
-	R SLOPE		B SLO	PE	M.5	SLOPE			1/1
2	0			0		130			1/1
	SWITCH								▼
3	OFF								
R PC	DINT %	В	POINT	%	M.	POINT 9	6		
(0.00		0.0	0	ç	95.00			

ltem	Setting details
R POINT %	Adjusts the red knee point for [POINT MASTER].
B POINT %	Adjusts the blue knee point for [POINT MASTER].
M.POINT %	Sets the knee point position.
R SLOPE	Adjusts the red knee slope for [SLOPE MASTER].
B SLOPE	Adjusts the blue knee slope for [SLOPE MASTER].
M.SLOPE	Sets the knee slope.
SWITCH	Sets the knee function to ON/OFF.

17 WHITE CLIP

CAM01	: AK-UCX10	0					2/3
	11	12	13		14	15	
	CAM USER SW	WHITE SHADING	FLARE		GAMMA	BLACK GAMMA	
	16	17	1	8	19	20	
	KNEE	WHITE CLIP	D	RS	UHD DTL	HD DTL	
	RLEVEL	% B LEVE	L %	M.LE	EVEL %		
1	0		0		109		
	HI-COLO	R					1/1
2	32						1/1
	SWITCH	H-CLR	SW				▼
3	ON	OF	F				
R L	EVEL %	B LEVEL	. %	M.	LEVEL %		
	0		0		109		

ltem	Setting details
R LEVEL %	Sets the white clip level of the R channel for [M.LEVEL %].
B LEVEL %	Sets the white clip level of the B channel for [M.LEVEL %].
M.LEVEL %	Sets the master white clip level.
HI-COLOR	Sets the level for the mode that expands the dynamic range of colors.
SWITCH	Sets the white clip function to ON/OFF.
H-CLR SW (HI-COLOR SW)	Sets the control for the mode that expands the dynamic range of colors.

18 DRS



ltem	Setting details
EFFECT	Sets the effect level for the DRS function.
SWITCH	Sets the DRS function, which performs correction when video with high light/dark contrast is displayed, to ON/OFF.

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19 UHD DTL

CAM01	: AK-UCX10	0							2/3
	11	1	2	1	3	14		15	
	CAM USER SW	WH SHA	WHITE SHADING		ARE	GAMMA		BLACK GAMMA	
	16	1	7	1	8	19		20	
	KNEE	WH CL	WHITE CLIP		RS	UHD DTL		HD DTL	
	MASTER	PEAK F		FRQ	C	RISP	L.	DPNDNT	
1	0			6	0			8	
2	DARK DT	Ľ	GAIN(+)		GA	IN(-)			1/2
2	3		0		0				1/2
2	CLIP+		CLIP-		APERTURE		D	TL KNEE	▼
3	0			0		0		0	
M	ASTER	PE	AK FF	۲Q		CRISP		L.DPND	DNT
	0			6		0			8

CAM01	: AK-UCX10	0						2/3
	11	12	1	3	14		15	
	CAM USER SW	WHITE SHADING	FL <i>A</i>	ARE	GAMM	A	BLACK GAMMA	
	16	17	1	8	19		20	
	KNEE	WHITE CLIP	D	RS	UHD DTL		HD DTL	
	SWITCH	L.DPN	ISW	D.D	TLSW			
1	ON	OF	F	C	OFF			A
								2/2
								2,2
								▼
S٧	VITCH	L.DPN	SW	D.	DTL SW			
	ON	OF	F		OFF			

Item	Setting details
MASTER	Adjusts the contour correction level (master).
PEAK FRQ (PEAK FREQUENCY)	Sets the boost frequency for detail. This is enabled when [DETAIL] is "ON".
CRISP	Sets the noise elimination level of the detail signal.
L.DPNDNT (LEVEL DEPEND)	Compresses the detail in the dark areas when the detail of the bright signal is emphasized. The larger the set- ting, the more detail in the bright areas is compressed. This is enabled when [DETAIL] is "ON".
DARK DTL	Sets the level of dark area detail. This is enabled when [DETAIL] is "ON".
GAIN (+)	Sets the detail level of the plus direction (direction to make brighter).
GAIN (-)	Sets the detail level of the minus direction (direction to make darker).
CLIP+	Sets the level for clipping the detail signal of the plus direction (direction to make brighter).
CLIP-	Sets the level for clipping the detail signal of the minus direction (direction to make darker).
APERTURE (KNEE APERTURE)	Sets the detail level of high luminosity areas (extremely bright areas). This is enabled when [DETAIL] is "ON".
DTL KNEE	Adjusts the knee detail component. This is enabled when [DETAIL] is "ON".
SWITCH	Sets image contour (image sharpness) adjustment to ON/OFF.
L.DPN SW (LEVEL DEPENDENT SW)	Sets the level for eliminating dark area detail to ON/OFF. This is enabled when [SWITCH] is "ON".
D.DTL SW (DARK DTL SW)	Sets the control to add dark area detail to ON/OFF. This is enabled when [SWITCH] is "ON".

20 HD DTL

"-" is displayed for the setting value of any item with the function disabled.

