17.3"/21.5" Director Monitor

Multi-view|1000nit|3D-LUT|HDR



User Manual

V1.0

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Foreword

Thank you for purchasing our high bright director monitor. Please read this manual carefully before using the unit. Have a great experience!

Cautions

1.Please avoid drop onto the ground and lead to the device broken when move the product.

2. The screen of this product is made of glass, please keep away from injury if the screen is broken.

3. Keep the product away from the heat source. Avoid the prolonged exposures to the sun as the LCD screen will be damaged.

4. To avoid damaging the product, please do not take apart or repair the unit by yourself without the adjustable components in the unit.

- To protect the screen or housing better, please follow these ways as below to avoid the damages:

Please refrain from using the hard objects to hit the screen

Please do not force to wipe the screen or housing

Please do not use the chemical solutions to clean the screen or housing

Please do not spray any detergent on the screen or housing

Please do not write on the screen directly

Please do not stick anything on the screen or housing

Please simply wipe with a clean soft cloth and make sure no water on the screen or housing

Vorsichtsmaßnahmen

1.Bitte vermeiden Sie den Fall auf den Boden und führen Sie zum gebrochenen Gerät, wenn Sie das Produkt bewegen.

2.Der Bildschirm dieses Produkts besteht aus Glas, halten Sie sich bitte von Verletzungen

fern, wenn der Bildschirm gebrochen ist.

3. Halten Sie das Produkt von der Wärmequelle fern. Vermeiden Sie längere Sonneneinstrahlungen, da der LCD-Bildschirm beschädigt wird.
4. Um Beschädigungen des Produkts zu vermeiden, nehmen Sie bitte das Gerät nicht ohne die einstellbaren Komponenten im Gerät auseinander oder reparieren Sie es nicht selbst.

- Um den Bildschirm oder das Gehäuse besser zu schützen, folgen Sie bitte diesen Wegen wie unten, um die Schäden zu vermeiden:

Bitte unterlassen Sie die Verwendung der harten Objekte, um den Bildschirm zu treffen

Bitte zwingen Sie nicht, den Bildschirm oder das Gehäuse zu wischen

Bitte verwenden Sie die chemischen Lösungen nicht, um den Bildschirm oder das Gehäuse zu reinigen

Bitte sprühen Sie kein Reinigungsmittel auf den Bildschirm oder das Gehäuse

Bitte schreiben Sie nicht direkt auf den Bildschirm

Bitte kleben Sie nichts auf den Bildschirm oder das Gehäuse

Bitte wischen Sie einfach mit einem sauberen weichen Tuch ab und stellen Sie sicher, dass kein Wasser auf dem Bildschirm oder Gehäuse vorhanden ist.

Précautions

1. Lorsque vous déplacez le produit, évitez de tomber sur le sol et de causer des dommages à l'équipement.
2. L'écran de ce produit est en verre, s'il vous plaît rester loin de la foule si l'écran est cassé.
3. Gardez le produit loin de la source de chaleur. Évitez l'exposition prolongée au soleil, car l'écran LCD peut être endommagé.
4. Pour éviter d'endommager le produit, veuillez ne pas démonter ou réparer l'unité vous - même sans pièces réglables à l'intérieur de l'unité.

- Afin de mieux protéger l'écran ou le boîtier, veuillez suivre les méthodes ci - dessous

pour éviter les dommages:

S'il vous plaît ne pas frapper l'écran avec des objets durs

Veuillez ne pas forcer l'écran ou le boîtier

Veuillez ne pas utiliser de solutions chimiques pour nettoyer l'écran ou le boîtier

Veuillez ne pas pulvériser de nettoyant sur l'écran ou le boîtier

S'il vous plaît ne pas écrire directement sur l'écran

Veuillez ne rien coller à l'écran ou au boîtier

Precauzioni

1.Please evitare di cadere a terra e portare al dispositivo rotto quando spostare il prodotto.

2. Lo schermo di questo prodotto è fatto di vetro, si prega di tenere lontano da lesioni se lo schermo è rotto.

3. Tenere il prodotto lontano dalla fonte di calore. Evitare l'esposizione prolungata al sole poiché lo schermo LCD sarà danneggiato.

4. Per evitare di danneggiare il prodotto, non smontare o riparare l'unità da soli senza i componenti regolabili nell'unità.

