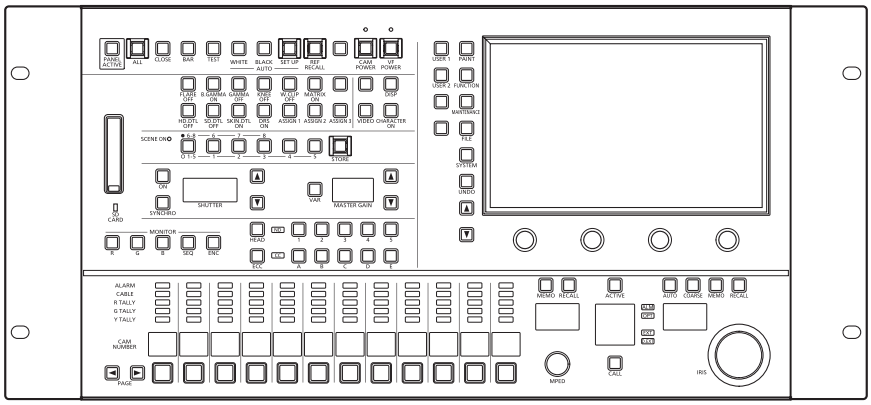
Operating Guide

Master Setup Unit

Model No. **AK-MSU1000G**

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).

Panasonic

ENGLISH

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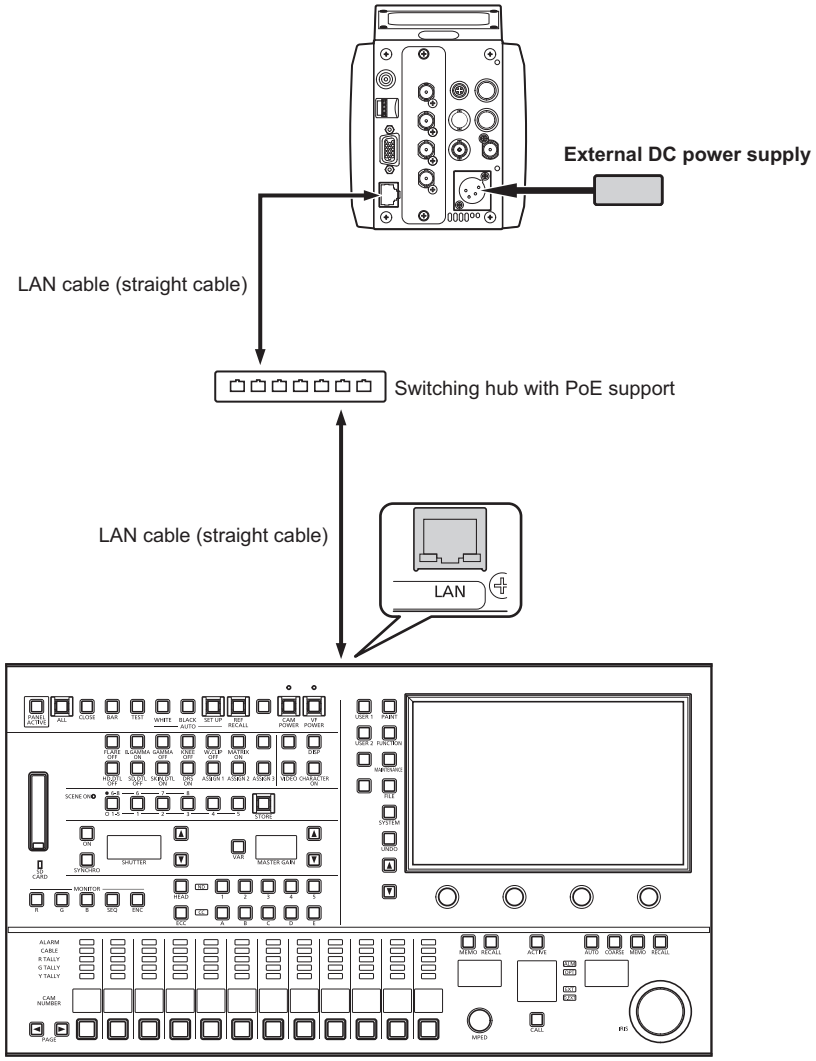
Connecting the Unit to AK-UB300G Series Cameras

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.

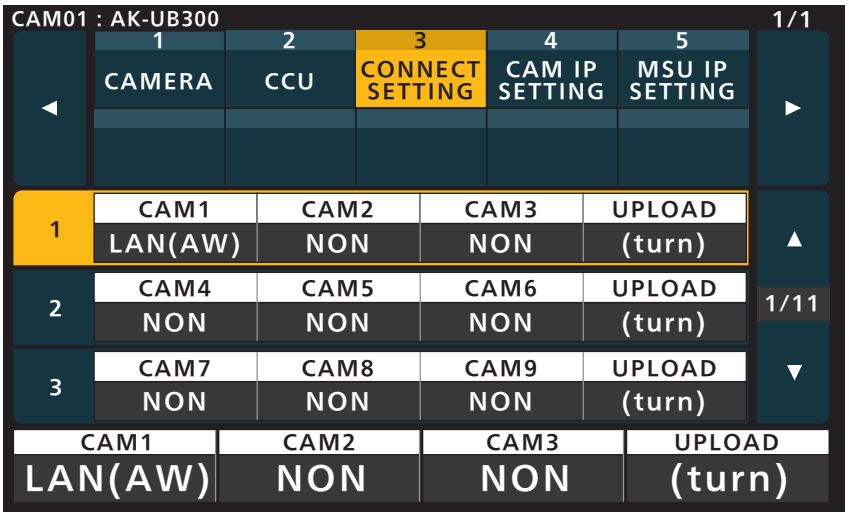
Connection example

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



Connections

- 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

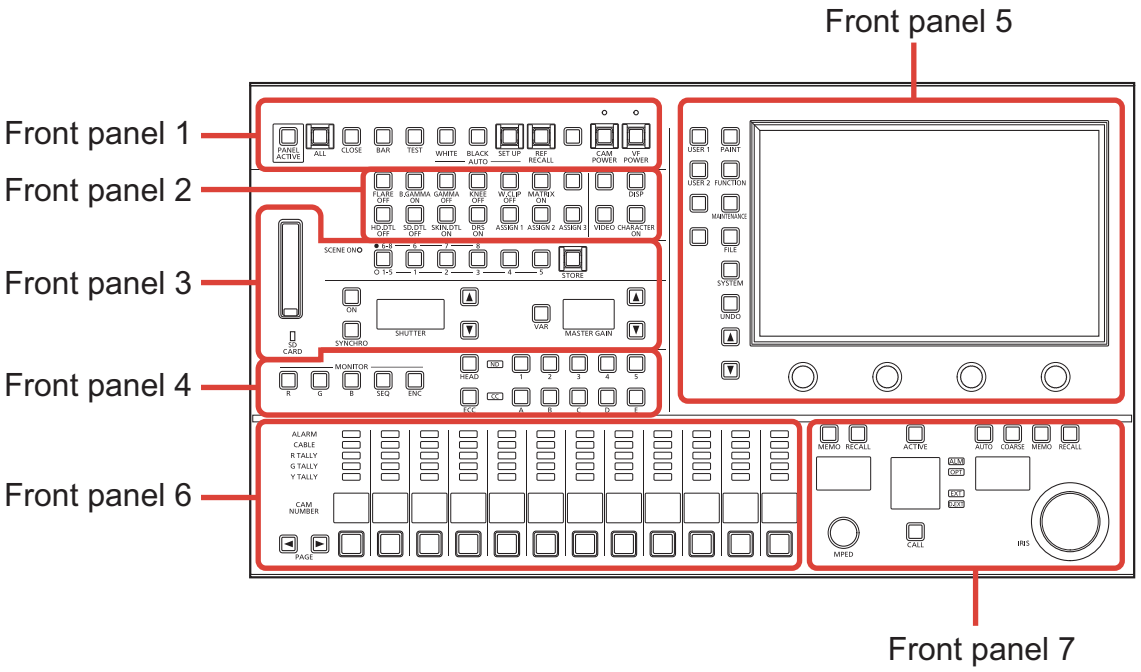
- This unit does not support a serial connection with the AK-UB300G.

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

- 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.