CAM01	: AK-UCX10	0						2/3	
	11	12	1	3	14		15		
	CAM USER SW	WHITE SHADIN	_G FL/	ARE	GAMMA		BLACK GAMMA		
	16	17	1	8	19		20		
	KNEE	WHITE CLIP	D	RS	UHD DTL		HD DTL		
	MASTER	R H LE	VEL	VL	EVEL P		EAK FRQ		
1	0		15		15		15.0		
2	V DTL FR	Q CR	CRISP		PNDNT	D	ARK DTL	1/2	
2	10		10		8		2	1/2	
2	GAIN(+)) GAI	N(-)	CLISP+			CRISP-		
3	-	-	-		0		0		
M	ASTER	H LEV	'EL	V	LEVEL		PEAK F	RQ	
	0		15		15		15	.0	

CAM01 : AK-UCX100 2									
	11	12	1	3	14		15		
	CAM USER SW	WHITE SHADING	FLA	ARE	GAMM	A	BLACK GAMMA		
	16	17	1	8	19		20		
	KNEE	WHITE CLIP	DI	RS	UHD DTL		HD DTL		
	APETUR	E DTL KI	NEE						
1	0	0							
-	SWITCH	L.DPN SW		D.DTL SW				2/2	
2	ON	OF	F	C	DFF			2/2	
								▼	
AP	ETURE	DTL KN	EE						
	0		0						

ltem	Setting details
MASTER	Adjusts the level of master detail.
H LEVEL (H DTL LEVEL)	Adjusts the level of horizontal detail.
V LEVEL (V DTL LEVEL)	Adjusts the level of vertical detail.
PEAK FRQ	Sets the peak frequency of the horizontal detail.
V DTL FRQ	Sets the V DETAIL frequency.
CRISP	Sets the noise elimination level of the detail signal.
L.DPNDNT (LEVEL DEPEND)	Sets the level to eliminate the detail in the dark areas.
DARK DTL	Set the level of dark detail enhancement.
GAIN (+)	Changes the detail gain level in the + (up) direction.
GAIN (-)	Changes the detail gain level in the - (down) direction.
CLIP+	Adjust the detail clip to reduce glare produced by an excess of details.
CLIP-	Limits the length of the undershoot portion of the detail edge component.
APERTURE (KNEE APERTURE)	Adjusts the knee aperture level.
DTL KNEE	Adjusts the knee detail component.
SWITCH	Sets the HD detail effect to ON/OFF.

ltem	Setting details
L.DPN SW (LEVEL DPND SW)	Eliminates the detail in the dark areas.
D.DTL SW (DRK DTL SW)	Enhances dark details.

21 UHD SKIN

CAM01	: AK-UCX10	0						3/3	
	21	22	2	3	24		25		
	UHD SKIN	HD SKIN	MA1	RIX	COLOR CORRE		DNR		
	26	27	2	8	29				
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	א -			
	MEM SEI	L							
1	А								
	CURSOR	POS	POS H		POS V		KIN GET	1/2	
2	OFF	50.0	0	50.00			(turn)	1/2	
	ZEBRA	EFFE	СТ	ME	NORY			▼	
3	OFF	A+B	+C	A+	B+C				
M	EM SEL								
	Α								

CAM01 : AK-UCX100								
	21	22	2	3	24		25	
	UHD SKIN	HD Skin	MA	TRIX	COLO CORR	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLO ADJS	R Г		
	CRISP							
4	+63							
_	I CENTER		I WIDTH		Q WIDTH		Q PHASE	2/2
5	65	6	53		32		90	2/2
	SWITCH							▼
6	OFF							
	RISP							
	+63							

Item	Setting details
MEM SEL (MEMORY SELECT)	Selects the skin tone table for the subject to which the skin tone is applied.
CURSOR	Sets the position cursor that obtains the saturation and color phase information for controlling skin tone detail effects to ON/OFF.
POS H	Sets horizontal cursor position.
POS V	Sets vertical cursor position.
SKIN GET	Automatically acquires saturation and color phase information from the cursor position.
ZEBRA	Sets the zebra display of the skin tone area to ON/OFF.
EFFECT (ZEBRA EFFECT)	Selects the skin tone table for zebra display.
MEMORY (EFFECT MEMORY)	Selects the skin tone table used to apply the skin tone.
CRISP	Removes very faint noise components from detail components in skin tone areas.
I CENTER	Sets the center position (area to which skin tone is applied) on the I axis.
I WIDTH	Sets the width of the area to which skin tone is applied on the I axis using the [I CENTER] setting as the center.
Q WIDTH	Sets the width of the area to which skin tone is applied on the Q axis using the [I CENTER] setting as the center.
Q PHASE	Sets the phase of the area to which skin tone is applied using the Q axis as the reference.
SWITCH	Sets the skin tone detail function to ON/OFF.

22 HD SKIN

``-" is displayed for the setting value of any item with the function disabled.

CAM01	: AK-UCX100	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	RIX	COLOR CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R T		
	MEM SEL	-						
1	A							
	CURSOR	POS	POS H		POS V		KIN GET	1/7
2	-	-	_		-		(ture)	1/2
-	ZEBRA	EFFE	СТ	T MEMORY				▼
3	OFF	A+B	S+C A		B+C			
M	EM SEL							
	Α							

CAM01	: AK-UCX100	D						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	FRIX	COLOR CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	ON ATRIX	COLOI ADJS1	R Г		
	CRISP							
4	+8							
_	I CENTER	R I WID	I WIDTH		Q WIDTH		Q PHASE	2/2
5	65	6	3		32		90	2/2
	SWITCH							•
6	OFF							
(RISP							
	+8							