- Per proteggere meglio lo schermo o l'alloggiamento, si prega di seguire questi modi come di seguito per evitare i danni:

Si prega di astenersi dall'utilizzare gli oggetti duri per colpire lo schermo

Si prega di non forzare a pulire lo schermo o l'alloggiamento

Si prega di non utilizzare le soluzioni chimiche per pulire lo schermo ol'alloggiamento

Si prega di non spruzzare alcun detergente sullo schermo o sull'alloggiamento

Si prega di non scrivere direttamente sullo schermo

Si prega di non attaccare nulla sullo schermo o sull'alloggiamento

Precauciones

1. al mover el producto, evite caer al suelo, causando daños al equipo.
2. la pantalla de este producto está hecha de vidrio, si la pantalla está rota, Manténgase alejada de la multitud.
3. mantenga el producto alejado de la fuente de calor. Evite la exposición prolongada al sol, ya que la pantalla LCD puede dañarse.
4. para evitar daños al producto, no desmontar o reparar la unidad por sí mismo sin componentes ajustables dentro de la unidad.

- Para proteger mejor la pantalla o la carcasa, siga los siguientes métodos

para evitar daños:

Por favor, no golpee la pantalla con objetos duros

No limpie a la fuerza la pantalla o la carcasa

No use una solución química para limpiar la pantalla o la carcasa

No rocíe ningún detergente en la pantalla o en la carcasa

Por favor, no escriba directamente en la pantalla

Por favor, no pegue nada a la pantalla o a la carcasa

Limpie simplemente con un paño suave limpio y asegúrese de que no haya agua en la pantalla o en la carcasa.

Key Features

◆ FHD Resolution 1920x1080 IPS,view details with confidence

◆ 1000nit high brightness, ideal for outdoor shooting

◆ Intuitive buttons operation

◆ Professional Calman software calibration,ensure color accuracy and good reproduction

◆ Multiple screen modes (Single, PBP, PIP, Crop, Triple, Quad)

◆ Upload 3D LUT, preview film look (up to 32)

◆ CalMAN Factory Calibration for Accurate Color Reproduction

◆ Custom LUT Calibration for Consistent On-Set and Post-Production Color

◆ Dynamic HDR monitoring, what you see is what you get

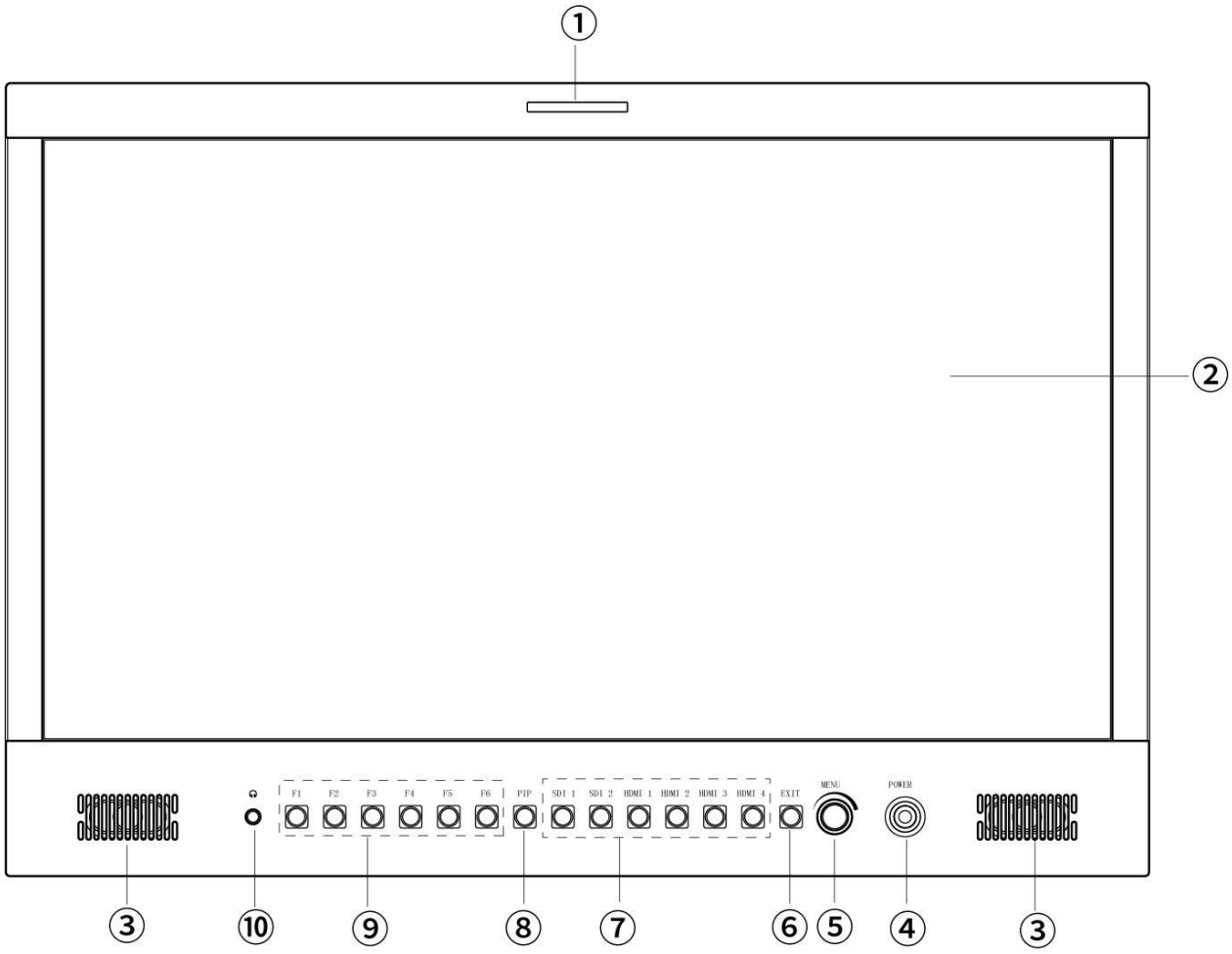
◆ With Waveform, Vector scope, RGB Histogram, Focus Assist, Monochrome etc. functions, can help you accurately exposure and focus every shot.