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

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

Number	Part name	✓: Enabled ×: Disabled	Remarks
Front panel 4	[MONITOR R, G, B, SEQ, ENC] (monitor switching) buttons	×	
	[HEAD] button	×	
	[ECC] button	×	
	[ND] indicator	✓	
	[1] to [5] (ND filter selection) buttons	✓	Only [1] to [4] are enabled for ND filters.
	[CC] indicator	×	
	[A] to [E] (CC filter selection) buttons	×	
Front panel 5	[USER 1, 2] button	✓	This does not work when a function not available with AK-UB300G is assigned.
	[PAINT] button	✓	
	[FUNCTION] button	✓	
	[MAINTENANCE] button	✓	
	[FILE] button	×	
	[SYSTEM] button	✓	
	[UNDO] button	✓	
	Cursor movement buttons	✓	
	LCD panel	✓	
	Menu operation dials	✓	
Front panel 6	[ALARM] indicators	✓	
	[CABLE] indicators	×	
	[R, G, Y TALLY] indicators	✓	Only [R TALLY] and [G TALLY] are enabled.
	[CAM NUMBER] displays	✓	
	[PAGE] buttons	✓	
	Camera selection buttons	✓	

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

PAINT	1 PAINT SW	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)
		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)
	2 SHUTTER SPEED	STEP	➡ “STEP” (see page 17)
		SYNCHRO	➡ “SYNCHRO” (see page 17)
		SWITCH	➡ “SWITCH” (see page 17)
		MODE	➡ “MODE” (see page 17)
	3 PED	R PED	➡ “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)
	5 RB GAIN	R	➡ “R” (see page 18)
		B	➡ “B” (see page 18)
	6 COLOR TEMP	TEMP	➡ “TEMP” (see page 19)
	7 FLARE	R FLARE	➡ “R FLARE” (see page 19)
		G FLARE	➡ “G FLARE” (see page 19)
		B FLARE	➡ “B FLARE” (see page 19)
		M FLARE	➡ “M FLARE” (see page 19)
		SWITCH	➡ “SWITCH” (see page 19)

PAINT	8 GAMMA	R GAMMA	➡ “R GAMMA” (see page 20)
		B GAMMA	➡ “B GAMMA” (see page 20)
		MASTER	➡ “MASTER” (see page 20)
		GAM MODE	➡ “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)
	9 BLACK GAMMA	R B.GAM	➡ “R B.GAM” (see page 20)
		B B.GAM	➡ “B B.GAM” (see page 20)
		MASTER	➡ “MASTER” (see page 20)
		SWITCH	➡ “SWITCH” (see page 20)
	10 KNEE	R POINT %	➡ “R POINT %” (see page 21)
		B POINT %	➡ “B POINT %” (see page 21)
		M.POINT %	➡ “M.POINT %” (see page 21)
		R SLOPE	➡ “R SLOPE” (see page 21)
		B SLOPE	➡ “B SLOPE” (see page 21)
		M.SLOPE	➡ “M.SLOPE” (see page 21)
		POINT %	➡ “POINT %” (see page 21)
		LEVEL %	➡ “LEVEL %” (see page 21)
		RESPONSE	➡ “RESPONSE” (see page 21)
		KNEE	➡ “KNEE” (see page 21)
	11 DTL	MASTER	➡ “MASTER” (see page 22)
		H LEVEL	➡ “H LEVEL” (see page 22)
		V LEVEL	➡ “V LEVEL” (see page 22)
		PEAK FRQ	➡ “PEAK FRQ” (see page 22)
		VDTL FRQ	➡ “VDTL FRQ” (see page 22)
		CRISP	➡ “CRISP” (see page 22)
		L.DPNDNT	➡ “L.DPNDNT” (see page 22)
		DETAIL SOURCE	➡ “DETAIL SOURCE” (see page 22)
		GAIN(+)	➡ “GAIN(+)” (see page 22)
		GAIN(-)	➡ “GAIN(-)” (see page 22)
		CLIP+	➡ “CLIP+” (see page 22)
		CLIP-	➡ “CLIP-” (see page 22)
		APERTURE	➡ “APERTURE” (see page 22)
		SWITCH	➡ “SWITCH” (see page 22)
		L.DPN SW	➡ “L.DPN SW” (see page 22)

PAINT	12 SKIN DTL	MEM SEL	➡ “MEM SEL” (see page 23)
		CURSOR	➡ “CURSOR” (see page 23)
		POS H	➡ “POS H” (see page 23)
		POS V	➡ “POS V” (see page 23)
		SKIN GET	➡ “SKIN GET” (see page 23)
		ZEBRA	➡ “ZEBRA” (see page 23)
		EFFECT	➡ “EFFECT” (see page 23)
		MEMORY	➡ “MEMORY” (see page 23)
		CRISP	➡ “CRISP” (see page 23)
		I CENTER	➡ “I CENTER” (see page 23)
		I WIDTH	➡ “I WIDTH” (see page 23)
		Q WIDTH	➡ “Q WIDTH” (see page 23)
		Q PHASE	➡ “Q PHASE” (see page 23)
		SWITCH	➡ “SWITCH” (see page 23)
	13 MATRIX	TABLE	➡ “TABLE” (see page 24)
		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)
		G-B P	➡ “G-B P” (see page 24)
		G-B N	➡ “G-B N” (see page 24)
		B-R P	➡ “B-R P” (see page 24)
		B-R N	➡ “B-R N” (see page 24)
		B-G P	➡ “B-G P” (see page 24)
		B-G N	➡ “B-G N” (see page 24)
		SWITCH	➡ “SWITCH” (see page 24)
		C.COR SW	➡ “C.COR SW” (see page 24)
		LINEAR SW	➡ “LINEAR SW” (see page 24)

PAINT	14 COLOR CORRE	TABLE	➡ “TABLE” (see page 25)
		CORR TBL	➡ “CORR TBL” (see page 25)
		CORRECT	➡ “CORRECT” (see page 25)
		SAT	➡ “SAT” (see page 25)
		PHASE	➡ “PHASE” (see page 25)
		SAT G	➡ “SAT G” (see page 25)
		PHS G	➡ “PHS G” (see page 25)
		SAT CY_G	➡ “SAT CY_G” (see page 26)
		PHS CY_G	➡ “PHS CY_G” (see page 26)
		SAT CY	➡ “SAT CY” (see page 26)
		PHS CY	➡ “PHS CY” (see page 26)
		SAT B_CY	➡ “SAT B_CY” (see page 26)
		PHS B_CY	➡ “PHS B_CY” (see page 26)
		SAT B	➡ “SAT B” (see page 26)
		PHS B	➡ “PHS B” (see page 26)
		SAT MG_B	➡ “SAT MG_B” (see page 26)
		PHS MG_B	➡ “PHS MG_B” (see page 26)
		SAT MG	➡ “SAT MG” (see page 26)
		PHS MG	➡ “PHS MG” (see page 26)
		SAT R_MG	➡ “SAT R_MG” (see page 26)
		PHS R_MG	➡ “PHS R_MG” (see page 26)
		SAT R	➡ “SAT R” (see page 26)
		PHS R	➡ “PHS R” (see page 26)
		SAT YL_R	➡ “SAT YL_R” (see page 26)
		PHS YL_R	➡ “PHS YL_R” (see page 26)
		SAT YL	➡ “SAT YL” (see page 26)
		PHS YL	➡ “PHS YL” (see page 26)
		SAT G_YL	➡ “SAT G_YL” (see page 26)
		PHS G_YL	➡ “PHS G_YL” (see page 26)
		SWITCH	➡ “SWITCH” (see page 26)
		C.COR SW	➡ “C.COR SW” (see page 26)
		LINEAR SW	➡ “LINEAR SW” (see page 26)
	15 SKIN CORRE	HUE	➡ “HUE” (see page 27)
		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)

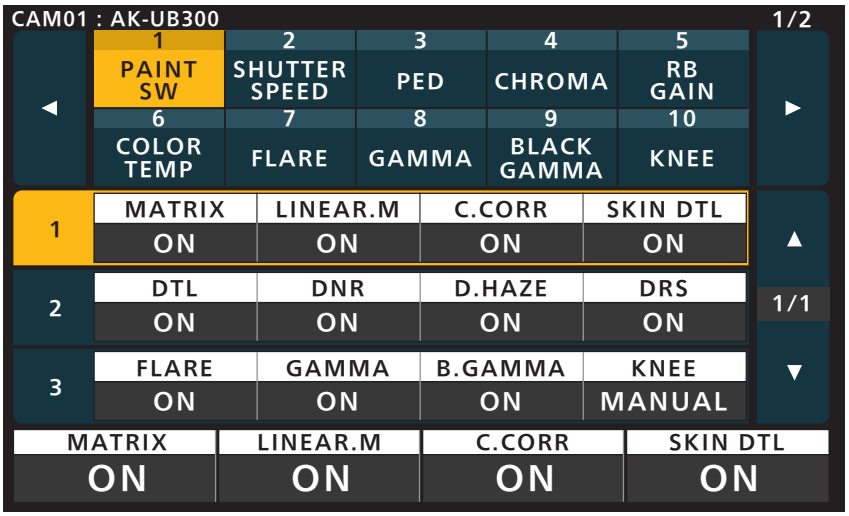
PAINT	17 HDR PAINT	B.GAMMA R	➡ “B.GAMMA R” (see page 28)
		B.GAMMA B	➡ “B.GAMMA B” (see page 28)
		B.GAMMA M	➡ “B.GAMMA M” (see page 28)
		B.GAMM SW	➡ “B.GAMM SW” (see page 28)
		KNEE PINT	➡ “KNEE PINT” (see page 28)
		KNEE SLPE	➡ “KNEE SLPE” (see page 28)
		KNEE SW	➡ “KNEE SW” (see page 28)
		HLG TYPE	➡ “HLG TYPE” (see page 28)
		HLG MODE	➡ “HLG MODE” (see page 28)
		SDR MODE	➡ “SDR MODE” (see page 28)
		SHOOTING	➡ “SHOOTING” (see page 28)
		DNR LEV	➡ “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)
FUNCTION	1 SYSTEM CAM	CROP OUT	➡ “CROP OUT” (see page 29)
		MARKER	➡ “MARKER” (see page 29)
		CROP ADJ	➡ “CROP ADJ” (see page 29)
		CROP H %	➡ “CROP H %” (see page 29)
		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)