Item	Setting details
MEM SEL (MEMORY SELECT)	Selects the skin tone table for the subject to which the skin tone is applied.
CURSOR	Sets the position cursor that obtains the saturation and color phase information for controlling skin tone detail effects to ON/OFF.
POS H	Sets horizontal cursor position.
POS V	Sets vertical cursor position.
SKIN GET	Automatically acquires saturation and color phase information from the cursor position.
ZEBRA	Sets the zebra display of the skin tone area to ON/OFF.
EFFECT (ZEBRA EFFECT)	Selects the skin tone table for zebra display.
MEMORY (EFFECT MEMORY)	Selects the skin tone table used to apply the skin tone.
CRISP	Removes very faint noise components from detail components in skin tone areas.
I CENTER	Sets the center position (area to which skin tone is applied) on the I axis.
I WIDTH	Sets the width of the area to which skin tone is applied on the I axis using the [I CENTER] setting as the center.
Q WIDTH	Sets the width of the area to which skin tone is applied on the Q axis using the [I CENTER] setting as the center.
Q PHASE	Sets the phase of the area to which skin tone is applied using the Q axis as the reference.
SWITCH	Sets the skin tone detail function to ON/OFF.

23 MATRIX

CAM01	: AK-UCX100	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	COLOR		R	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R -		
	MATRIX	TAB	LE	CLR	CORR			
1	STD1	A			A			
	R-G P	R-G	N	R·	вР		R-B N	1/2
2	0		0		0		0	1/2
-	G-R P	G-R	N	G	-BP		G-B N	•
3	0		0		0		0	
M	ATRIX	TABLE		CL	R CORR			
S	TD1	A			Α			

CAM01	CAM01 : AK-UCX100							
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	RIX	COLOF CORRI	א ב	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJST	२ -		
	B-R P	B-R	N	B-	GP		B-G N	
4	0		0	0			0	A
_	SWITCH	C.CORF	R SW	LINE	RSW			2/2
5	OFF	OF	F	C	FF			2/2
								▼
E	B-R P	B-R N			B-G P		B-G I	V
	0		0		0			0

Item	Setting details
MATRIX (PRESET MATRIX)	Sets the preset matrix.
TABLE (LINEAR TABLE)	Selects the table for linear matrix.
CLR CORR (COLOR CORRECT)	Selects the table for color correction.
R-G P	Adjusts the linear matrix between red and green.
R-G N	Adjusts the linear matrix between red and green.
R-B P	Adjusts the linear matrix between red and blue.
R-B N	Adjusts the linear matrix between red and blue.
G-R P	Adjusts the linear matrix between green and red.
G-R N	Adjusts the linear matrix between green and red.
G-B P	Adjusts the linear matrix between green and blue.
G-B N	Adjusts the linear matrix between green and blue.
B-R P	Adjusts the linear matrix between blue and red.
B-R N	Adjusts the linear matrix between blue and red.
B-G P	Adjusts the linear matrix between blue and green.
B-G N	Adjusts the linear matrix between blue and green.
SWITCH	Sets the matrix function to ON/OFF.
C.CORR SW (COLOR CORRECT SW)	Sets the 12-axis color correction function to ON/OFF.

Item	Setting details
LINEAR SW (LINEAR MATRIX SW)	Sets the linear matrix function to ON/OFF.

24 COLOR CORRE

CAM01	: AK-UCX10	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	RIX	COLOI CORRI	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R Г		
	MATRIX	TAB	LE	COR	RTBL			
1	STD1	A	A		A			
_	CORRECT	T SAT	Г	PH	ASE			1/2
2	G		0		0			1/5
	SAT G	PHS	G	SAT	G_CY	Р	HS G_CY	▼
3	0		0		0		0	
M	ATRIX	TABLE		CC	ORR TBL			
S	TD1	Α			Α			

CAM01 : AK-UCX100								3/3
	21	22	22 2		24		25	
	UHD SKIN	HD SKIN	MAT	RIX	COLO CORR	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R ſ		
	SAT CY	PHS	CY	SAT	CY_B	Р	HS CY_B	
4	0		0		0		0	
_	SAT B	PHS	В	SAT	B_MG	PI	IS B_MG	2/2
5	0		0		0		0	2/3
	SAT MG	PHAI	MG	SAT	MG_R	PI	IS MG_R	▼
6	0		0		0		0	
S	AT CY	PHS C	Y	S/	AT CY_B		PHS CY	<u>B</u>
	0		0		0			0

CAM01 : AK-UCX100								3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MA	TRIX	COLOI CORR	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN ATRIX	COLOI ADJS1	R Г		
_	SAT R	PHS	R	SAT	R_YE	Р	HS R_YE	
	0		0	0			0	
	SAT YE	PHS	ΥE	SAT	YE_G	Р	HS YE_G	2/2
8	0		0		0		0	5/5
	SWITCH	C.CORF	SW	LINE	ER SW			▼
9	OFF	OF	F	C)FF			
S	ATR	PHS R		S/	AT R_YE		PHS R	YE
	0		0		0			0

Item	Setting details
MATRIX (PRESET MATRIX)	Sets the preset matrix.
TABLE (LINEAR TABLE)	Selects the table for linear matrix.
CORR TBL (COLOR CORRECT TABLE)	Selects the table for color correction.
CORRECT (COLOR CORRECT)	Selects the color component in 12-axis matrix memory to adjust.

