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-UB300G Series Multi-Purpose Cameras.





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





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Connecting the Unit to AK-UB300G Series Cameras

NOTE NOTE

• The descriptions in this document assume that the system version of the unit is V4.40-00-0.00 or later. Make sure that the system version of the AK-UB300G used in conjunction with the unit is V7.52-000-00.00 or later.

Connection example

This is a connection example for connecting one AK-UB300G and one unit.



Connections

CAM01	: AK-UB300							1/1
	1	2	3	3	4		5	
	CAMERA	CCU	CON SETT	NECT FING	CAM II SETTIN	P G	MSU IP SETTING	
	CAM1	CAN	12	C/	AM3	ι	JPLOAD	
1	LAN(AW	') NO	N	N	ON		(turn)	A
-	CAM4	CAN	15	C/	AM6	ι	JPLOAD	1/11
2	NON	NO	N	N	ON		(turn)	1/11
	CAM7	CAN	18	C/	AM9	ι	JPLOAD	▼
3	NON	NO	N	N	ON		(turn)	
CAM1		CAM2			CAM3		UPLO	٩D
LAN(AW)		NON	J		NON		(tur	n)

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

- When connecting, observe the following points.
 - Connect the [LAN] connector on this unit to the <LAN> terminal on the AK-UB300G using a LAN cable (sold separately).
 - 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.

NOTE NOTE

• This unit does not support a serial connection with the AK-UB300G.

Compatible Functions List

When the unit is used in conjunction with an AK-UB300G Series Multi-Purpose Camera, 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.

NOTE NOTE

• The descriptions in this document assume that the system version of the unit is V4.40-00-0.00 or later. Make sure that the system version of the AK-UB300G used in conjunction with the unit is V7.52-000-00.00 or later.



Front panel 7

Number	Part name	✓ : Enabled ×: Disabled	Remarks
	[PANEL ACTIVE] button	1	
	[ALL] button	~	When the selected camera is an AK- UB300G, the target of the [ALL] button will be AK-UB300G of the same model. Studio cameras will not be the target. When a studio camera is selected, AK-UB300G will not be the target.
	[CLOSE] button	×	
French a canal d	[BAR] button	✓	
Front panel 1	[TEST] button	×	
	[AUTO WHITE] button	1	
	[AUTO BLACK] button	✓	
	[AUTO SET UP] button	×	
	[REF RECALL] button	×	
	[CAM POWER] button/indicator	×	
	[VF POWER] button/indicator	×	

Number	Part name	✓ : Enabled	Remarks
	[FLARE OFF] button	✓. Disabled	Enabled starting with the following system
			version. AK-UB300G: V7.52-000-00.00 This unit: V4.40-00-0.00
	[B.GAMMA ON] button	1	Enabled starting with the following system version. AK-UB300G: V7.52-000-00.00 This unit: V4.40-00-0.00
	[GAMMA OFF] button	1	Enabled starting with the following system version. AK-UB300G: V7.52-000-00.00 This unit: V4.40-00-0.00
	[KNEE OFF] button	1	Enabled starting with the following system version. AK-UB300G: V7.52-000-00.00 This unit: V4.40-00-0.00
Front panel 2	[W.CLIP OFF] button	×	
Tionpanorz	[MATRIX ON] button	✓	
	[DISP] button	1	
	[HD.DTL OFF] button	1	
	[SD.DTL OFF] button	×	
	[SKIN DTL ON] button	1	
	[DRS ON] button	×	Enabled starting with the following system version. AK-UB300G: V7.52-000-00.00 This unit: V4.40-00-0.00
	[ASSIGN 1], [ASSIGN 2], and [ASSIGN 3] buttons	1	This does not work when a function not avail- able with AK-UB300G is assigned.
	[VIDEO] button	1	
	[CHARACTER ON] button	×	
	Memory card slot	1	
	Memory card access indicator	1	
	[SCENE ON] indicator	1	
	Scene file page switching button	✓	
	[1/6], [2/7], [3/8], [4], and [5] buttons (SCENE FILE)	1	
	[STORE] button	×	
Front panel 3	[(SHUTTER) ON] button	1	
	[SYNCHRO] button	1	
	[SHUTTER] display	1	"" is displayed when the synchro shutter is selected.
	[SHUTTER] setting buttons	1	Use is not possible when the synchro shutter is selected.
	[VAR] button	1	
	[MASTER GAIN] display	1	
	[MASTER GAIN] setting buttons	1	