<table>
<tr><td rowspan="22">MAINTENANCE</td><td colspan="2">1 CCU MENU CNT</td><td>This is not used when connected with an AK-UB300G.
(“---” is displayed for the parameter of each item.)</td></tr>
<tr><td rowspan="3">2 CAMERA MENU</td><td>MENU</td><td>➡ “MENU” (see page 31)</td></tr>
<tr><td>CURSOR</td><td>➡ “CURSOR” (see page 31)</td></tr>
<tr><td>EXECUTE</td><td>➡ “EXECUTE” (see page 31)</td></tr>
<tr><td rowspan="19">3 MSU SETTING</td><td>USER 1-1 to 1-10</td><td rowspan="19">Refer to the following section in the Operating Instructions.
➡ “MAINTENANCE - 3 MSU SETTING”</td></tr>
<tr><td>USER 2-1 to 2-10</td></tr>
<tr><td>ASSIGN 1 to 3</td></tr>
<tr><td>ASSIGN.S</td></tr>
<tr><td>LCD BRI</td></tr>
<tr><td>7SG BR1</td></tr>
<tr><td>7SG BR2</td></tr>
<tr><td>LED BRI</td></tr>
<tr><td>BUZZER</td></tr>
<tr><td>PERIOD</td></tr>
<tr><td>CYCLE</td></tr>
<tr><td>STD ND</td></tr>
<tr><td>STD CC</td></tr>
<tr><td>IN FMT</td></tr>
<tr><td>OUT FMT</td></tr>
<tr><td>DATA SAVE</td></tr>
<tr><td>DATA LOAD</td></tr>
<tr><td>CARD FRMT</td></tr>
<tr><td>INIT ALL</td></tr>
<tr><td>INIT</td></tr>
<tr><td>POWER BUTTON</td></tr>
<tr><td>UPGRADE</td></tr>
<tr><td>SYSTEM VERSION</td></tr>
<tr><td>SOFT VERSION</td></tr>
<tr><td>FPGA VERSION</td></tr>
</table>

SYSTEM	1 CAMERA	FORMAT	➡ “FORMAT” (see page 32)
		G.LCK IN	➡ “G.LCK IN” (see page 32)
		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.
	3 CONNECT SETTING	CAM1	➡ “CAM1” (see page 33)
		CAM2 to 99	➡ “CAM2 to 99” (see page 33)
		UPLOAD	➡ “UPLOAD” (see page 33)
	4 CAM IP SETTING	CAM SEL	Refer to the following section in the Operating Instructions. ➡ “SYSTEM - 4 CAM IP SETTING”
		CAM01 to CAM99 IP	
		PORT	
		UPLOAD	
	5 MSU IP SETTING	IP	Refer to the following section in the Operating Instructions. ➡ “SYSTEM - 5 MSU IP SETTING”
		PORT	
		UPLOAD	
		SUBNET	
		DEF GW	
		UPLOAD	
		MAC ADDRESS	

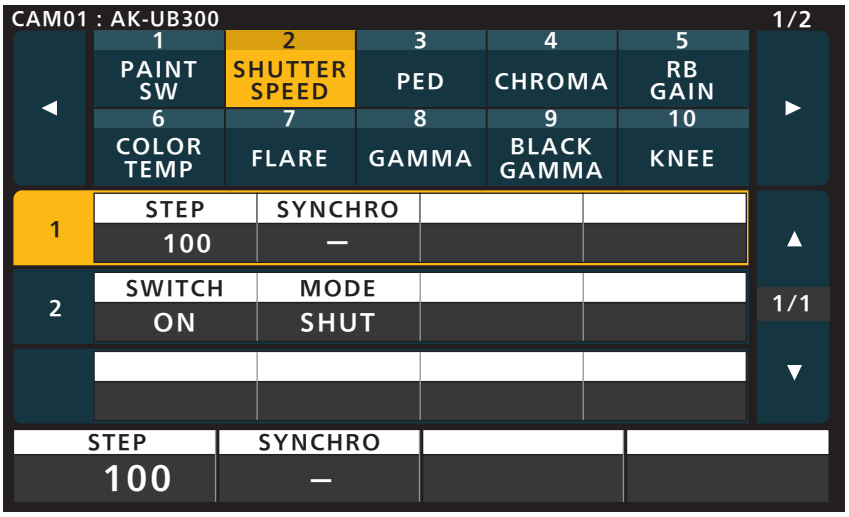
PAINT

1 PAINT SW



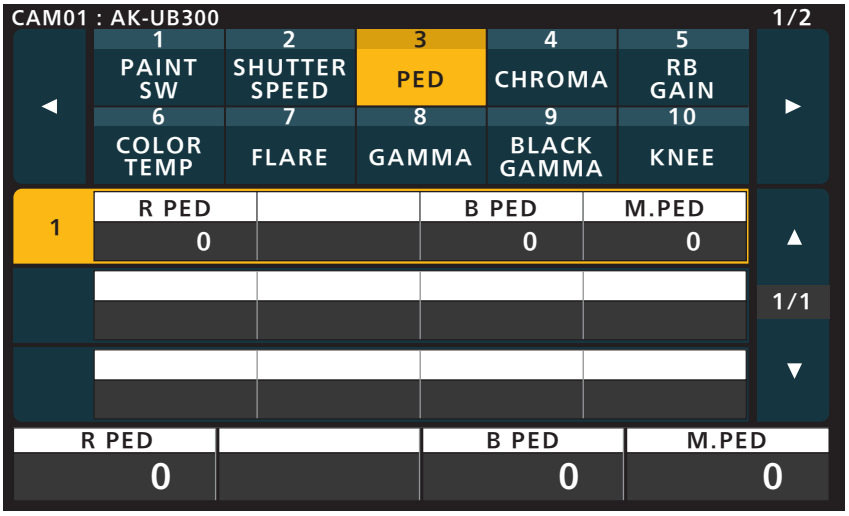
Item	Setting details
MATRIX	Enables/disables matrix (linear matrix/12-axis color correction).
LINEAR.M	Enables/disables linear matrix.
C.CORR	Enables/disables 12-axis color correction.
SKIN DTL	Enables/disables the skin tone detail.
DTL	Enables/disables the detail.
DNR	Enables/disables the noise reduction 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



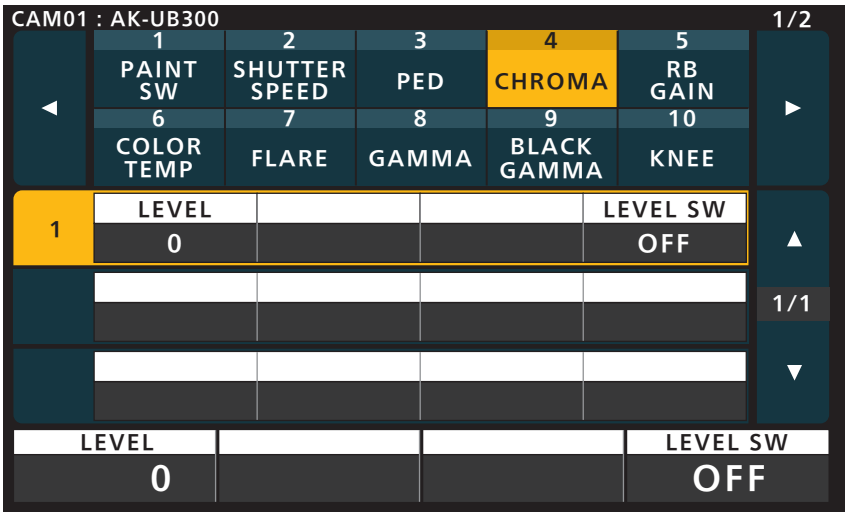
Item	Setting details
STEP	Sets the shutter speed.
SYNCHRO	The setting cannot be set.
SWITCH	Enables/disables the shutter function.
MODE	Selects the operation mode of the shutter.