Item	Setting details
SAT	Adjusts the saturation of the color component selected in [CORRECT].
PHASE	Adjusts the color phase of the color component selected in [CORRECT].
SAT G	Adjusts the color saturation of green.
PHS G	Adjusts the color phase of green.
SAT G_CY	Adjusts the color saturation between green and cyan.
PHS G_CY	Adjusts the color phase between green and cyan.
SAT CY	Adjusts the color saturation of cyan.
PHS CY	Adjusts the color phase of cyan.
SAT CY_B	Adjusts the color saturation between cyan and blue.
PHS CY_B	Adjusts the color phase between cyan and blue.
SAT B	Adjusts the color saturation of blue.
PHS B	Adjusts the color phase of blue.
SAT B_MG	Adjusts the color saturation between blue and magenta.
PHS B_MG	Adjusts the color phase between blue and magenta.
SAT MG	Adjusts the color saturation of magenta.
PHS MG	Adjusts the color phase of magenta.
SAT MG_R	Adjusts the color saturation between magenta and red.
PHS MG_R	Adjusts the color phase between magenta and red.
SAT R	Adjusts the color saturation of red.
PHS R	Adjusts the color phase of red.
SAT R_YE	Adjusts the color saturation between red and yellow.
PHS R_YE	Adjusts the color phase between red and yellow.
SAT YE	Adjusts the color saturation of yellow.
PHS YE	Adjusts the color phase of yellow.
SAT YE_G	Adjusts the color saturation between yellow and green.
PHS YE_G	Adjusts the color phase between yellow and green.
SWITCH	Sets the matrix function to ON/OFF.
C.CORR SW (COLOR CORRECT SW)	Sets the 12-axis color correction function to ON/OFF.
LINEAR SW (LINEAR MATRIX SW)	Sets the linear matrix function to ON/OFF.

25 DNR



ltem	Setting details
LEVEL	Sets the level for the digital noise reduction.
SWITCH	Sets the digital noise reduction function to ON/OFF.

26 SHUTTER SELECT

CAN401	. AK UCV100	h						2/2
CAIVIUT	: AK-UCX100	, 	2	2	24		25	5/5
	21	22	2	5	24		25	
		HD SKIN	MA	FRIX			DNR	
	26	27	2	8	29			
	SHUTTER	HDR PAINT	– NC	ON TRIX	COLOR	<u>२</u>		
	DISP					S	HUTTER	
1	sec					Εſ	NABALE	
	POS 1	POS	2	PC	DS 3		POS 4	1 / 1
2	100	12	0	125			250	1/1
	POS 5	POS	6	PC	POS 7		POS 8	▼
3	500	100	1000		1500		2000	
DISP							SHUTT	ER
sec							ENA	BLE

ltem	Setting details
DISP (SHUTTER DISP)	Sets the shutter display setting. The shutter speed is displayed in time (minutes) when it is set to "sec", and in open angle when it is set to "deg".
SHUTTER	Selects whether to include shutter OFF when switching the shutter position.
POS 1	Sets the shutter speed for [POS 1] to [POS 8].
POS 2	
POS 3	
POS 4	
POS 5	
POS 6	
POS 7	
POS 8	

27 HDR-PAINT

		-							- (-
CAM01	: AK-UCX10	0							3/3
	21		22	2	3	24		25	
	UHD Skin		HD SKIN	MAT	FRIX	COLO CORR	R E	DNR	
	26		27	2	8	29			
	SHUTTER SELECT	F	HDR PAINT	NC L.MA	ON ATRIX	COLO ADJS	R F		
							1		
	B.GAMM	R	B.GAM	IM B	B.GA	MM M			
1	0			0		0			
	B.GAMM S	SW							1/2
2	OFF								1/3
								1	
~	KNEE PIN	11	KNEES	SLPE	KNE	ESVV			$\mathbf{\nabla}$
5	100.0			0	C)FF			
B.G	AMMR	E	B.GAMN	1 B	B.0	iamm n	N		
	•			^		0			
	0			0		- U			

CAM01	: AK-UCX10	0							3/3
	21		22	2	3	24		25	
	UHD SKIN		HD SKIN	MA	FRIX	COLO CORR	R E	DNR	
	26		27	2	8	29			
	SHUTTER SELECT	F	HDR PAINT	NC L.MA	ON ATRIX	COLO ADJS	R Г		
	HLG MOD	DE	SDR M	ODE					
4	FIX		FIX	(
_	SHOOTIN	G	DNR I	.EV	DN	RSW	SC	OR BLACK	2/2
5	NORMA	L		3	C)FF		0	2/3
	SDR GAI	N							▼
6	0								
HLC	i MODE	9	SDR MO	DE					
	FIX		FIX	×					

CAM01	: AK-UCX10	0					3/3
	21	22	2	3	24	25	
	UHD SKIN	HD SKIN	MA	FRIX	COLOR CORRE	DNR	
	26	27	2	8	29		
	SHUTTER SELECT	HDR PAINT	NC L.MA	ON ATRIX	COLOR ADJST		
	POINT	SLO	PE				
7	100		0				
							3/3
							▼
Р	OINT	SLOPE					
	100		0				

Item	Setting details
B.GAMM R (HLG BLACK GAMMA R)	Adjusts the red gamma characteristic near black for the master gamma.
B.GAMM B (HLG BLACK GAMMA B)	Adjusts the blue gamma characteristic near black for the master gamma.
B.GAMM.M (HLG BLACK GAMMA MASTER)	Adjusts the gamma characteristic near black.
B.GAMM SW	Sets the black gamma to ON/OFF when [B.GAM SW] of [MSU SETTING] is set to "HDR".