Number	Part name	✓ : Enabled ×: Disabled	Remarks
	[MONITOR R, G, B, SEQ, ENC] (monitor switching) buttons	×	
	[HEAD] button	×	
	[ECC] button	×	
Front panel 4	[ND] indicator	✓	
	[1] to [5] (ND filter selection) buttons	1	Only [1] to [4] are enabled for ND filters.
	[CC] indicator	×	
	[A] to [E] (CC filter selection) buttons	×	
	[USER 1, 2] button	1	This does not work when a function not avail- able with AK-UB300G is assigned.
	[PAINT] button	✓	
	[FUNCTION] button	✓	
	[MAINTENANCE] button	✓	
Front panel 5	[FILE] button	×	
	[SYSTEM] button	1	
	[UNDO] button	1	
	Cursor movement buttons	1	
	LCD panel	1	
	Menu operation dials	1	
	[ALARM] indicators	1	
	[CABLE] indicators	×	
FrontmonolC	[R, G, Y TALLY] indicators	✓	Only [R TALLY] and [G TALLY] are enabled.
FIUILPANEIO	[CAM NUMBER] displays	1	
	[PAGE] buttons	1	
	Camera selection buttons	1	

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

MSU menu (when AK-UB300G is connected)

MSU menu list

When an AK-UB300G Multi-Purpose Camera is connected, the MSU menu will be as follows.

NOTE

• The descriptions in this document assume that the system version of the unit is V4.40-00-0.00 or later. Make sure that the system version of the AK-UB300G used in conjunction with the unit is V7.52-000-00.00 or later.

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

"Displaying menus and the menu configuration"

		MATRIX	"MATRIX" (see page 16)
		LINEAR.M	"LINEAR.M" (see page 16)
		C.CORR	➡ "C.CORR" (see page 16)
		SKIN DTL	"SKIN DTL" (see page 16)
		DTL	"DTL" (see page 16)
		DNR	➡ "DNR" (see page 16)
	T PAINT SW	D.HAZE	"D.HAZE" (see page 16)
		DRS	➡ "DRS" (see page 16)
		FLARE	➡ "FLARE" (see page 16)
		GAMMA	"GAMMA" (see page 16)
		B.GAMMA	"B.GAMMA" (see page 16)
		KNEE	➡ "KNEE" (see page 16)
		STEP	➡ "STEP" (see page 17)
	2 SHUTTER SPEED	SYNCHRO	"SYNCHRO" (see page 17)
PAINT		SWITCH	➡ "SWITCH" (see page 17)
		MODE	➡ "MODE" (see page 17)
	3 PED	RPED	➡ "R PED" (see page 17)
		B PED	➡ "B PED" (see page 17)
		M.PED	"M.PED" (see page 17)
	4 CHROMA	LEVEL	➡ "LEVEL" (see page 18)
		LEVEL SW	"LEVEL SW" (see page 18)
		R	➡ "R" (see page 18)
		В	
	6 COLOR TEMP	TEMP	➡ "TEMP" (see page 19)
		R FLARE	➡ "R FLARE" (see page 19)
		G FLARE	➡ "G FLARE" (see page 19)
	7 FLARE	B FLARE	➡ "B FLARE" (see page 19)
		MFLARE	➡ "M FLARE" (see page 19)
		SWITCH	➡ "SWITCH" (see page 19)

	1		
	8 GAMMA	R GAMMA	➡ "R GAMMA" (see page 20)
		B GAMMA	"B GAMMA" (see page 20)
		MASTER	➡ "MASTER" (see page 20)
		GAMMODE	➡ "GAM MODE" (see page 20)
		B.STRETCH	"B.STRETCH" (see page 20)
		DYNAMIC	"DYNAMIC" (see page 20)
		K.POINT	➡ "K.POINT" (see page 20)
		K.SLOPE	➡ "K.SLOPE" (see page 20)
		SWITCH	➡ "SWITCH" (see page 20)
		R B.GAM	➡ "R B.GAM" (see page 20)
		B B.GAM	➡ "B B.GAM" (see page 20)
	9 BLACK GAIVIIVIA	MASTER	➡ "MASTER" (see page 20)
		SWITCH	➡ "SWITCH" (see page 20)
		R POINT %	➡ "R POINT %" (see page 21)
		B POINT %	➡ "B POINT %" (see page 21)
		M.POINT %	➡ "M.POINT %" (see page 21)
		RSLOPE	
	10 KNEE	B SLOPE	➡ "B SLOPE" (see page 21)
		M.SLOPE	➡ "M.SLOPE" (see page 21)
PAINT		POINT %	
		LEVEL %	➡ "LEVEL %" (see page 21)
		RESPONSE	➡ "RESPONSE" (see page 21)
		KNEE	➡ "KNEE" (see page 21)
		MASTER	➡ "MASTER" (see page 22)
		HLEVEL	➡ "H LEVEL" (see page 22)
		VLEVEL	
		PEAK FRQ	
		VDTL FRQ	➡ "VDTL FRQ" (see page 22)
		CRISP	➡ "CRISP" (see page 22)
		L.DPNDNT	➡ "L.DPNDNT" (see page 22)
	11 DTL	DETAIL SOURCE	"DETAIL SOURCE" (see page 22)
		GAIN(+)	➡ "GAIN(+)" (see page 22)
		GAIN(-)	➡ "GAIN(-)" (see page 22)
		CLIP+	→ "CLIP+" (see page 22)
		CLIP-	
		APERTURE	◆ "APERTURE" (see page 22)
		SWITCH	
		L.DPN SW	→ "L.DPN SW" (see page 22)
	1		