3 PED



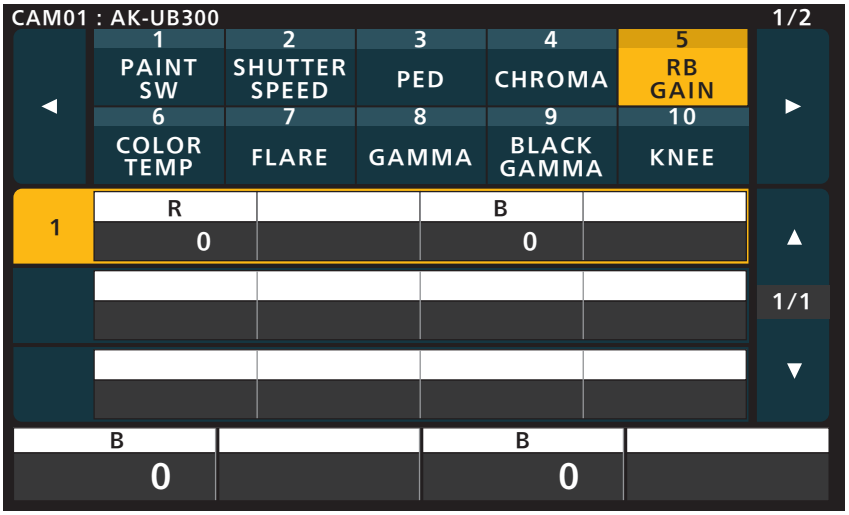
Item	Setting details
R PED	Sets the correction level of red to the master pedestal.
B PED	Sets the correction level of blue to the master pedestal.
M.PED	Adjusts the black level of the master pedestal.

4 CHROMA



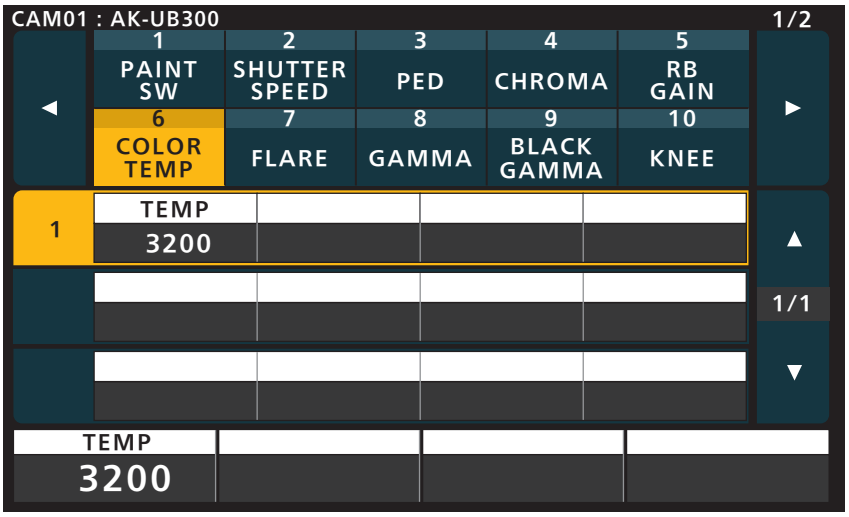
Item	Setting details
LEVEL	Adjusts the chroma gain when [LEVEL SW] is set to [ON].
LEVEL SW	Enables/disables the gain adjustment of chroma.

5 RB GAIN



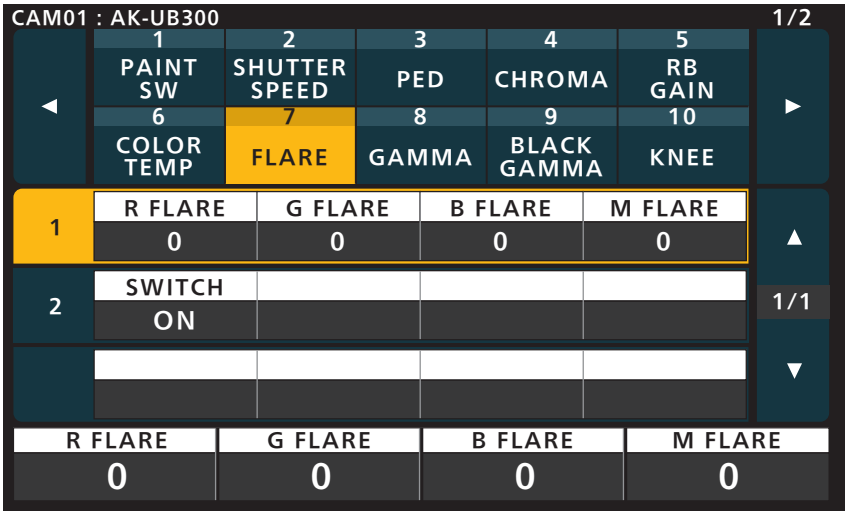
Item	Setting details
R	Sets the correction level of red to the gain.
B	Sets the correction level of blue to the gain.

6 COLOR TEMP



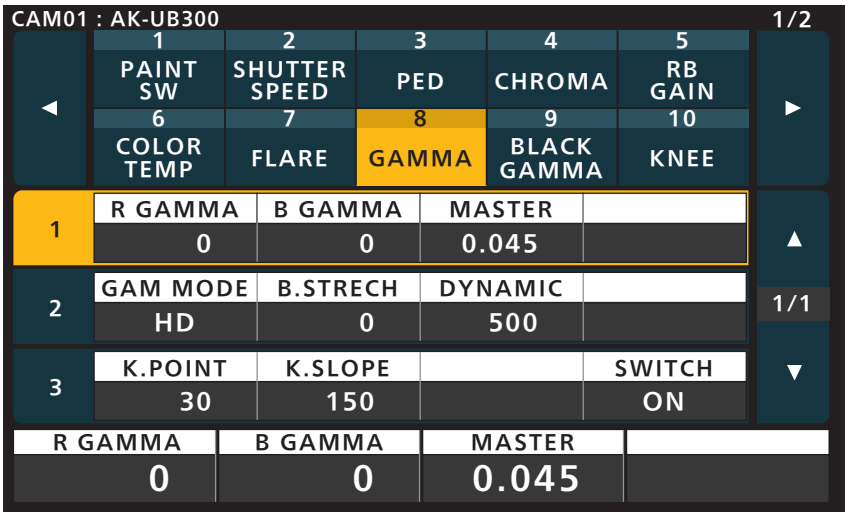
Item	Setting details
TEMP	Sets color temperature settings.

7 FLARE



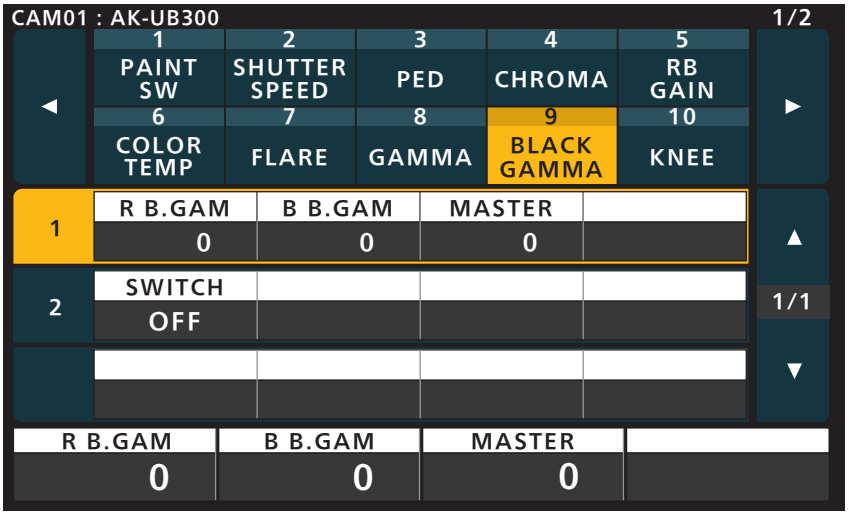
Item	Setting details
R FLARE	Adjusts the Rch flare.
G FLARE	Adjusts the Gch flare.
B FLARE	Adjusts the Bch flare.
M FLARE	Adjusts the master flare.
SWITCH	Enables or disables flare correction.