Item	Setting details
KNEE PINT	Sets the knee point for when [GAM MOD] is set to "VIDEO REC".
KNEE SLPE	Sets the knee slope for when [GAM MOD] is set to "VIDEO REC".
KNEE SW	Sets the knee function to ON/OFF when [KNEE SW] of [MSU SETTING] is set to "HDR".
HLG MODE	Sets the HLG mode.
SDR MODE (SDR CONVERT MODE)	Sets the SDR mode.
SHOOTING	Sets the shooting mode.
DNR LEV	Sets the level for the noise reduction.
DNR SW	Sets the noise reduction function to ON/OFF.
SDR BLACK (SDR CONVERT BLACK)	Adjusts the black level offset of SDR images.
SDR GAIN (SDR CONVERT GAIN)	Sets the SDR gain.
POINT (SDR CONVERT POINT)	Sets the SDR point.
SLOPE (SDR CONVERT SLOPE)	Sets the SDR slope.

28 NON LINEAR MATRIX

CAM01	: AK-UCX100	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MA	FRIX	COLOI CORRI	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	ON TRIX	COLOI ADJST	R Г		
	R-G P	R-G	N	R	-B P		R-B N	
1	0		0	0			0	
	G-R P	G-R	N	G	-BP		G-B N	1/7
2	0		0		0		0	1/2
	B-R P	B-R	N	B·	G P		B-G N	▼
3	0		0		0		0	
F	R-G P	R-G N			R-B P		R-B	N
	0		0		0			0

CAM01	: AK-UCX10	0				3/3
	21	22	23	24	25	
	UHD SKIN	HD SKIN	MATRIX	COLOR CORRE	DNR	
	26	27	28	29		
	SHUTTER SELECT	HDR PAINT	NON L.MATRIX	COLOR ADJST		
	SWITCH					
4	OFF					A
						2/2
						2/2
						_
						, T
S١	WITCH					
(OFF					

Item	Setting details
R-G P	Adjusts the matrix between red and green.
R-G N	
R-B P	Adjusts the matrix between red and blue.
R-B N	
G-R P	Adjusts the matrix between green and red.
G-R N	
G-B P	Adjusts the matrix between green and blue.
G-B N	
B-R P	Adjusts the matrix between blue and red.
B-R N	
B-G P	Adjusts the matrix between blue and green.
B-G N	
SWITCH	Sets the NON LINEAR MATRIX function to ON/OFF.

29 COLOR ADJUSTMENT

CAM01	: AK-UCX10	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MA	FRIX	COLOR CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN ATRIX	COLO ADJS	R r		
	COLOR	SA	Г	PH	IASE			
1	R		0	0				
	S. R	P. F	P. R		S. R-R-Mg		R-R-Mg	1/5
2	0		0		0		0	1/3
	S.R-Mg	P. R-1	Мg	S. R-	Mg-Mg	Ρ.	R-Mg-Mg	▼
3	0		0		0		0	
C	OLOR	SAT		F	PHASE			
	R		0		0			

CAM01	: AK-UCX10	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAT	TRIX	COLOR CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN ATRIX	COLO ADJS	R r		
	S. Mg	P. M	g	S. M	g-Mg-B	Ρ.	Mg-Mg-B	
4	0		0		0		0	
_	S. Mg-B	P. Mg	g-В	S. IV	IG-B-B	Ρ.	MG-B-B	2 /F
5	0		0		0		0	2/5
_	S. B	P. E	3	S.B	-В-Су	P	.B-B-Cy	▼
6	0		0		0		0	
9	5. Mg	P. Mg		S. 1	Ng-Mg-	В	P. Mg-N	lg-B
	0		0		0			0

CAM01	: AK-UCX100)						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	D MAT		RIX COLOF CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R F		
_	S. B-Cy	P. B-	Су	S.B.	-Су-Су	Ρ.	B-Cy-Cy	
/	0		0		0		0	
~	S. Cy	P. C	P. CY		y-Cy-G	Ρ.	Cy-Cy-G	3/5
8	0		0	0			0	575
•	S. Cy-G	P. Cy	-G	S. C	y-G-G	Р	. Cy-G-G	▼
y	0		0		0		0	
S.	B-Cy	P. B-C	V	S.	B-Cy-Cy	,	P. B-Cy	-Cy
	0		0		0			0

CAM01	: AK-UCX10	0						3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	MAI	RIX	COLOR CORRE		DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R F		
	S. G	P. C	G	S. G-G-YI		P. G-G-YI		
10	0		0	0			0	
	S. G-YI	P. G-	P. G-YI		S. G-YI-YI		. G-YI-YI	A / E
11	0		0 0		0		0	4/5
4.5	S. YI	P. Y	′I	S. Y	I-YI-R	Р	. YI-YI-R	▼
12	0		0		0		0	
	S.G			S. G-G-YI			P. G-G	-YI
	0		0		0			0

CAM01 : AK-UCX100								3/3
	21	22	2	3	24		25	
	UHD SKIN	HD SKIN	ΜΑΊ	RIX	COLOI CORRI	R E	DNR	
	26	27	2	8	29			
	SHUTTER SELECT	HDR PAINT	NC L.MA	DN TRIX	COLOI ADJS1	R r		
	S. YI-R	P. YI	-R	S. Y	′l-R-R	Р	. YI-R-R	
13	0		0		0		0	
4.4	SWITCH							5/5
14	0							5,5
								▼
S	. YI-R	P. YI-F	2	S.	YI-R-R		P. YI-R	-R
	0		0		0			0