		MEMSEL	➡ "MEM SEL" (see page 23)
		CURSOR	➡ "CURSOR" (see page 23)
		POSH	➡ "POS H" (see page 23)
		POSV	
		SKINGET	➡ "SKIN GET" (see page 23)
		ZEBRA	
		EFFECT	➡ "EFFECT" (see page 23)
	12 SKINDIL	MEMORY	"MEMORY" (see page 23)
		CRISP	◆ "CRISP" (see page 23)
		ICENTER	➡ "I CENTER" (see page 23)
		I WIDTH	➡ "I WIDTH" (see page 23)
		Q WIDTH	◆ "Q WIDTH" (see page 23)
		Q PHASE	
		SWITCH	
		TABLE	
PAINT		CLR CORR	➡ "CLR CORR" (see page 24)
		R-G P	➡ "R-G P" (see page 24)
		R-G N	➡ "R-G N" (see page 24)
		R-B P	➡ "R-B P" (see page 24)
		R-B N	➡ "R-B N" (see page 24)
		G-R P	➡ "G-R P" (see page 24)
		G-R N	➡ "G-R N" (see page 24)
	13 MATRIX	G-B P	➡ "G-B P" (see page 24)
		G-B N	➡ "G-B N" (see page 24)
		B-R P	
		B-R N	→ "B-R N" (see page 24)
		B-G P	
		B-G N	→ "B-G N" (see page 24)
		SWITCH	
		C.COR SW	➡ "C.COR SW" (see page 24)
		LINEAR SW	◆ "LINEAR SW" (see page 24)

		TABLE	
		CORR TBI	
		CORRECT	
		SAT	
		PHASE	
		SATG	• "SAT G" (see page 25)
		PHS G	• "PHS G" (see page 25)
		SATCY G	★ "SAT CY_G" (see page 26)
		PHS CY G	
		SATCY	➡ "SAT CY" (see page 26)
		PHS CY	
		SATB CY	
		PHS B CY	
		SATB	➡ "SAT B" (see page 26)
		PHS B	➡ "PHS B" (see page 26)
		SATMG B	➡ "SAT MG B" (see page 26)
	14 COLOR CORRE	PHS MG_B	"PHS MG_B" (see page 26)
		SATMG	➡ "SAT MG" (see page 26)
		PHS MG	"PHS MG" (see page 26)
PAINT		SAT R_MG	➡ "SAT R_MG" (see page 26)
		PHS R_MG	➡ "PHS R_MG" (see page 26)
		SATR	➡ "SAT R" (see page 26)
		PHS R	
		SATYL_R	
		PHS YL_R	◆ "PHS YL_R" (see page 26)
		SATYL	
		PHS YL	
		SAT G_YL	"SAT G_YL" (see page 26)
		PHS G_YL	"PHS G_YL" (see page 26)
		SWITCH	
		C.COR SW	"C.COR SW" (see page 26)
		LINEAR SW	"LINEAR SW" (see page 26)
		HUE	
		TONE	➡ "TONE" (see page 27)
		SWITCH	➡ "SWITCH" (see page 27)
		TABLE	➡ "TABLE" (see page 27)
	16 DNR	LEVEL	➡ "LEVEL" (see page 27)
		SWITCH	➡ "SWITCH" (see page 27)

		B.GAMMA R	"B.GAMMA R" (see page 28)
		B.GAMMA B	"B.GAMMA B" (see page 28)
		B.GAMMA M	"B.GAMMA M" (see page 28)
		B.GAMM SW	"B.GAMM SW" (see page 28)
		KNEE PINT	➡ "KNEE PINT" (see page 28)
		KNEE SLPE	➡ "KNEE SLPE" (see page 28)
		KNEE SW	➡ "KNEE SW" (see page 28)
PAINT	17 HDR PAINT	HLG TYPE	➡ "HLG TYPE" (see page 28)
		HLG MODE	"HLG MODE" (see page 28)
		SDR MODE	➡ "SDR MODE" (see page 28)
		SHOOTING	"SHOOTING" (see page 28)
		DNRLEV	"DNR LEV" (see page 28)
		DNR SW	"DNR SW" (see page 28)
		SDR GAIN	"SDR GAIN" (see page 28)
		SDR CLIP	"SDR CLIP" (see page 28)
	1 SYSTEM CAM	CROP OUT	"CROP OUT" (see page 29)
		MARKER	"MARKER" (see page 29)
		CROP ADJ	"CROP ADJ" (see page 29)
FUNCTION		CROP H %	➡ "CROP H %" (see page 29)
I UNCTION		CROP V %	➡ "CROP V %" (see page 29)
	2 AUTO IRIS	LEVEL	➡ "LEVEL" (see page 29)
	3 D.HAZE CLEAR	LEVEL	"LEVEL" (see page 30)
		SWITCH	➡ "SWITCH" (see page 30)