8 GAMMA



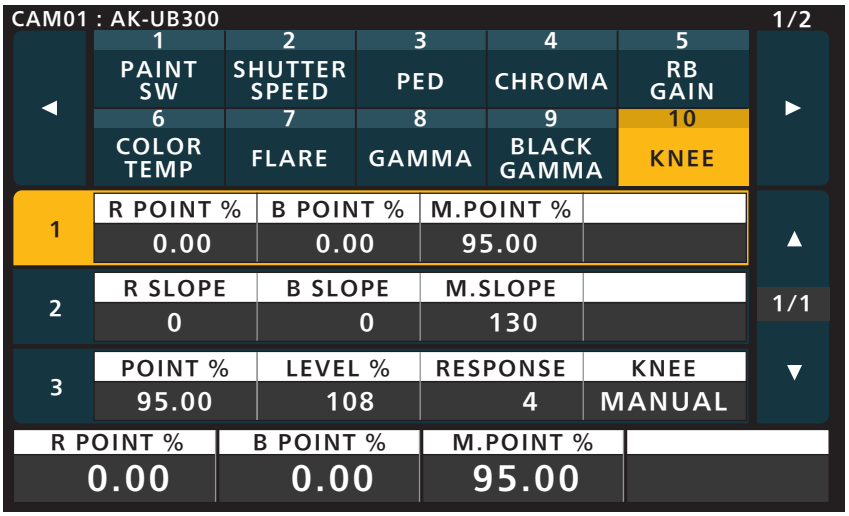
Item	Setting details
R GAMMA	Adjusts the red gamma characteristic for the master gamma.
B GAMMA	Adjusts the blue gamma characteristic for the master gamma.
MASTER	Adjusts the gamma characteristic.
GAM MODE	Sets the gamma characteristic type.
B.STRETCH	Sets the gamma stretch position for when [GAMMA MODE] 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



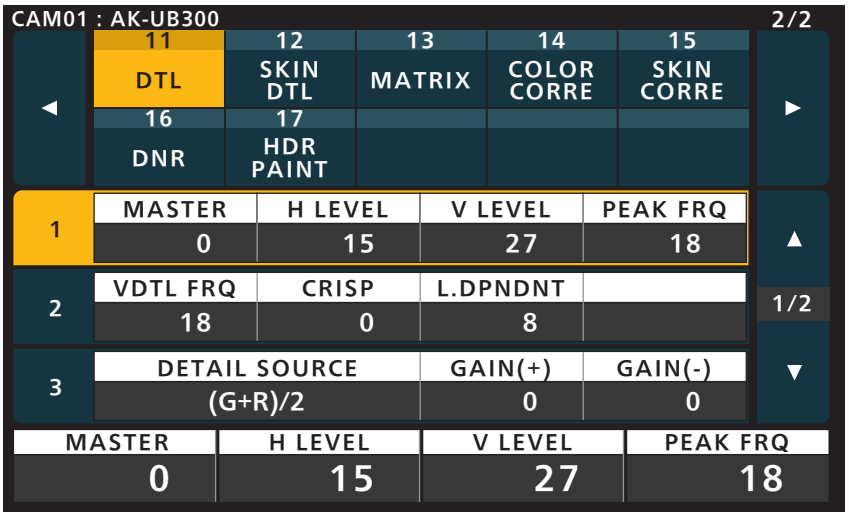
Item	Setting details
R B.GAM	Adjusts the red gamma characteristic near black for the master gamma.
B B.GAM	Adjusts the blue gamma characteristic near black for the master gamma.
MASTER	Adjusts the gamma characteristic near black.
SWITCH	Enables or disables the black gamma. • This setting is not available when [DRS] of [PAINT SWITCH] is set to [ON].

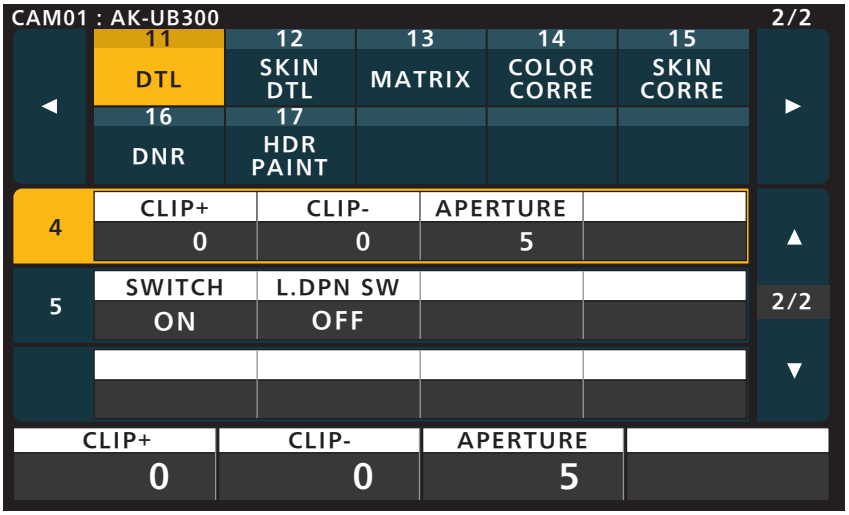
10 KNEE



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.

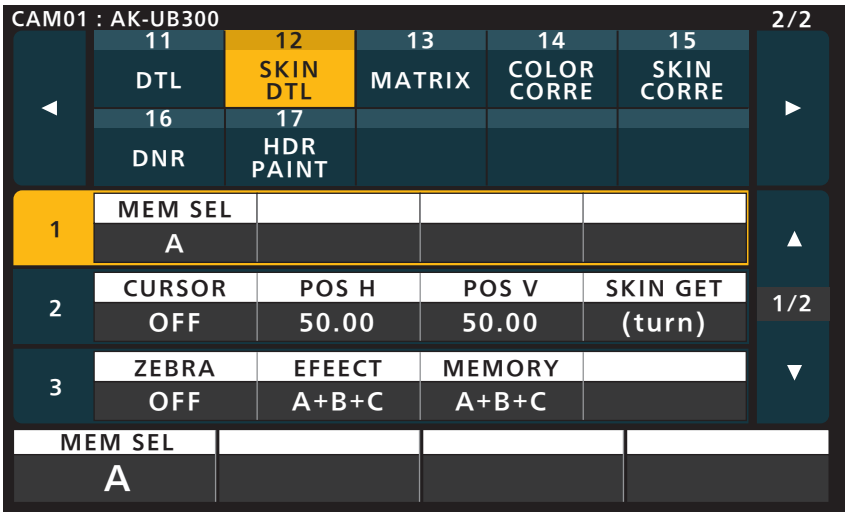
11 DTL

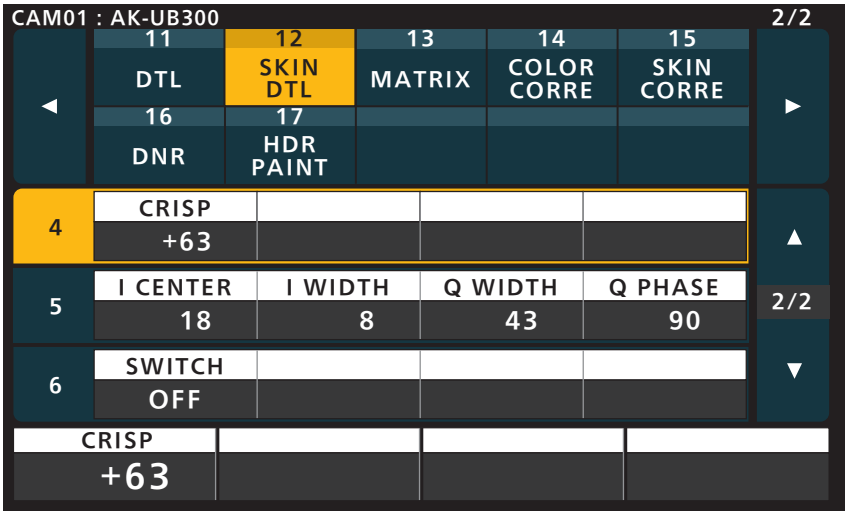




Item	Setting details
MASTER	Adjusts the level of master detail.
H LEVEL	Adjusts the level of horizontal detail.
V LEVEL	Adjusts the level of vertical detail.
PEAK FRQ	Sets the peak frequency of the horizontal detail.
VDTL FRQ	Sets the vertical detail frequency.
CRISP	Sets the detail signal noise elimination 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.