◆Equipped with 4xHDMI, 2xSDI inputs, which compatible with various DSLR cameras and camcorders. 4xHDMI, 2xSDI outputs easy to connect with external monitor.

◆ Multiple power supply ways(XLR connector, AC In, V-mount battery plate)

1. Product Description

1.1. Front Panel Instruction



①. Tally Indicator

②. Screen

③. Speakers

④. POWER: Power On/Off; Indicator (When the power is connected, the indicator light turns red; when the device is turned on, it changes to green; and when a signal is inputted, it turns yellow.）

⑤. MENU: When the menu is not displayed, rotating the knob can adjust the volume or backlight (enter main menu--**User option**--**Left Right Key Set** to set as volume or backlight);

Main menu/confirm

⑥. EXIT: Return/Exit button

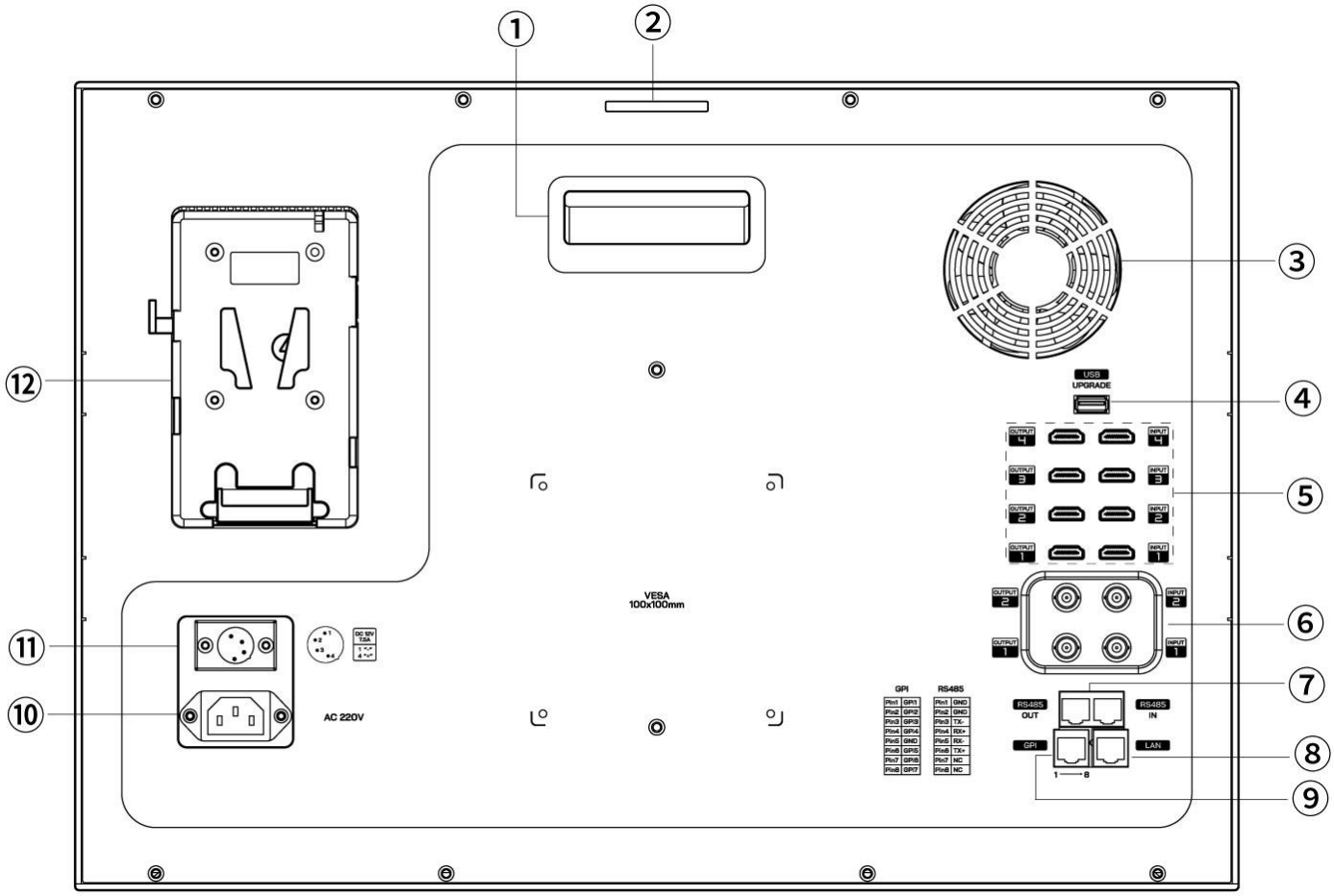
⑦. SDI/HDMI Input Signal Selection （after switch, the signal source will show the top left of screen**)**

⑧. PIP: Multi screen mode shortcut key (Single, PBP, PIP, Crop, Triple, Quad Cycle)

⑨. F1~F6: User custom shortcut button (Enter menu **User Option--Shortcut--F1~F6** to set the functions)

⑩. **:** Earphone jack output port

1.2. Rear Panel Instruction



①. Handle

②. Tally Indicator

③. Cooling fan

④. USB : Firmware update/3D-LUT load

⑤. HDMI 1~4 signal inputs and outputs (support up to 4K 60Hz)

⑥. RS485 Input and Output

⑦. XLR power connector

⑧. LAN (RJ45 network port)

⑨. GPI control port

⑩. AC 220V power connector

⑪. 4-pin XLR power connector

⑫. V-mount Battery Plate（can mount V-mount battery）

1.3. Sun Shade Installation

The monitor comes with a standard sunshade, which effectively shields against strong light interference. For installation, fit the sunshade around the monitor, then align the thumb screws with the 1/4” standard screw holes on both sides and top of the monitor and tighten them securely.





2. Power Input Way

There are three ways of power supply to our monitor:

a. Powered by the direct plug-in power input port supply.

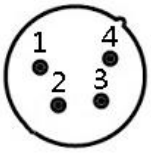
Please select DC power plug 5.5*2.1mm supply and the polarity is as image below:



b. Via 4 pin XLR interface power supply, to share power with the camera or via power adapter input.

Polarity of the 4-pin XLR power input as below image, please note the

polarity of the power input, otherwise it may damage monitor.



Pin number	Signal
1	GND
2	No connection
3	No connection
4	+12V

c. Add battery to the monitor of V-mount battery plate to supply the power.



Sony V-Mount Plate

Remark: According to the different specification of the battery, the capability is different, and the working time for the monitor will be different. Higher capability (working time) will be longer.