MSU menu (when AK-UB300G is connected)

	1 CCU MENU CNT		This is not used when connected with an AK-UB300G. ("" is displayed for the parameter of each item.)
		MENU	➡ "MENU" (see page 31)
	2 CAMERA MENU	CURSOR	➡ "CURSOR" (see page 31)
		EXECUTE	➡ "EXECUTE" (see page 31)
		USER 1-1 to 1-10	
		USER 2-1 to 2-10	
		ASSIGN 1 to 3	
		ASSIGN.S	
		LCD BRI	
		7SG BR1	
		7SG BR2	
		LED BRI	
		BUZZER	
		PERIOD	
MAINTENANCE		CYCLE	
		STD ND	
	3 MSU SETTING	STDCC	Refer to the following section in the Operating Instructions.
		IN FMT	
		OUT FMT	
		DATA SAVE	
		DATA LOAD	
		CARD FRMT	
		INITALL	
		INIT	
		POWER BUTTON	
		UPGRADE	
		SYSTEM VERSION	
		SOFT VERSION	
		FPGA VERSION	

		FORMAT	➡ "FORMAT" (see page 32)		
		G.LCK IN	➡ "G.LCK IN" (see page 32)		
	1 CAMERA	G.LCK CRS	➡ "G.LCK CRS" (see page 32)		
		G.LCK FNE	➡ "G.LCK FNE" (see page 32)		
		SHOOTING	➡ "SHOOTING" (see page 32)		
	2 CCU		This is not used when connected with an AK-UB300G.		
SVOTEM		CAM1			
	3 CONNECT SETTING	CAM2 to 99	➡ "CAM2 to 99" (see page 33)		
		UPLOAD			
		CAMSEL			
STSTEM	4 CAM IP SETTING	CAM01 to CAM99 IP	Refer to the following section in the Operating Instructions.		
		PORT	➡ "SYSTEM-4 CAM IP SETTING"		
		UPLOAD			
		IP			
		PORT			
		UPLOAD			
	5 MSU IP SETTING	SUBNET	Refer to the following section in the Operating Instructions.		
		DEF GW			
		UPLOAD			
		MACADDRESS			

PAINT

1 PAINT SW

CAM01	: AK-UB300								1/2	
	1		2	2 3		8 4		5		
	PAINT SW	SF S	IUTTER Speed	PED		CHROMA		RB GAIN		
	6		7	8	3	9		10		
	COLOR TEMP	F	FLARE		GAMMA B		BLACK GAMMA			
	MATRIX	(LINEAR.M		C.CORR		S	KIN DTL		
1	ON		ON		ON			ON		
	DTL		DNR ON		D.HAZE ON			DRS	1/1	
2	ON							ON	1/1	
	FLARE		GAMMA		B.GAMMA			KNEE	▼	
3	ON		ON		ON		M	ANUAL		
MATRIX			LINEAR.M		(CORR.		SKIND	DTL	
ON			ON			ON			J	

Item	Setting details
MATRIX	Enables/disables matrix (linear matrix/12-axis color correction).
LINEAR.M	Enables/disables linear matrix.
C.CORR	Enables/disables 12-axis color correction.
SKIN DTL	Enables/disables the skin tone detail.
DTL	Enables/disables the detail.
DNR	Enables/disables the noise reduction function.
D.HAZE	Enables/disables the haze reduction function.
DRS	Enables or disables the dynamic range stretcher. [] is displayed during UHD mode or UHD CROP mode.
FLARE	Enables or disables the flare.
GAMMA	Enables or disables the gamma.
B.GAMMA	Enables or disables the black gamma. • This setting is not available when [DRS] of [PAINT SWITCH] is set to [ON].
KNEE	Enables or disables the knee.

2 SHUTTER SPEED

CAM01	: AK-UB300								1/2
	1		2		3	4		5	
	PAINT SW	SF	IUTTER SPEED	PI	D	CHROM	A	RB GAIN	
	6		7		3	9		10	
	COLOR TEMP	F	LARE	GAN	има	BLACK GAMM	A	KNEE	
	STEP		SYNCH	IRO					
1	100		—						
2	SWITCH		MODE						1/1
2	ON		SHU	Ţ					
									▼
	STEP		SYNCHR	0					
	100		_						

Item	Setting details
STEP	Sets the shutter speed.
SYNCHRO	The setting cannot be set.
SWITCH	Enables/disables the shutter function.
MODE	Selects the operation mode of the shutter.

3 PED

CAM01	: AK-UB300							1/2
	1	2	1	3	4		5	
	PAINT SW	SHUTTER SPEED	PE	D	CHRON	IA	RB GAIN	
	6	7		3	9		10	
	COLOR TEMP	FLARE	GAN	ИМА	BLACH GAMM	κ Α	KNEE	
	R PED			В	PED		M.PED	
1	0				0		0	
							ľ	1/1
								171
								▼
R	PED				B PED		M.PE	D
	0				0			0

Item	Setting details				
R PED	Sets the correction level of red 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.				

