Thompson LDK23 HS mk II Camera

EVS SLSM set-up and Lighting adjustments

When using a LDK23 High Speed camera with an EVS SLSM system, the camera and the EVS SLSM work together and both must be setup correctly. The following details describe the set-up of the LDK camera for use with the EVS SLSM. Keep in mind, the LDK23HS camera system outputs both a high speed output to the SLSM server as well as a standard combined output for use in the Live switched show. Some of the adjustments made to the camera will not be visible on the combined output. To view the lighting, and disk recorder settings, the engineer must view the playback of the SLSM system at a slow motion playback speed.

Note: the lighting compensation circuit is not available on the LDK23 HS mkI Camera.

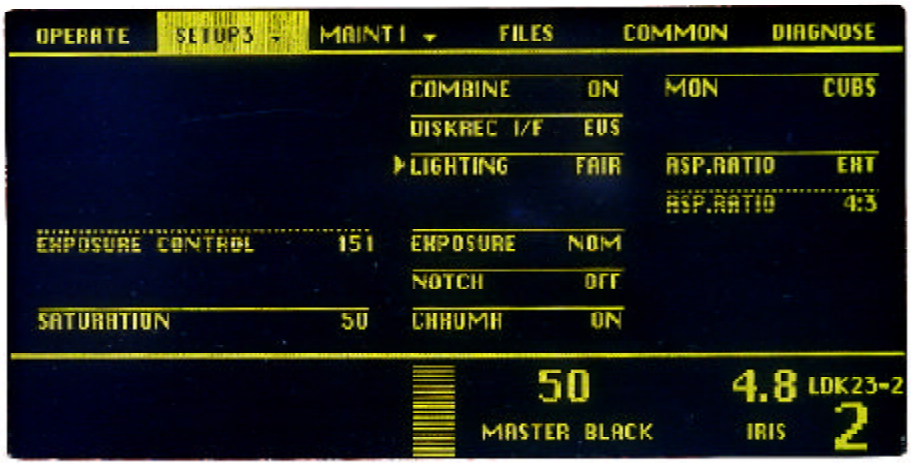
If no MCP is available, the settings can be modified directly on the camera head...

In the Camera Menu proceed to the Install menu (User Level 2 required)

Combine	=	**On**, Off	(30 frame Interpolation Mode)
Diskrec	=	**EVS**, STD	(Setting for type of Disk Recorder)
Lighting	=	**Opt**, Goo, Fai, Poo, Ext	(Optimum, Good, Fair, Poor, Extreme)

If using a mk I camera, lighting is set to Basic (ON or OFF)

From the MCP go to the Setup 3 Menu



COMBINE ON/OFF **(ON)**
-This enables the interpolator. This allows the system to generate a standard rate signal from the triple rate image.

DISK REC EVS/STD **(EVS)**
-EVS mode is selected when using an EVS SLSM system.

LIGHTING **(OPTIMAL)**
OPTIMAL/GOOD/FAIR/POOR/EXTREME
-This adjusts the camera to compensate for the alternating light amplitude inside the arena. 60Hz lighting with a 90fps camera.

If using a mk I camera, lighting is set to Basic (ON or OFF)

Lighting Compensation Option of LDK 23HS mk II Cameras

***Optimal:** is the default preset. This preset is used in daylight and in non-alternating or high-frequency artificial lighted environments. Each field has the same video level and flicker reduction is not necessary.

*This setting should be used for all Daytime OUTDOOR Events

Good: Use this preset in artificial lighting conditions with minor amplitude changes. Examples are environments lighted with incandescent or well balanced 3-phase light. Use also this preset in daylight if additional artificial light with an alternating effect is used.

Fair: Use this preset in artificial light conditions with significant light amplitude changes. For example, flourescent light environments.

Poor: Use this preset with artificial light that has a major amplitude change. Examples are HMI, MHD, gas discharge lamps or neon light.

Extreme: This preset results in a 100% flicker free picture with an increased amount of motion blur. ONLY use this setting in lighting conditions with extreme light amplitudes. This preset activates a flicker reduction technique different from the technique used in Good, Fair and Poor presets.

EVS NORTH AMERICA **9 Law Drive Suite 200, Fairfield, NJ 07004**
Tel +1 (973) 575 7811 **Fax +1 (973) 575 7812** **Hotline +1 (973) 575 7813**
Offices in Liège, London, Milano, Hong Kong, New York, Los Angeles, Buenos Aires, Rio do Janeiro...