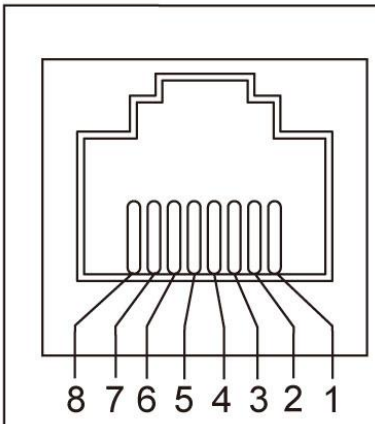
Without the charging circuit design for the monitor, please remove the battery to charge with the battery charger.

Suggestion: Better to remove the battery if don't use this product in a long time.

3. GPI & UMD Connection and Use

3.1. GPI Interface

Please connect the devices according to the pin definition, and pay attention to the common ground problem between the connected devices. Follow the steps below to enable the GPI control function, and set each GPI function at the same time.



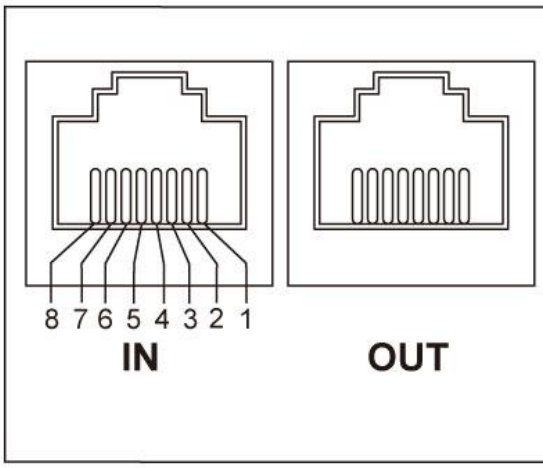
Pin No.	Ports
1	GPI1
2	GPI2
3	GPI3
4	GPI4
5	GND
6	GPI5
7	GPI6
8	GPI7

GPI Setting Options:

All Waves, Waveform, Vector, Histogram, Embedded Audio, Center Marker, Safe Frames, Grids, Focus Assist, False Colors, Over Exposure, Anamorphic, Image Freeze, Check Field, Zoom Mode, TALLY R, TALLY G

3.2. RS485 Interfaces

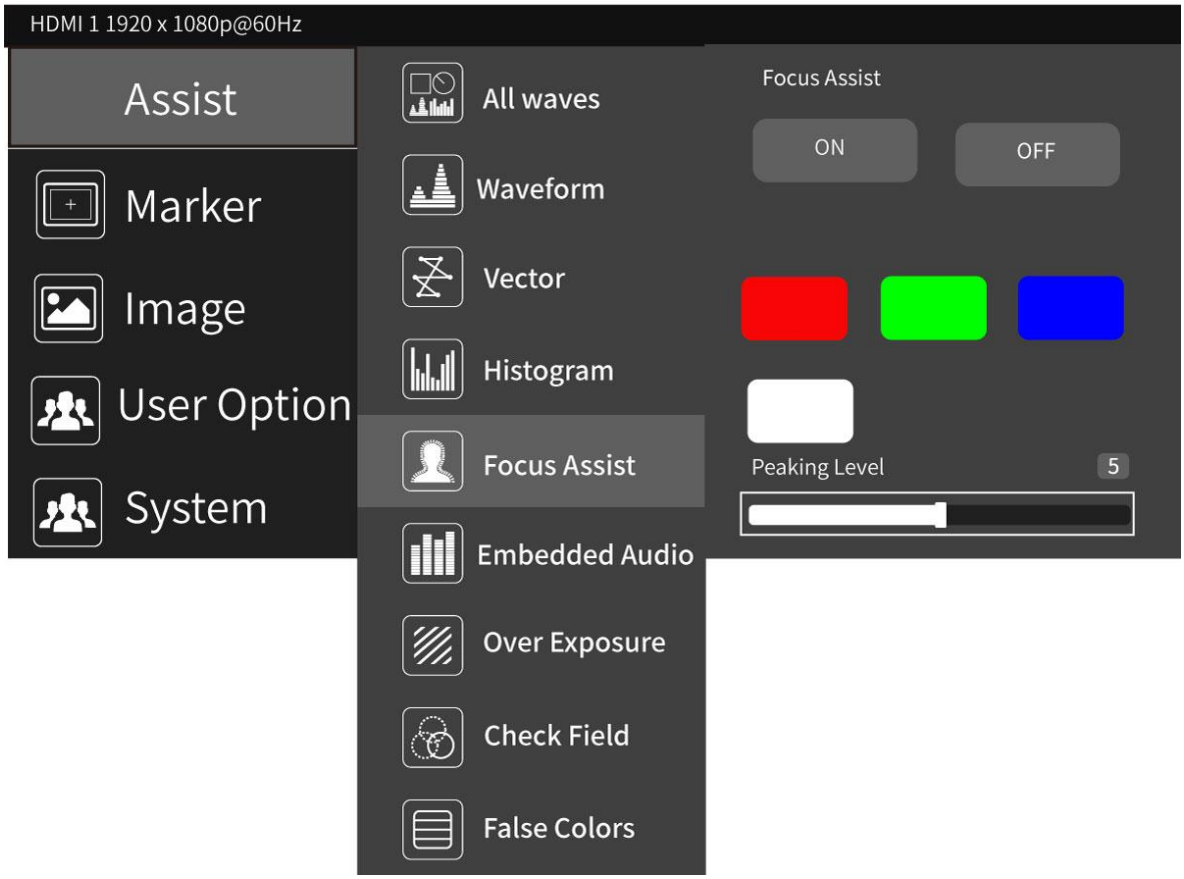
Monitor supports RS485 port to input UMD signal, the interface definition is as below:



Pin No.	IN	OUT
1	GND	GND
2	GND	GND
3	TXD-	TXD -
4	RXD +	RXD +
5	RXD -	RXD -
6	TXD +	TXD +
7	NC	NC
8	NC	NC

4. Menu Operation Instructions

After the monitor is properly connected to power and signals, turn on the monitor power switch.



Steps:

① Press the **MENU knob** to bring up the main menu; rotate the knob to select the desired option from the main menu.

② Press the knob again to enter the secondary menu after selection; rotate the knob to choose the target option from the secondary menu. Once selected, press the knob a third time to access the function/parameter adjustment interface; rotate the knob to select a specific function or parameter value, then press the knob to confirm your selection.

③ Press the Exit key to return or exit the menu

5. Menu Function Instructions

 **Assist**

 **All Waves**	**On, Off** After turning on, waveform, vector, histogram and embedded audio will be shown.
 **Waveform**	**On, Off** **Mode：RGB、YUV、Y** **Position X: 0~100** (moving the waveform horizontally) **Position Y: 0~100** (moving the waveform vertically) This essential feature assists with the calibration of professional video cameras. It shows the overall brightness of the image assisting the video professional in correcting exposure. The waveform feature also checks the evenness of the lighting when lighting a chromakey or background. **Waves Trans.： Off, 25%, 50%, 75%**
 **Vector**	**On, Off** **Position X: 0~100** (moving the Vector horizontally) **Position Y: 0~100** (moving the Vector vertically) shows how saturated the image is and where the pixels in the image land on the color spectrum.
 **Histogram**	**On, Off** **Mode：RGB1、RGB2、Y** **Position X: 0~100** (moving the histogram horizontally) **Position Y: 0~100** (moving the histogram vertically) RGB Histogram:It can display the graphic of color tone distribution, can intuitively display the exposure status of the image, and display overlapping histograms in red, green, and blue channels

	Y Histogram: A quantitative tool to check the picture brightness, display different color for different brightness.
 **Focus Assist**	**On, Off** **Color：** （Red, Green, Blue, White） **Peaking Level：you can adjust the peaking level after turning on（1～10）** It highlights the areas that are in focus so you are able to quickly focus the camera and not miss crucial shots.
 **Embedded Audio**	**On, Off** **Mode:** pr1, gp1, gp2, gp12, gp3, gp4, gp14 pr1 display1-2 channel, gp1 display 1-4 channel, gp2 display 5-8 channel, gp12 display 1-8 channel, gp3 display 9-13 channel, gp4 display 14-16 channel, gp14 display 1-16 channel Display an audio diagram after enabled to help you understand the audio status being used. **Position X: 0~100** (moving the audio level horizontally) **Position Y: 0~100** (moving the audio level vertically)
 **Over Exposure**	**On, Off** **Exposure Level： you can adjust the exposure level after turning on**（10~100） Areas of the image over a certain threshold are filled with a striped pattern to dramatically highlight areas where too much light is falling on the image sensor.
 **Check Field**	**On, Off** **Mode：Red, Green, Blue, Gray** When enabled, hue and saturation adjusted quickly and accurately
	**On, Off** **Mode: Normal, ARRI**