4 CHROMA



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

5 RB GAIN

CAM01	· AK-UB300							1/2
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	PE	Đ	CHROM	Α	RB GAIN	
	6	7	8	3	9		10	
	COLOR TEMP	FLARE	GAN	ИМА	BLACK GAMM	(A	KNEE	
	R				В			
1	0				0			
								1/1
								., .
								▼
	В				В			
	0				0			

Item	Setting details
R	Sets the correction level of red to the gain.
в	Sets the correction level of blue to the gain.

6 COLOR TEMP

CAM01	: AK-UB300					1/2
ſ.	1	2	3	4	5	
	PAINT SW	SHUTTER SPEED	PED	CHROMA	RB GAIN	
	6	7	8	9	10	
	COLOR TEMP	FLARE	GAMMA	BLACK GAMMA	KNEE	
	TEMP					
1	3200					
						1/1
						1/1
						▼
1	ГЕМР					
3200						

Item	Setting details
TEMP	Sets color temperature settings.

7 FLARE

CAM01	: AK-UB300							1/2
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	PI	Ð	CHROMA		RB GAIN	
	6	7		3	9		10	
	COLOR TEMP	FLARE	GAN	ИМА	BLACI GAMM	< A	KNEE	
	R FLARE	G FLA	ARE	B FLARE N		1 FLARE		
1	0	0			0		0	
	SWITCH							1/1
2	ON							1/1
								▼
R FLARE		G FLAF	RE	В	FLARE		M FLA	RE
0		0			0		0	

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

8 GAMMA

CAM01	: AK-UB300								1/2
	1		2		3	4		5	
	PAINT SW	SH S	IUTTER Speed	PED		CHRON	IA	RB GAIN	
	6		7	8	3	9		10	
	COLOR TEMP	F	LARE	GAN	1MA	BLACH GAMM	ς Α	KNEE	
	R GAMM	Α	B GAM	IMA	MA	STER			
1	0		0		0.	045			
2	GAM MO	DE	B.STRECH		DYN	IAMIC			1/1
2	HD			0		500			1/ 1
2	K.POIN1	Γ	K.SLO	PE			S	SWITCH	▼
3	30		15	0				ON	
RG	AMMA		BGAMN	/IA	I	IASTER			
	0			0	C	0.045			

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.
GAM MODE	Sets the gamma characteristic type.
B.STRETCH	Sets the gamma stretch position for when [GAMMA MODE] is set to [FILM REC].
DYNAMIC	Sets the dynamic range for when [GAMMA MODE] is set to [FILM REC].
K.POINT	Sets the knee point for when [GAMMA MODE] is set to [VIDEO REC].
K.SLOPE	Sets the knee slope for when [GAMMA MODE] is set to [VIDEO REC].
SWITCH	Enables or disables gamma correction.

9 BLACK GAMMA

CAM01	: AK-UB300							1/2
	1	2		3	4		5	
	PAINT SW	SHUTTER SPEED	PE	D	CHROM	A	RB GAIN	
	6	7	8	3	9		10	
	COLOR TEMP	FLARE	GAN	IMA	BLACK GAMM	A	KNEE	
	R B.GAN	1 B B.G	AM	MA	STER			
1	0		0		0			
	SWITCH							1/1
2	OFF							171
								▼
R	B.GAM	B B.GA	М	I	IASTER			
	0		0		0			

Item	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.
SWITCH	Enables or disables the black gamma.
	• This setting is not available when [DRS] of [PAINT SWITCH] is set to [ON].

10 KNEE

CAM01	: AK-UB300								1/2
	1		2		3	4		5	
	PAINT SH SW		IUTTER PEED	TER ED PE		CHROMA		RB GAIN	
	6		7	6	3	9		10	
	COLOR TEMP	F	LARE	GAN	1MA	BLACH GAMM	ς Α	KNEE	
	R POINT	%	B POIN	IT %	M.P	OINT %			
1	0.00		0.00		95.00				
	R SLOPE		B SLOPE		M.9	SLOPE			1/1
2	0		0		130				1/1
	POINT %		LEVEL %		RESPONSE			KNEE	▼
3	95.00		108			4	Μ	ANUAL	
RP	OINT %	E	B POINT	%	M.	POINT %	6		
	0.00		0.0	0	S	95.00			

Item	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.
POINT %	Sets the bend position for auto knee.
LEVEL %	Sets the maximum level for auto knee.
RESPONSE	Sets the auto knee response speed. Smaller setting values increase the response speed.
KNEE	Enables or disables the knee function.