ltem	Setting details
COLOR (COLOR CORRECT)	Selects the color component in 12-axis matrix memory to adjust.
SAT	Adjusts the saturation of the color component selected in [COLOR].
PHASE	Adjusts the color phase of the color component selected in [COLOR].
S. R	Adjusts the color saturation of red.
P. R	Adjusts the color phase of red.
S. R-R-Mg	Adjusts the color saturation between red and "between red and magenta".
P. R-R-Mg	Adjusts the color phase between red and "between red and magenta".
S. R-Mg	Adjusts the color saturation between red and magenta.
P. R-Mg	Adjusts the color phase between red and magenta.
S. R-Mg-Mg	Adjusts the color saturation between "between red and magenta" and magenta.
P. R-Mg-Mg	Adjusts the color phase between "between red and magenta" and magenta.
S. Mg	Adjusts the color saturation of magenta.
P. Mg	Adjusts the color phase of magenta.
S. Mg-Mg-B	Adjusts the color saturation between magenta and "between magenta and blue".
P. Mg-Mg-B	Adjusts the color phase between magenta and "between magenta and blue".
S. Mg-B	Adjusts the color saturation between magenta and blue.
P. Mg-B	Adjusts the color phase between magenta and blue.
S. MG-B-B	Adjusts the color saturation between "between magenta and blue" and blue.
P. MG-B-B	Adjusts the color phase between "between magenta and blue" and blue.
S. B	Adjusts the color saturation of blue.

Item	Setting details					
Р. В	Adjusts the color phase of blue.					
S. B-B-Cy	Adjusts the color saturation between blue and "between blue and cyan".					
Р. В-В-Су	Adjusts the color phase between blue and "between blue and cyan".					
S. B-Cy	Adjusts the color saturation between blue and cyan.					
Р. В-Су	Adjusts the color phase between blue and cyan.					
S. B-Cy-Cy	Adjusts the color saturation between "between blue and cyan" and cyan.					
Р. В-Су-Су	Adjusts the color phase between "between blue and cyan" and cyan.					
S. Cy	Adjusts the color saturation of cyan.					
P. Cy	Adjusts the color phase of cyan.					
S. Cy-Cy-G	Adjusts the color saturation between cyan and "between cyan and green".					
P. Cy-Cy-G	Adjusts the color phase between cyan and "between cyan and green".					
S. Cy-G	Adjusts the color saturation between cyan and green.					
P. Cy-G	Adjusts the color phase between cyan and green.					
S. Cy-G-G	Adjusts the color saturation between "between cyan and green" and green.					
P. Cy-G-G	Adjusts the color phase between "between cyan and green" and green.					
S. G	Adjusts the color saturation of green.					
P. G	Adjusts the color phase of green.					
S. G-G-YI	Adjusts the color saturation between green and "between green and yellow".					
P. G-G-YI	Adjusts the color phase between green and "between green and yellow".					
S. G-YI	Adjusts the color saturation between green and yellow.					
P. G-YI	Adjusts the color phase between green and yellow.					
S. G-YI-YI	Adjusts the color saturation between "between green and yellow" and yellow.					
P. G-YI-YI	Adjusts the color phase between "between green and yellow" and yellow.					
S. YI	Adjusts the color saturation of yellow.					
P. YI	Adjusts the color phase of yellow.					
S. YI-YI-R	Adjusts the color saturation between yellow and "between yellow and red".					
P. YI-YI-R	Adjusts the color phase between yellow and "between yellow and red".					
S. YI-R	Adjusts the color saturation between yellow and red.					
P. YI-R	Adjusts the color phase between yellow and red.					
S. YI-R-R	Adjusts the color saturation between "between yellow and red" and red.					
P. YI-R-R	Adjusts the color phase between "between yellow and red" and red.					
SWITCH	Sets the COLOR ADJUSTMENT function to ON/OFF.					

FUNCTION

1 SYSTEM CAM

CAM01	: AK-UCX10	0					1/1
•	1 SYSTEM CAM	2 AUTO IRIS					►
	INCOM10	FF INCOM	20FF				
1	(turn)	(tur	(turn)				A
	MIC1 GAI	N MIC1	LV	MIC	1 AMP		1/2
2	60		0		0		1/2
	MIC2 GAI	N MIC2	LV	MIC	2 AMP		▼
3	60		0		0		
INCOM10FF		INCOM2	OFF				
(turn)		(turr	ר)				



Item	Setting details
INCOM1 OFF	Sets TALK for INCOM1 to OFF.
INCOM2 OFF	Sets TALK for INCOM2 to OFF.
MIC1 GAIN	Coarsely adjusts the MIC1 gain.
MIC1 LV	Adjusts the level for input to the camera's <mic 1=""> connector.</mic>
MIC1 AMP	Finely adjusts the MIC1 gain. (1 dB increments)
MIC2 GAIN	Coarsely adjusts the MIC2 gain.
MIC2 LV	Adjusts the level for input to the camera's <mic 2=""> connector.</mic>
MIC2 AMP	Finely adjusts the MIC2 gain. (1 dB increments)
CAM FAN	Sets the camera's cooling fan operation.
REF.CALL	Sets the reference file that is recalled when the [REF RECALL] button is pressed.

