

## BVP-370 Install Mode Functions

### Menu Mode

- In the camera head there is a HEX switch (MODE Switch) on the side of the AT board. The normal position of this switch is "F".
- Rotating the above switch will select different modes. This will cause an indication to appear in the VF. Most of the items you see as you rotate the HEX switch are indications only and cannot be changed. However 0, 1, B can be accessed immediately by pressing the toggle switch below the HEX switch to the UP position. We'll call this the UP switch. All other functions can only be accessed with a password.
- After accessing password protected items, be sure to return the MODE Switch to "F", so that password access is canceled.

### How to Enter the Password

- The password is "5A2". That being said, be very careful who you give this password to.
- On the rear panel of the camera head, set the DISPLAY to ON.

Rotate MODE switch to RIGHT and set the MODE switch to 5 and press the toggle "UP"

Rotate MODE switch to LEFT and set the MODE switch to A and press the toggle "UP"

Rotate MODE switch to RIGHT and set the MODE switch to 2 and press the toggle "UP"

In the VF, you should see "OK READY"

### Store Reference File from Camera Head

- Select "B" on the HEX switch
- The reason for this switch is if you do not have an MSU to store a Reference file.
- Use the UP switch to make selections

**ALL PRESET Position "0" No Password Needed**

- The All Preset function is very important. This switch clears all analog painting data from the camera head. (Data input from the RCP and/or MSU) Once this done, whatever the camera looks like, is based on the position of the pot positions in the camera head.
- After this is done, RCP and MSU paint data returned to "0".

**RST IRIS REF Position "1" No Password Needed**

- Before setting the Auto Iris mode and level, this needs to be done so that the auto iris position is centered prior to the adjustment.
- Turn ON Auto Iris, select this mode, adjust Auto Iris.

**STORE ND WHITE OFFSET MODE Position "2" Password Needed**

- When ND filters are dialed in, the white balance might change slightly. This mode allows you to dial in any offset and store it for that ND filter. That compensation data will automatically be added when the ND filter is rolled in.
- First push "UP". Put in ND1 and push AWB. Do the same for ND2, ND3, ND4. Push "DOWN" to store the offset data. "COMPLETED" will be displayed in the VF.

### **STORE LENS FILE Position "3" Password Needed**

- There are several levels to this menu. The Lens File stores data associated with particular lenses. Flare and V Mod. Saw data.

### **IRIS OFFSET**

- Compensates for offsets between iris control system and iris. If the lens says one thing and the MSU or RCP say another, here is where you go.
- Select "UP" and [F offset set 2.3] is displayed in VF. Use the control panel (MSU) to set iris to f2.3 as shown on the lens. Then press "UP" to store the offset. The next page of the menus is automatically selected.

### **CHANGING THE MAXIMUM F STOP**

- Changes the maximum aperture of the lens. Used for lenses which are not already known to the cameras software.
- The VF will display [F STOP? Y-UP N-DOWN] Use the MSU to open the iris to it's maximum aperture then press "UP" to save this value or "DOWN" to retain the previous setting.

### **CHANGING V MOD SAW OFFSET VALUE**

- [SHADING? Y-UP N-DOWN] is displayed. Adjust the shading using the MSU controls to compensate for the lens shading. Store new offset data by pressing "UP" or "DOWN" to cancel the operation.
- Before doing above, make certain lens is in X1, perform as above, set lens to X2 and do the above again. There is a register for X1 and X2.

### **MAXIMUM DYNAMIC SAW COMPENSATION VALUE**

- Sets the maximum compensation value for V Saw. This is not supported.

**IRIS START POINT OF DYNAMIC SAW SHADING COMPENSATION**

- Adjust the iris to the required start position of dynamic shading correction. This is not supported.

**ZOOM START POINT FOR DYNAMIC SAW SHADING COMPENSATION**

- Same as iris start point. Also not supported

**LENS FLARE COMPENSATION VALUE**

- Adjust the FLARE compensation values at MSU to your liking. This data is stored on top of the actual lens file data in the look-up table. Press "UP" to store or "DOWN" to cancel.

**ENABLE/DISABLE DYNAMIC SAW COMPENSATION**

- "UP" enables, "DOWN" disables. This function is not supported.

**"COMPLETED"** indicates the end of the lens file settings.

**STORE LENS NAME "4"**

- Press "UP". Three lens names will appear in VF. Pressing "UP" repeatedly, scrolls all known lens names in the VF display. When the correct name is in the center of the display, press "DOWN" to save this as the current name. "COMPLETED" is then displayed.

**INITIAIZE REFERENCE FILE "5"**

- Pressing "UP" initializes the Reference file.

**INITIALIZE LENS FILE "6"**

- Press "UP" to initialize the Lens file. "EXECUTING" will be displayed and the "COMPLETED"

**INITIALIZE EEPROM "7"**

- All files and data in the EEPROM are reset. This EEPROM stores the Reference, Setup and Lens files.

**INITIALIZE MASTER SETUP FILE "8"**

- This file is the file that is created after the Auto Level Setup is performed. Kind of a scratch pad file.

**INCLUDE AUTO WHITE BALANCE IN MASTER SETUP FILE "9"**

- Press "UP" to display the current status and "DOWN" to change the status

**INITIALIZE SETUP FILE "A"**

- Deletes all of the Setup files in EEPROM and Scene files in RAM. "UP" to delete and "DOWN" to have no change.

FYI...Scene files are backed up by a 1/2 farad cap. If Scene files appear to have disappeared, replace this cap.

### STORE REF WITHOUT MSU CONNECTED "B"

- When "System Config" is NOT set to "MSU" this allows the Reference file to be stored. Otherwise there is no display, and no function. Press "UP" to store or "DOWN" to cancel.

### SYSTEM CONFIGURATION "C"

- This allows you to select the type of control panel controls the camera. The main purpose here is to preset any control items which cannot be controlled by the panel selected.
- Pressing "UP" will select the menu.

Type 1

Type 2

Type 3 or MSU (Normally Selected)

No Panel CTL

The menu is the scrolled by pressing "UP" until the desired panel type is displayed. Pressing "DOWN" selects the displayed setting.

This is stored in the Reference File.

END