11 DTL

CAM01	: AK-UB300							2/2
	11	12	1		14		15	
	DTL	SKIN DTL	MA	FRIX	COLOI CORRI	R E	SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	MASTER	MASTER H LEVEL		VL	.EVEL	Р	EAK FRQ	
1	0	1	15		27		18	
	VDTL FR	Q CRIS	CRISP		PNDNT			1/7
2	18		0		8			1/2
2	DETA	IL SOURCE		GA	IN(+)	(GAIN(-)	▼
3	()	G+R)/2			0		0	
MASTER		H LEVE	L	V	LEVEL		PEAK F	RQ
	0		5		27			8

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MATRIX		COLOF CORRE	ז ב	SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	CLIP+	CLIF) _	APE	RTURE			
4	0		0		5			
_	SWITCH	L.DPN	SW					2/2
5	ON	OFI	F					2/2
								▼
(CLIP+	CLIP-		AP	PERTURE			
	0		0		5			

Item	Setting details
MASTER	Adjusts the level of master detail.
H LEVEL	Adjusts the level of horizontal detail.
V LEVEL	Adjusts the level of vertical detail.
PEAK FRQ	Sets the peak frequency of the horizontal detail.
VDTL FRQ	Sets the vertical detail frequency.
CRISP	Sets the detail signal noise elimination level.
L.DPNDNT	Sets the level to eliminate the detail in the dark areas.
DETAIL SOURCE	Selects the source signals for creating the detail components.
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	Adjusts the knee aperture level.
SWITCH	Enables/disables all detail functions.
L.DPN SW	Enables/disables the function to remove details of dark areas.

12 SKIN DTL

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MA ⁻	FRIX	COLO CORR	R E	SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	MEM SE	L						
1	А							
	CURSOR	R POS	Н	PO	DS V	S	KIN GET	1/2
2	OFF	50.0	00	50	0.00		(turn)	1/2
_	ZEBRA	EFEE	СТ	ME	MORY			▼
3	OFF	A+B	+C	A+	-B+C			
M	EM SEL							
	Α							

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MA	FRIX	COLO CORR	R E	SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	CRISP							
4	+63							
_	I CENTEF	R I WID	тн	QV	VIDTH	0	PHASE	2/2
5	18		8		43		90	2/2
	SWITCH							▼
6	OFF							
	RISP							
	+63							

Item	Setting details
MEM SEL	Selects the skin tone table for the subject to apply the skin tone detail to.
CURSOR	Enables/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 acquires saturation and hue information from the cursor position.
ZEBRA	Sets whether to add a zebra pattern to the Y signals of the PM output to make areas subject to skin tone detail effects easily identifiable.
EFFECT	Selects the table of the zebra display.
MEMORY	Selects the skin tone table used for applying the skin tone detail.
CRISP	Adjusts the skin tone detail.
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 where the skin tone effect is applied, with the Q axis being the reference.
SWITCH	Enables/disables the skin tone detail.

13 MATRIX

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MAT	RIX	COLOF CORRE	R E	SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
		TABI	LE	CLR	CORR			
1		A			A			
	R-G P	R-G	N	R	-B P	R	-BN	1/2
2	0		0		0		0	1/2
-	G-R P	G-R	N	G	-BP	G	i-B N	▼
5	0		0		0		0	
		TABLE		CL	R CORR			
		A			Α			

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MA	FRIX	COLOI CORRI	R E	SKIN Corre	
	16	17						
	DNR	HDR PAINT						
	B-R P	B-R	N	B	-G P		B-G N	
4	0		0		0		0	
_	SWITCH	C.COR	SW	LINEAR SW				2/2
5	OFF	OFI	F	C)FF			2/2
								▼
E	B-R P	B-R N			B-G P		B-G N	J
	0		0		0			0

Item	Setting details
TABLE	Selects the table for linear matrix.
CLR CORR	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	Enables/disables the matrix function.
C.COR SW	Enables/disables the 12-axis color correction function.
LINEAR SW	Enables/disables the linear matrix function.

14 COLOR CORRE

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MAT	FRIX	RIX COLOR CORRE		SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
		TABI	LE	COF	RTBL			
1		A	A		A			
	CORREC	T SA1	Г	PF	IASE			1/2
2	G		0		0			1/3
2	SAT G	PHS	G	SAT	CY_G	PI	HS CY_G	▼
3	0		0		0		0	
		TABLE		CO	LOR TB	L		
		A			A			

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	MATRIX		COLOR CORRE		SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	SAT CY	PHS	CY	SAT	B_CY	Р	HS B_CY	
4	0		0		0		0	
_	SAT B	PHS	В	SAT	MG_B	Pŀ	IS MG_B	2/2
5	0		0		0		0	2/3
~	SAT MG	PHS	٨G	SAT	R_MG	Pŀ	IS R_MG	▼
6	0		0		0		0	
S/	ΑΤ ϹΥ	PHS C	Y	S/	AT B_CY		PHS B	CY
	0		0		0			0

CAM01	: AK-UB300							2/2
	11	12	1	3	14		15	
	DTL	SKIN DTL	KIN DTL MATE		X COLOR CORRE		SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
_	SAT R	PHS	R	SAT	'YL_R	Ρ	HSYL_R	
	0		0		0		0	
	SAT YL	PHS	YL	SAT	G_YL	Ρ	HS G_YL	2/2
8	0		0		0		0	5/5
-	SWITCH	C.COR	SW	LINE	AR SW			•
9	OFF	OFI	F	C	OFF			
S	ATR	PHS R		S/	AT YL_R		PHS YL	_R
	0		0		0			0