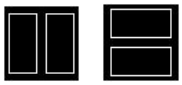
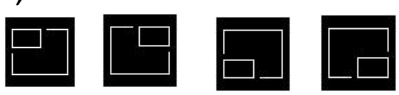
False Colors	An image that depicts an object in colors that differ from those a photograph (a true color image) would show.
TC **Time Code** **(only under SDI signal)**	**On, Off** **Mode: LTC, VITC**

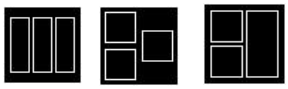


Marker

 **Grids**	**On, Off** **Mode: 2x2, 3x3, 4x4, 5x5, 6x6, 7x7, 8x8, 9x9, Custom** **Rows: 2~9** **Columns: 2~9** When selecting **Custom**, you can custom the rows and columns of the grid **Color: Red, Green, Blue, Black, White, Gray** The area of the picture can be divided into 4 ,9, 16, 25, 36, 49,64,81 equal grids or custom the grid.
 **Safe Frames**	**On, Off** **Mode: 80%, 85%, 90%, 93%, 96%, 2.35:1, 9:16** **Color: Red, Green, Blue, Black, White, Gray**
 **Center Marker**	**On, Off** **Color： Red, Green, Blue, Black, White, Gray**
 **Ratio Marker**	**On, Off** **Mode: 4:3, 13:9, 14:9, 15:9, 16:9, 1.85:1, 2.35:1, 9:16** **Color: Red, Green, Blue, Black, White, Gray** **Modified Mark： 0~5**

Image

Multi Screen	Mode: Single Window: WIN1 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V Mode: PBP Window: WIN1, WIN2 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V Rotation: OFF, 90° (There is no 90° rotation option when the PBP landscape location is selected.) Location:  Mode: PIP Window: WIN1, WIN2 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V PIP Size: S, M, L Location:  **Mode: Crop**

	Window: WIN1 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V **Location:** Rotate the knob to adjust the cropping position in portrait mode. **Mode: Triple** Window: WIN1, WIN2, WIN3 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V Location:  Mode: Quad Window: WIN1, WIN2, WIN3, WIN4 INPUT: HDMI 1, HDMI 2, HDMI 3, HDMI 4, SDI 1, SDI 2 for optional Mirror Flip: OFF, H, V, H&V
 **Aspect Ratio**	**Auto, 16:9, 16:10, 4:3, 5:4, 1.85:1, 2.35:1, Full Screen** Provides a wide variety of aspect ratio to match different camera anamorphic lenses.
 **Anamorphic**	**On, Off** **Mode： 1.33X, 1.6X, 2.0X, 2.0X MAG, User** Under the **User**, can be customized（1.20X～2.00X） Allows you to use anamorphic lenses or adapters and see the image

	unsqueezed, even if your camera does not de-squeeze in camera.
 **Zoom Mode**	**On, Off** **Mode：2X、4X、9X、16X、User** Under the **User**, can be customized（100%~200%） It is HD signal in any part, an amplification for high quality close-up
 **Image Freeze**	**On, Off**
 **P2P**	**On, Off** Enable the filmmaker to check the image from the 1:1 signal source without scaling.This feature is essential for capturing optimum detail.