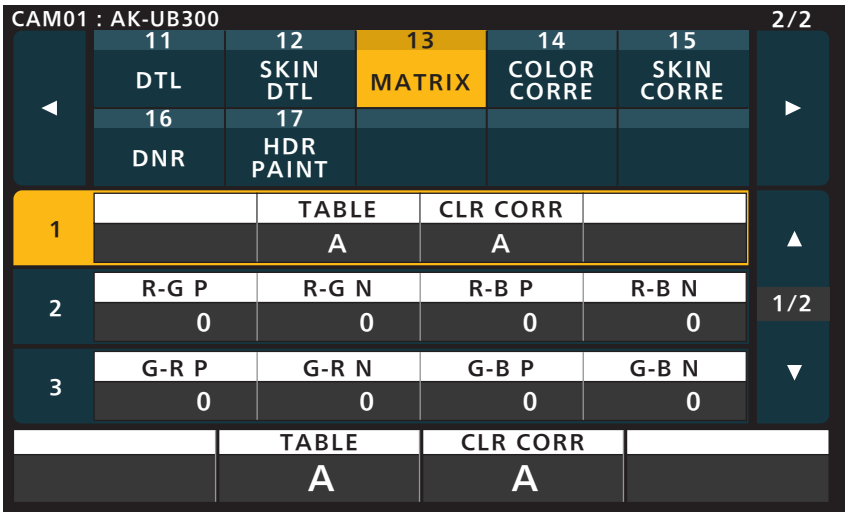
12 SKIN DTL

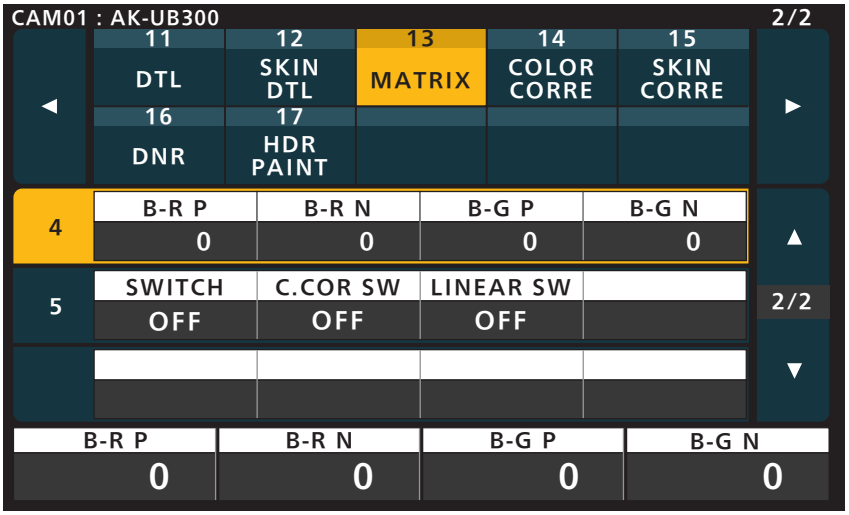




Item	Setting details
MEM SEL	Selects the skin tone table for the subject to apply the skin tone detail to.
CURSOR	Enables/disables the position cursor that obtains the saturation and color phase information for controlling skin tone detail effects.
POS H	Sets horizontal cursor position.
POS V	Sets vertical 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.

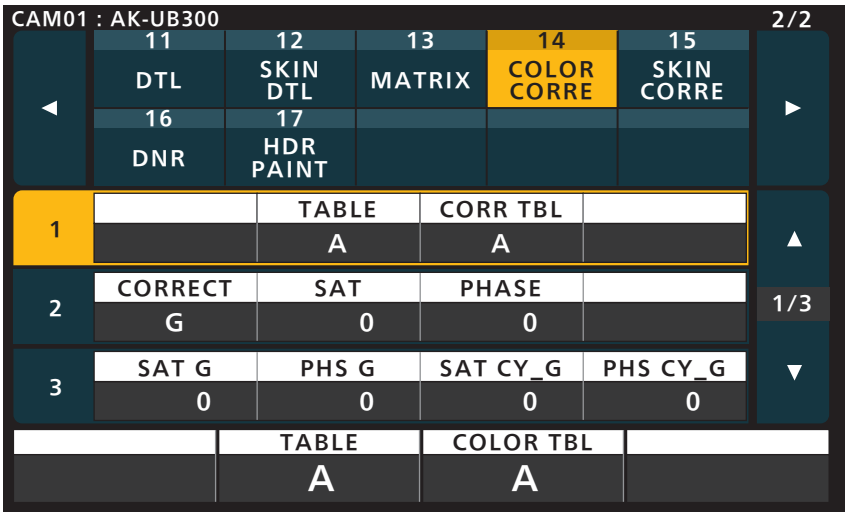
13 MATRIX

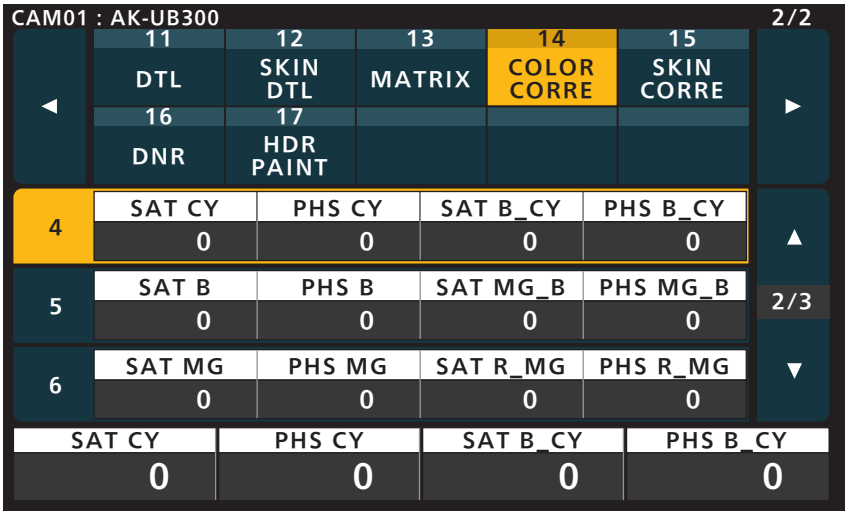


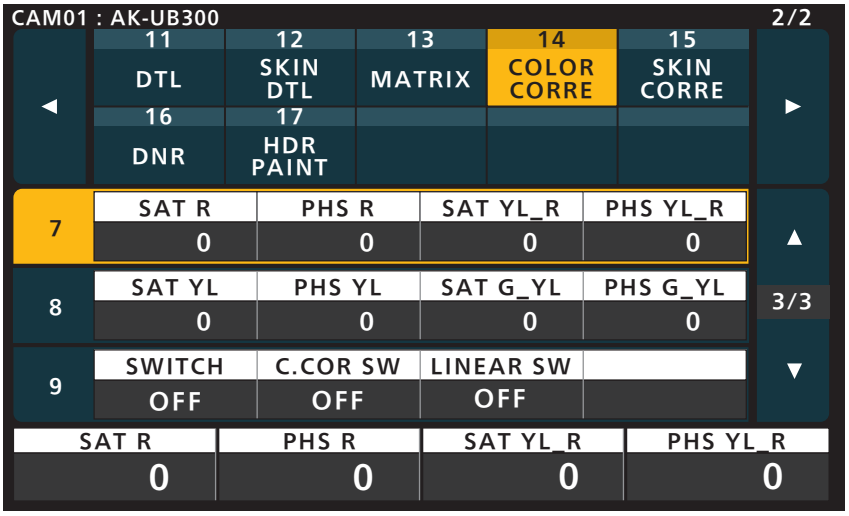


Item	Setting details
TABLE	Selects the table for linear matrix.
CLR CORR	Selects the table for color correction.
R-G P	Adjusts the linear matrix between red and green.
R-G N	Adjusts the linear matrix between red and green.
R-B P	Adjusts the linear matrix between red and blue.
R-B N	Adjusts the linear 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



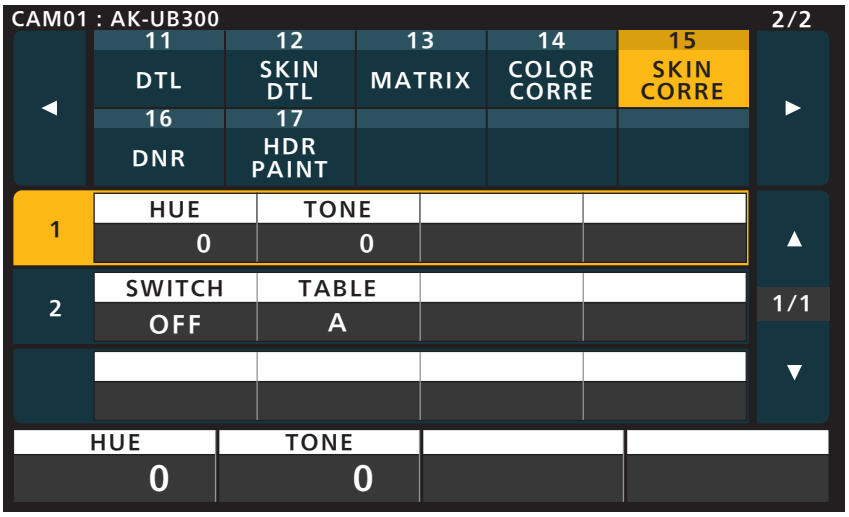




Item	Setting details
TABLE	Selects the table for linear matrix.
CORR TBL	Selects the table for color correction.
CORRECT	Selects the color component in 12-axis matrix memory to adjust.
SAT	Adjusts the saturation of the color component selected in [CORRECT].
PHASE	Adjusts the hue of the color component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