Item	Setting details
TABLE	Selects the table for linear matrix.
CORR TBL	Selects the table for color correction.
CORRECT	Selects the color component in 12-axis matrix memory to adjust.
SAT	Adjusts the saturation of the color component selected in [CORRECT].
PHASE	Adjusts the hue of the color component selected in [CORRECT].
SAT G	Adjusts green color saturation.
PHS G	Adjusts green hue.

ltem	Setting details
SAT CY_G	Adjusts the color saturation between cyan and green.
PHS CY_G	Adjusts the hue between cyan and green.
SAT CY	Adjusts cyan color saturation.
PHS CY	Adjusts cyan hue.
SAT B_CY	Adjusts the color saturation between blue and cyan.
PHS B_CY	Adjusts the hue between blue and cyan.
SAT B	Adjusts blue color saturation.
PHS B	Adjusts blue hue.
SAT MG_B	Adjusts the color saturation between magenta and blue.
PHS MG_B	Adjusts the hue between magenta and blue.
SAT MG	Adjusts magenta color saturation.
PHS MG	Adjusts magenta hue.
SAT R_MG	Adjusts the color saturation between red and magenta.
PHS R_MG	Adjusts the hue between red and magenta.
SAT R	Adjusts red color saturation.
PHS R	Adjusts red hue.
SAT YL_R	Adjusts the color saturation between yellow and red.
PHS YL_R	Adjusts the hue between yellow and red.
SAT YL	Adjusts yellow color saturation.
PHS YL	Adjusts yellow hue.
SAT G_YL	Adjusts the color saturation between green and yellow.
PHS G_YL	Adjusts the hue between green and yellow.
SWITCH	Enables/disables the matrix function.
C.COR SW	Enables/disables the 12-axis color correction function.
LINEAR SW	Enables/disables the linear matrix function.

15 SKIN CORRE



Item	Setting details
HUE	Finely adjusts the hue of the skin tone area.
TONE	Finely adjusts the tone of the skin tone area.
SWITCH	Enables/disables the function to finely adjust the color of the skin tone area.
TABLE	Selects the table for the skin tone area.

16 DNR

CAM01	: AK-UB300						2/2
	11	12	13	14		15	
	DTL	SKIN DTL	MATRI	X COL COR	OR RE	SKIN CORRE	
	16	17					
	DNR	HDR PAINT					
	LEVEL				9	SWITCH	
1	3					ON	
							1/1
							17.1
							•
L	EVEL					SWIT	CH
	3						

Item	Setting details			
LEVEL	Sets the level for the noise reduction. The larger the value, the stronger the noise reduction effect.			
SWITCH	Enables/disables the noise reduction function.			

17 HDR PAINT

CAM01	· AK-118300								2/2
	11		12	1	3	14		15	
	DTL		SKIN DTL	MA	FRIX	COLOI CORRI	R E	SKIN CORRE	
	16		17						
	DNR	F	HDR PAINT						
	B.GAMM	R	B.GAM	ΜB	B.GA	MM M			
1	0			0	0				
	B.GAMM S	W							1/2
2	OFF								1/2
	KNEE PIN	IT	KNEE S	SLPE	KNI	E SW	Н	LG TYPE	▼
3	80.00		13	0	C	DFF	N	ORMAL	
B.G	AMMR		B.GAMN	B	B.0	GAMM M			
	0			0		0			

CAM01 : AK-UB300 2/						2/2		
	11	12	1	3	14		15	
	DTL	SKIN DTL	MATRIX		COLOR CORRE		SKIN CORRE	
	16	17						
	DNR	HDR PAINT						
	HLG MOD	E SDR M	ODE					
4	FIX	۶Iک	۲					
	SHOOTING	G DNRI	LEV DN		RSW			2/2
5	NORMA	L	3	(ОМ			2/2
_	SDR GAII	N SDR C	LIP					▼
6	0	HIG	Н					
HLC	G MODE	SDR MO	DE					
	FIX	FIX						

Item	Setting details					
B.GAMMA R	Adjusts the red gamma characteristic near black for the master gamma.					
B.GAMMA B	ljusts the blue gamma characteristic near black for the master gamma.					
B.GAMMA M	djusts the gamma characteristic near black.					
B.GAMM SW	nables or disables the black gamma.					
KNEE PINT	Sets the knee point for when [GAMMA MODE] is set to [VIDEO REC].					
KNEE SLPE	Sets the knee slope for when [GAMMA MODE] is set to [VIDEO REC].					
KNEE SW	Enables or disables the knee function.					
HLG TYPE	Sets the HLG type.					
HLG MODE	Sets the HLG mode.					
SDR MODE	Sets the SDR mode.					
SHOOTING	Sets the shooting mode.					
DNR LEV	Sets the level for the noise reduction.					
DNR SW	Enables/disables the noise reduction function.					
SDR GAIN	Sets the SDR gain.					
SDR CLIP	Sets the SDR clip.					