2 AUTO IRIS

CAM01	: AK-UCX10 1	0						1/1
	SYSTEM CAM	AUTO IRIS						
	WINDOV	V PE	AK					
1	1		30					
_	GAIN	SPE	SPEED		RANG		VEL	1/1
2	LENS		15		NORMAL		+50	1/1
	LENS EXT S	SW LENS I	XT LV					▼
3	OFF		0					
WINDOW		PEA	К					
	1		30					

ltem	Setting details
WINDOW (WINDOW SELECT)	Sets the photometry range.
PEAK (PEAK RATIO)	Sets the ratio between the peak value and average value for auto iris photometry.
GAIN	Switches between adjusting the auto iris photometry speed via the iris gain volume or via menu operations.
SPEED	Sets the auto iris speed.
RANGE	Sets the auto iris level fine adjustment range for the [IRIS]dial.
LEVEL	Adjusts the target value (brightness) of the auto iris.
LENS EXT SW (LENS EXT COMP SW)	Sets the ALC correction when the lens extender is enabled.
LENS EXT LV (LENS EXT COMP LEVEL)	Sets the ALC correction level when the lens extender is enabled.

MAINTENANCE

1 CCU MENU CNT



ltem	Setting details					
MENU	Turns the menu on or off.					
CURSOR	Moves the menu cursor or changes setting values.					
EXECUTE	Executes the selected process.					

2 CAMERA MENU



ltem	Setting details
MENU	Turns the menu on or off.
CURSOR	Moves the menu cursor or changes setting values.
EXECUTE	Executes the selected process.

3 MSU SETTING

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "MAINTENANCE - 3 MSU SETTING"

FILE

1 LENS FIL/EDIT

CAM01	: AK-UCX10	0						1/1
•	1 LENS FIL/EDIT	2 SD CARD STORE	SD C LO	3 ARD AD	4 REF. STORI	E	5 REF.ALL STORE	•
1	MODE LOAD	No. F	Io. LENS FILE OFF					
2			FILE I	NAME -				1/4
3	EXECUTE NO?							▼
Ν	IODE	FILE No) .	LE	NS FILE			
	OAD	OFF			OFF			

CAM01	CAM01 : AK-UCX100							
	1	2	3		4		5	
	LENS FIL/EDIT	SD CARD STORE	SD CARD LOAD		REF. STORE		REF.ALL STORE	
	EXTENDE	R FILE I	Vo.					
4	x1	OF	F					
_	FILE NAME							2/4
5	-							2/4
	FLARE R	FLAR	FLARE G		FLARE B			▼
6	0		0		0			
EXTENDER		FILE N	э.					
	x1	OFF						

CAM01 : AK-UCX100 1							1/1	
	1	2		3	4		5	
	LENS FIL/EDIT	SD CAF	D SD C		REF. Stori	F	REF.ALL STORE	
_	GAIN R	GA	AIN B					
/	0		0					
	W H SAW	R W H	SAW G	WH	SAW B		ĺ	2/4
8	0		0		0			5/4
	W H PAR	R W H	PAR G	WН	PAR B			▼
y	0		0		0			
G	AINR	GAI	NB					
	0		0					

CAM01	: AK-UCX10	0					1/1
	1	2		3	4	5	
	LENS FIL/EDIT	SD CARD STORE	SD C LO	SD CARD R LOAD ST		REF.ALL STORE	
	W V SAW	R W V SA	W G	Wν	SAW B		
10	0		0		0		
	W V PAR	R W V PA	AR G	WV	PAR B		
11	0		0		0		4/4
	STORE N	o. STOI	RE	CA	NCEL		▼
12	1	NO	?	N	10?		
W V	SAW R	W V SAV	VG	W	V SAW B		
	0		0		0		

ltem	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.					
LENS FILE	Sets the LENS file to ON/OFF.					
FILE NAME	Displays the file name of the file number specified in [FILE No.]. If [MODE] is set to "STORE", the file name can be changed.					
EXECUTE	When [MODE] is "LOAD" Load the file.					
	When [MODE] is "STORE" Saves the file.					
EXTENDER	Sets the current magnification of the lens extender.					
FILE No.	Displays the number of the lens file currently loaded.					
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 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 wave					
W H SAW G] form.					
W H SAW B						
W H PAR R	Adjusts the R, G, and Bch white shading of the display data in the horizontal direction using a parabolic wave-					
W H PAR G] form.					
W H PAR 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						
W V PAR R	Adjusts the R, G, and Bch white shading of the display data in the vertical direction using a parabolic waveform.					
W V PAR G						
W V PAR B						
STORE No.	Specifies the number of the LENS file to be registered.					
STORE	Saves the [FLARE R/G/B], [GAIN R/B], [W H SAW R/G/B], [W H PAR R/G/B], [W V SAW R/G/B] and [W V PAR R/G/B] settings to the lens file specified in [FILE No.].					
CANCEL	Discards changes to the [FLARE R/G/B], [GAIN R/B], [W H SAW R/G/B], [W H PAR R/G/B], [W V SAW R/G/B] and [W V PAR R/G/B] settings, and returns them to their previous states.					

2 SD CARD STORE

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "FILE - 2 SD CARD STORE"

3 SD CARD LOAD

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "FILE - 3 SD CARD LOAD"

4 REF. STORE

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "FILE - 4 REF. STORE"

5 REF. ALL STORE

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "FILE - 5 REF. ALL STORE"

SYSTEM

1 CAMERA

CAM01	: AK-UCX10	0						1/1
	1	2	3	3 4			5	
	CAMERA	CCU	CON SET1	NECT FING	CAM IP SETTING		MSU IP SETTING	
	6	7	8	3	9			
	SW LINK SETTING	SW LINK ASSIGN	SW LINK EX ASSIGN ROU		CAM SEL LINK			
	FC	ORMAT			T/		ALLY GRD	
1	216(0/59.94p					OFF	
2	GAMUT	CTR	L	SHOOTING			HDR SW	1/2
2	NORMA	L Mod	e1	NO	RMAL		OFF	1/2
								▼
	FORMAT				LLY GRI)		
2160/59.94p					OFF			

ltem	Setting details
FORMAT	Displays the system format. (This cannot be changed.)
TALLY GRD (TALLY GUARD)	When set to ON, this function disables automatic ASU, AWB, and ABB operation while the tally is ON.
GAMUT	Sets the color gamut.
CTRL (CTRL ROTATION)	A mode that operates based on the numerical value and a mode that operates based on the effect are available.
SHOOTING	Sets the shooting mode.
HDR SW	Sets the HDR mode to ON/OFF.