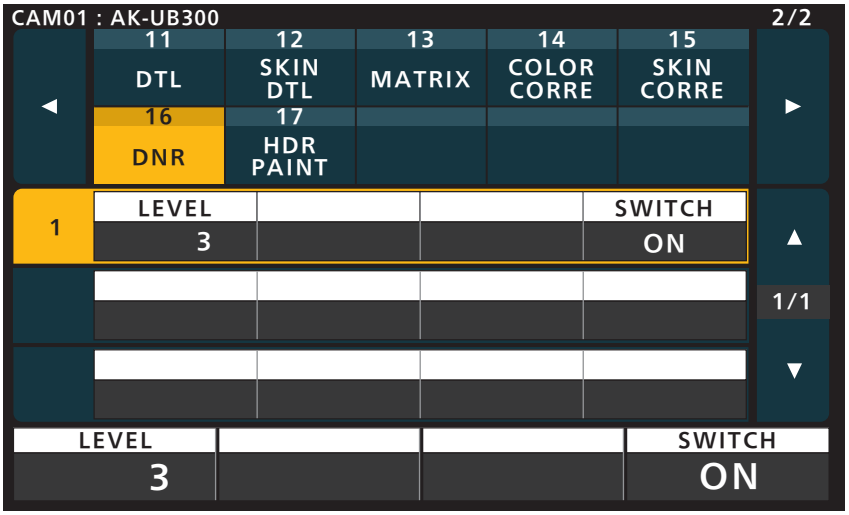
Item	Setting details
SAT CY_G	Adjusts the color saturation between cyan and green.
PHS CY_G	Adjusts the hue between cyan and green.
SAT CY	Adjusts cyan color saturation.
PHS CY	Adjusts cyan hue.
SAT B_CY	Adjusts the color saturation between blue and cyan.
PHS B_CY	Adjusts the hue between blue and cyan.
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



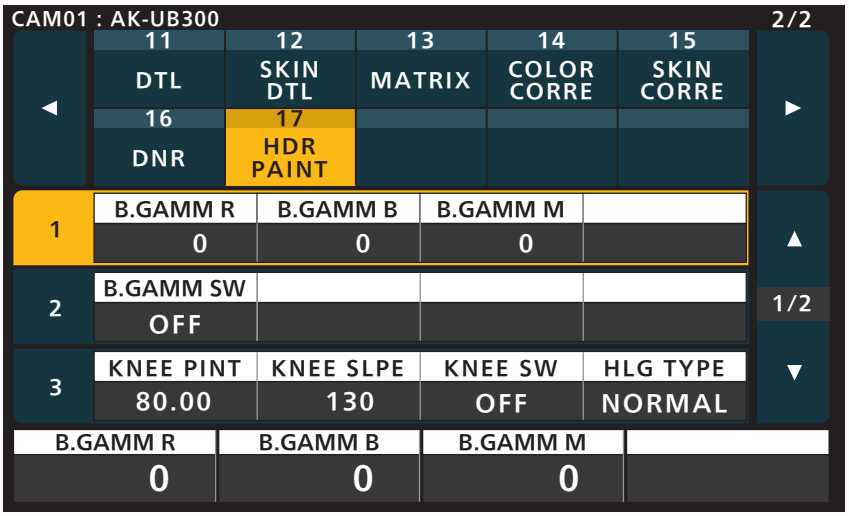
Item	Setting details
HUE	Finely adjusts the hue of the skin tone area.
TONE	Finely adjusts the tone of the skin tone area.
SWITCH	Enables/disables the function to finely adjust the color of the skin tone area.
TABLE	Selects the table for the skin tone area.

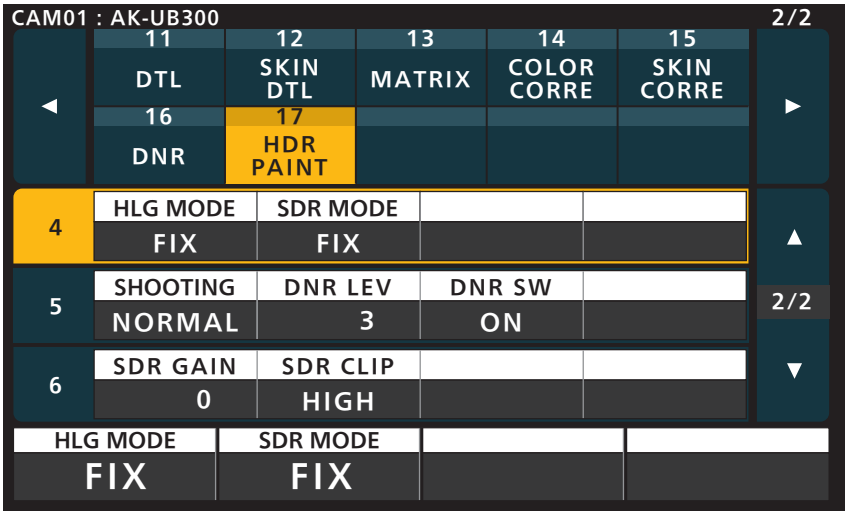
16 DNR



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

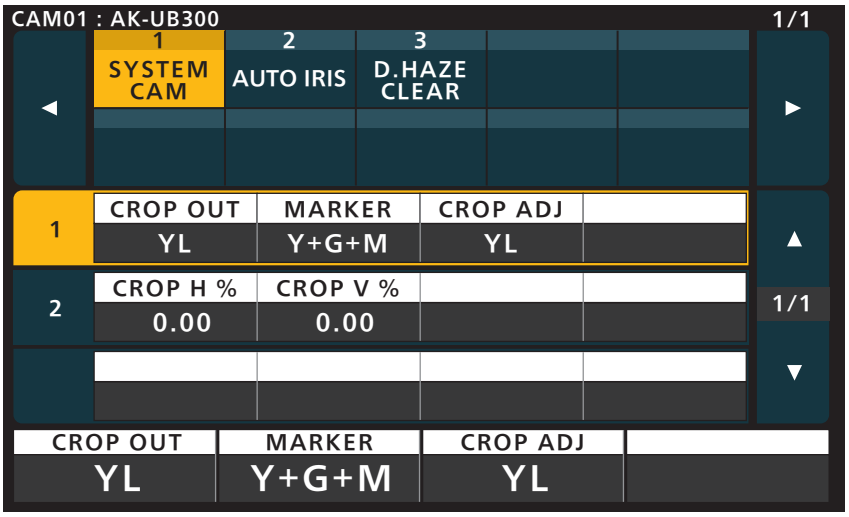




Item	Setting details
B.GAMMA R	Adjusts the red gamma characteristic near black for the master gamma.
B.GAMMA B	Adjusts the blue gamma characteristic near black for the master gamma.
B.GAMMA M	Adjusts the gamma characteristic near black.
B.GAMM SW	Enables or disables the black gamma.
KNEE PINT	Sets the 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.