FUNCTION

1 SYSTEM CAM

CAM01	: AK-UB300						1/1
	1	2		3			
	SYSTEM	AUTO IRIS	D.H	AZE			
	САМ		CLE	:AR			
	CROP OU	T MARK	ER	CRO	PADJ		
1	YL	Y+G+	M	,	YL		
	CROP H S	% CROP	V %				1/1
2	0.00	0.0	0				171
							•
CRO	OP OUT	MARKE	R	CF	OP AD	J	
	YL	Y+G+	Μ		YL		

Item	Setting details				
CROP OUT	Sets the crop output image during cropping.				
MARKER	Sets the crop frame to display during cropping.				
CROP ADJ	Sets the crop frame to adjust the position during cropping.				
CROP H %	Sets the horizontal position of crop during cropping.				
CROP V %	Sets the vertical position of crop during cropping.				

2 AUTO IRIS



Item	Setting details				
LEVEL	Adjusts the auto iris level.				

3 D.HAZE CLEAR



Item	Setting details
LEVEL	Sets the level of the haze elimination. The larger the value, the stronger the haze elimination effect.
SWITCH	Enables/disables the haze elimination function.

- 30 -

MAINTENANCE

1 CCU MENU CNT

This is not used when connected with an AK-UB300G.

("---" is displayed for the parameter of each item.)

2 CAMERA MENU



Item	Setting details
MENU	Tums 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"

SYSTEM

1 CAMERA

CAM01	: AK-UB300							1/1
	1	2		3	4		5	
	CAMERA	CCU	CON SET1	NECT TING	CAM I SETTIN	P G	MSU IP SETTING	
		FORMAT						
1		1080/59.94P						
	G.LCK IN	G.LCK	CRS	G.LC	K FNE			1/1
2	BNC		0		0			171
-	SHOOTING							▼
3	H.SENS							
FORMAT								
1080/59,94p								
1000/33.34p								

Item	Setting details			
FORMAT	isplays the system format. (This cannot be changed.)			
G.LCK IN	Sets whether the synchronization signal is inputted from BNC or from D-SUB.			
G.LCK CRS	Roughly adjusts the phase of horizontal synchronization.			
G.LCK FNE	Finely adjusts the phase of horizontal synchronization.			
SHOOTING	Sets the shooting mode.			

2 CCU

This is not used when connected with an AK-UB300G.

3 CONNECT SETTING

CAM01	: AK-UB300							1/1	
	1	2	3		4		5		
	CAMERA	CCU	CONNECT SETTING		CAM IP SETTING		MSU IP SETTING		
	CAM1	CAN	12	C/	AM3	ι	JPLOAD		
1	LAN(AW	/) NO	NON		NON		(turn)		
2	CAM4	CAN	CAM5		CAM6		JPLOAD	1/11	
	NON	NO	N N		ON		(turn)	1/11	
-	CAM7	CAN	18 C/		AM9		JPLOAD	▼	
3	NON	NO	N NC		ON	(turn)			
CAM1		CAM2	CAM2		CAM3		UPLOAD		
LAN(AW)		NON	NON		NON		(turn)		

CAM01 : AK-UB300 1/3						1/1		
	1	2	3		4		5	
	CAMERA	CCU	CONNECT SETTING		CAM IP SETTING		MSU IP SETTING	
4	CAM10	CAM	11	CAM12		UPLOAD		
	NON	NO	N N		ON		(turn)	A
_	CAM13	CAM	CAM14		CAM15		JPLOAD	2/11
5	NON	NO	N	NON			(turn)	2/11
	CAM16		CAM17		CAM18		JPLOAD	$\mathbf{\nabla}$
6	NON	NO	N	N	ON		(turn)	
CAM10		CAM1	CAM11		CAM12		UPLO	٩D
NON		NON	NON		NON		(turn)	

CAM01	: AK-UB300							1/1
	1	2	3		4		5	
	CAMERA	CCU	CONNECT SETTING		CAM IP SETTING		MSU IP SETTING	
	CAM91	CAM	92	CA	M93	ι	JPLOAD	
31	NON	NO	N	NON		(turn)		
	CAM94	CAM	CAM95		CAM96		JPLOAD	11/11
32	NON	NO	N	NON		(turn)		
	CAM97	CAM	98 CA		M99 I		JPLOAD	
33	NON	NO	NON		NON		(turn)	
CAM91		CAM92	CAM92		CAM93		UPLO	AD
NON		NON		NON			(turn)	

Item	Setting details
CAM1	Sets the connection method for camera 1. The settings are applied when [UPLOAD] is selected after changing the settings. Select [LAN(AW)] when connecting to the AK-UB300G series.
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(AW)] when connecting to the AK-UB300G series.
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"