2 CCU

For details on operations and settings, refer to the following sections in the Operating Instructions.

*SYSTEM - 2 CCU

3 CONNECT SETTING

CAM01	: AK-UCX10	0						1/1
	1	2	3	3	4		5	
	CAMERA	сси	CON SET	NECT FING	CAM IP SETTING		MSU IP SETTING	
	6	7		3	9			
	SW LINK SETTING	SW LINK ASSIGN	EX ROL	KT JTER	CAM S LINK	EL		
	CAM1	CAN	12	CAM3		ι	JPLOAD	
1	LAN(UC)	() NO	N	NON		(turn)		A
	CAM4	CAM5		C	AM6	ι	JPLOAD	1/11
2	NON	NO	N	N	ON		(turn)	1/11
-	CAM7	CAN	18	CAM9		ι	JPLOAD	▼
3	NON	NO	N	N	ON		(turn)	
(CAM1	CAM2	2		САМЗ		UPLOA	١D
LAN	AN(UCX) NON		N		ΝΟΝ		(tur	n)

CAM01 : AK-UCX100 1							1/1	
	1	2		3	4		5	
	CAMERA	CCU	CON SET	NECT FING	CAM IP SETTING		MSU IP SETTING	
	6	7		8	9			
	SW LINK SETTING	SW LINK ASSIGN	K EXT CAM ROUTER LIN		CAM S LINK	EL		
	CAM10	CAN	/111	CA	AM12		JPLOAD	
4	NON	NC	N	NON		(turn)		A
_	CAM13	CAM14		CA	M15	ι	JPLOAD	2/11
5	NON	NC	N	N	ON		(turn)	2/11
<i>.</i>	CAM16	CAN	CAM17		CAM18		JPLOAD	▼
6	NON	NC	N	N	ON		(turn)	
C	AM10	M10 CAM11		(CAM12		UPLO	٩D
Ν	NON NON		N		ΝΟΝ		(tur	n)

CAM01	: AK-UCX10	0							1/1
	1		2	3	3	4		5	
	CAMERA		ccu	CONNECT SETTING		CAM IP SETTING		MSU IP SETTING	
	6		7	3	3	9			
	SW LINK SV SETTING A		V LINK SSIGN	E) ROU	(T ITER	CAM SI	EL		
	CAM91		CAM92		CAM93		ι	JPLOAD	
31	NON	NON		N	NON			(turn)	
22	CAM94		CAM95		CA	M96	ι	JPLOAD	11/11
32	NON		NON		NON			(turn)	
22	CAM97		CAM98		CAM99		ι	JPLOAD	▼
33	NON	NOI		N	N	ON		(turn)	
C	CAM91 CAM		CAM9	2	(CAM93		UPLO	4D
NON NO		NOM	J		NON		(tur	n)	

ltem	Setting details
CAM1	Sets the connection method for camera 1. The settings are applied when [UPLOAD] is selected after changing the settings. Select [LAN(UCX)] when connecting with the AK-UCX100GS.
CAM2 to 99	Sets the connection method for cameras 2 to 99. The settings are applied when [UPLOAD] is selected after changing the settings. Select [LAN(UCX)] when connecting with the AK-UCX100GS.
UPLOAD	When you press the menu operation dial, the connection methods of the target cameras are set.

4 CAM IP SETTING

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "SYSTEM - 4 CAM IP SETTING"

5 MSU IP SETTING

For details on operations and settings, refer to the following sections in the Operating Instructions.

➡ "SYSTEM - 5 MSU IP SETTING"

6 SW LINK SETTING

For details on the operations and settings, refer to the following section in "Functions Added by Version Updates".

➡ "Functions Linking with AV-HS6000/AV-UHS500"

7 SW LINK ASSIGN

For details on the operations and settings, refer to the following section in "Functions Added by Version Updates".

➡ "Functions Linking with AV-HS6000/AV-UHS500"

8 EXT ROUTRE

For details on the operations and settings, consult with your dealer.

9 CAM SEL LINK

CAM01	: AK-UCX10	0						1/1
	1	2	3		4		5	
	CAMERA	CCU	CONI SETT	CONNECT SETTING		P G	MSU IP SETTING	
	6	7	8	}	9			
	SW LINK SETTING	SW LINK ASSIGN	EX ROU	(T TER	CAM SI LINK	EL		
	RSV POR	Т				ι	JPDATE	
1	80						(turn)	
2	LINK							1/1
2	OFF							171
								▼
3								
RS	V PORT						UPDA	TE
	80						(tur	n)

The camera selection can be linked with that on the AW-RP150G Remote Camera Controller.

Item	Setting details
RSV PORT (RECEIVE PORT)	Sets the number of the port of this unit that will receive AW-RP150G camera selection notifications.
UPDATE	Saves the settings of [RSV PORT]. The settings are not applied until the information is uploaded.
LINK (LINK SW)	Sets linking of camera selection to ON/OFF. When this is set to "ON", camera selection is linked.