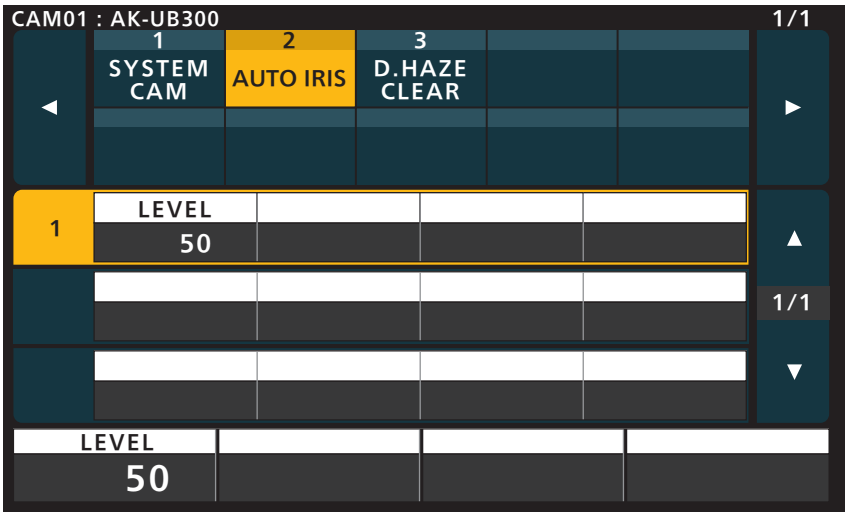
FUNCTION

1 SYSTEM CAM



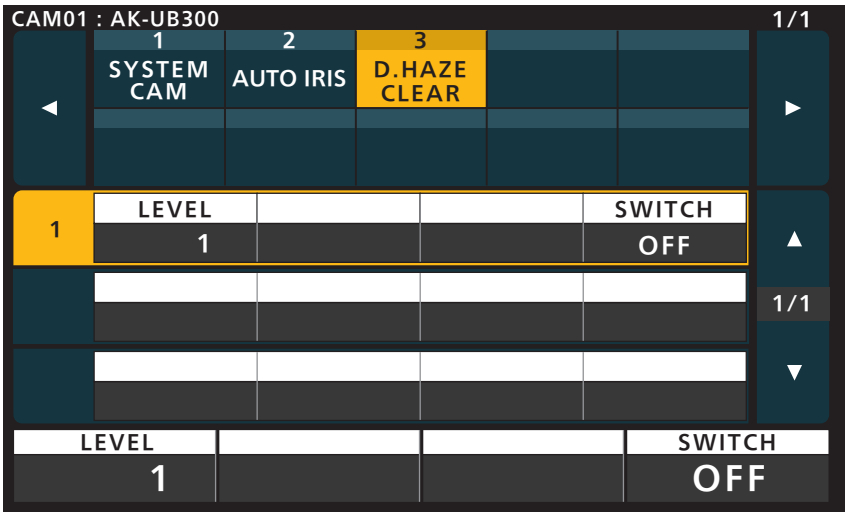
Item	Setting details
CROP OUT	Sets the crop output image during cropping.
MARKER	Sets the crop frame to display during cropping.
CROP ADJ	Sets the crop frame to adjust the position during cropping.
CROP H %	Sets the horizontal position of crop during cropping.
CROP V %	Sets the vertical position of crop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

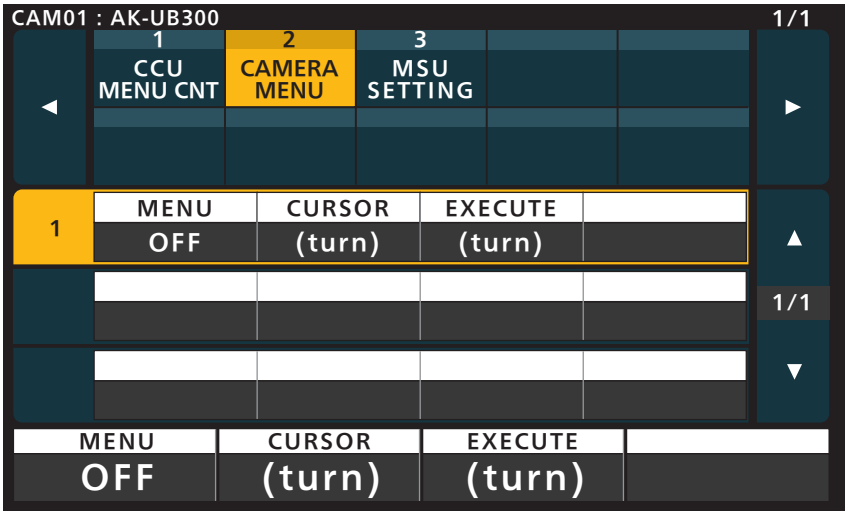
MAINTENANCE

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

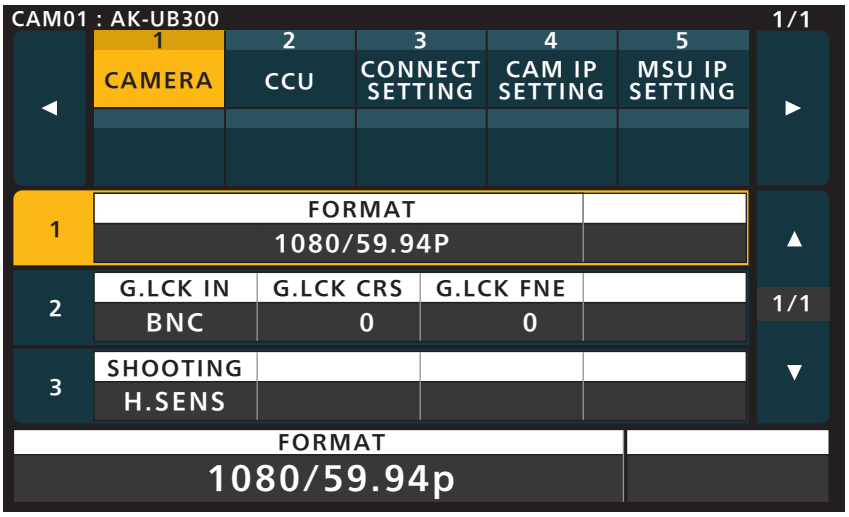
3 MSU SETTING

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

"MAINTENANCE - 3 MSU SETTING"

SYSTEM

1 CAMERA

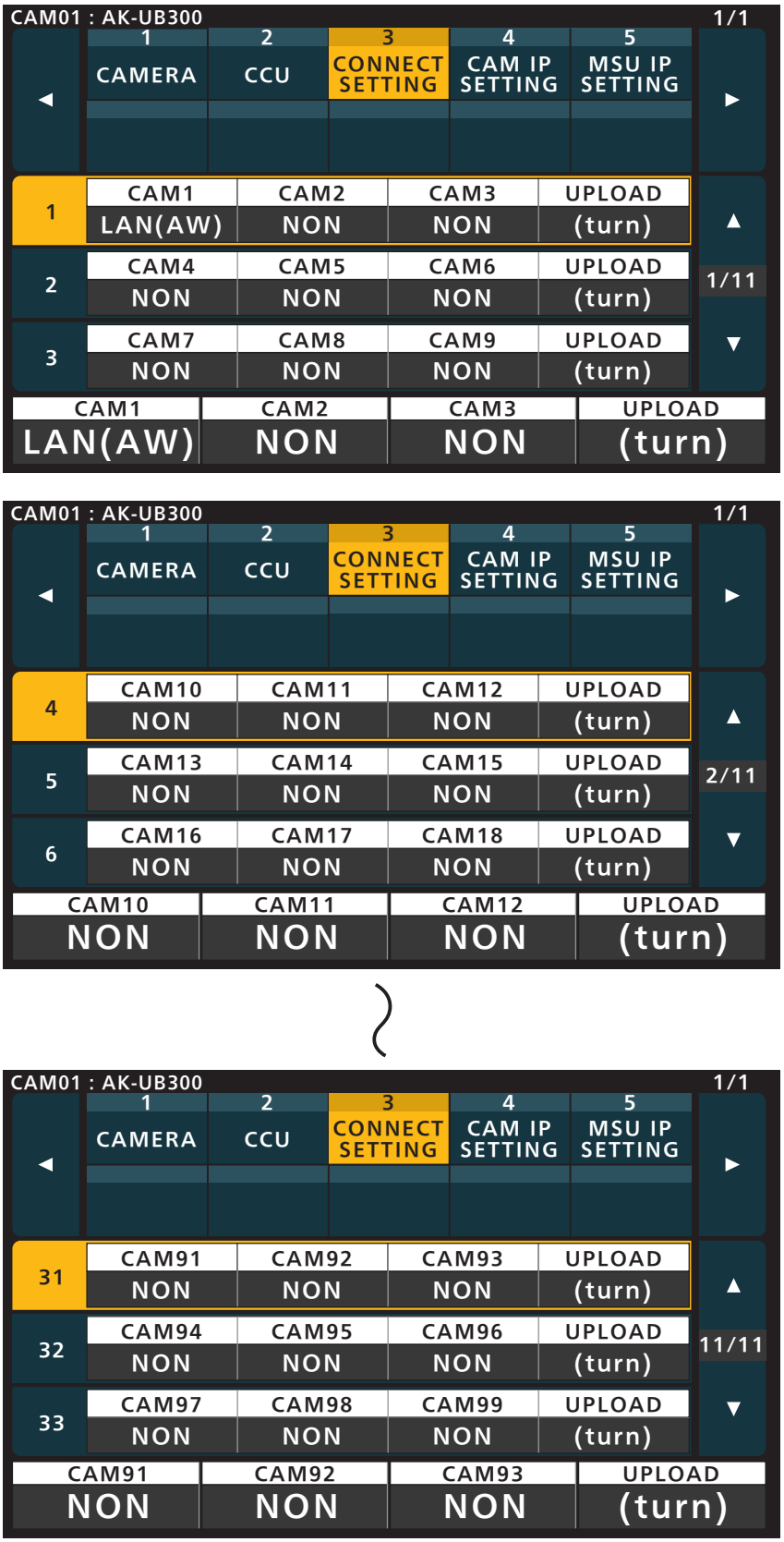


Item	Setting details
FORMAT	Displays the system format. (This cannot be changed.)
G.LCK IN	Sets whether the synchronization signal is inputted from BNC or from D-SUB.
G.LCK CRS	Roughly adjusts the phase of horizontal synchronization.
G.LCK FNE	Finely adjusts the phase of horizontal synchronization.
SHOOTING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

2 CCU

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

3 CONNECT SETTING



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”