 **User Option**

 **LUT**	**On, Off** After the LUT Switch is turned on, you can use the **Lut (SLOG2, SLOG3, LOGC, VLOG)**. The Lut item is displayed after the Lut Switch is turned on. LUT is a table for quickly looking up and output specific color data. By loading different 3D-LUT tables, it can quickly recombine color tone to form different color styles **Lut Import： Confirm** Show the 4 built-in Lut and the custom load Lut (up to 32）
	**HDR: ON, OFF** **Mode: HLG1, HLG2, HLG3** HDR can provide more dynamic range and the details of image, it is

HDR	better to reflect the visual effects in the real environment.
 **Display Adjustment**	**Backlight：0~100** Adjust the screen brightness **Brightness：0~100** Adjust the image brightness **Contrast：0~100** Adjustment of the ratio between the brightest and darkest parts of the image . When adjusting, pay attention to the sense of hierarchy in the image. If the proportion is too large or too small, it can cause the image to lose its colorful appearance. **Saturation：0~100** Adjustment of color concentration **Tint：0~100**
 **Color Adjustment**	**Color Gamut: REC709** **Display Range: Auto, Limit, Full** This feature allows for the selection of a grayscale range. The Limited grayscale range is 16-235, and the Full grayscale range is 0-255. (Grayscale represents changes in image brightness, using varying gray levels to depict brightness in different image areas. In grayscale, brightness increases from black to white, typically denoted by a numerical range from 0 to 255, where 0 signifies black and 255 indicates white, and intermediate numbers indicate varying grayscale levels.) 1. If the dark part of the picture lost, the details cannot be seen clearly. For example, the input signal is in the range of 0-255, but the monitor is set Auto or Limit, the brightness of 0-15 and 236-255 is removed, resulting the dark part details unclear. You can set to Full. 2. If the picture is gray, the black part turned gray. For example, the

	input signal is in the range of 16-235, but the monitor is set Full , resulting the black part turn gray. At this time,you can set to Auto or Limit. **Color Temp.: 5600K, 6500K, 9300K, User** Under the "**user**", the **red**, **green**, and **blue** values of the image can be adjusted (0~255)
 **Shortcut Key**	All Waves, Waveform, Vector, Histogram, Embedded Audio, Center Marker, Safe Frames, Grids, Focus Assist, False Colors, Over Exposure, Anamorphic, Image Freeze, Check Field, Zoom Mode To set the 6 shortcut custom button F1~ F6 on the panel e.g.: After entering the main menu, select User Option--Shortcut Key--F1, then choose one of the functions and press MENU knob to confirm, the cursor will be changed to gray color after confirmed. Then exit the menu and press F1 to quickly call up " All Waves" Same setting for F2~F6
 **Left Right Key Set**	**Volume, Backlight**
 **GPI**	All Waves, Waveform, Vector, Histogram, Embedded Audio, Center Marker, Safe Frames, Grids, Focus Assist, False Colors, Over Exposure, Anamorphic, Image Freeze, Check Field, Zoom Mode, TALLY R, TALLY G

UMD	TSL: V3.1, V4.0 (supports V3.1, V4.0 for RS485) On, Off Baud rate：4800, 9600, 19200, 38400, 57600,115200 Address：0~126 Views：1~4
NETWORK	**DHCP: On, Off** After enabled, it can automatically connect with the control software without setting up a network segment **IP** When the DHCP is Off, you can set the IP manually.Rotate the MENU knob to select the segment to be set. After selection, press the knob, then rotate it again to adjust the value. After finish set , press the knob to proceed to the next segment.

System

User Switch	**User Switch: 1~4** you can save the set menu as 1-4 and can be called directly next time
Language	English、简体中文、Español、Português、Français、Nederlands、Deutsch、日本語、**繁體中文、한국어로、русский язык**
OSD Option	OSD Time：Off, 15Sec, 30Sec, 45Sec Select the display time of the menu on the screen OSD Trans: Off, 25%, 50%, 75% Adjust the transparency of the menu picture background on the screen

	No Signal: Red, Green, Blue, Black, White, Gray Can be change the background color of screen when no signal
 **Volume**	**Mute: On, Off** **Volume: 0~100** Adjusting the speaker volume **Audio Source: WIN1, WIN2, WIN3, WIN4**
 **Cooling Fan**	**On, Off** **Mode: 1~5** Note: **the fan default to ON and with 3 mode**
 **Reset**	Scroll the wheel to select **Reset** and press **Confirm**, the system back to original setting.
 **Firmware Update**	Firmware Version (show the version number) FTY CAL: ON, Reset Each monitor has color calibration before ex-factory, the factory calibration button turn on by default. After turning off, the monitor will without has color calibration, suggest don't turn it off. **Reset:** If you import your own LUT calibration but encounter abnormalities or poor result, you can clear the calibration LUT by clicking "Reset" in FTY CAL and return to the factory calibration. **Firmware Update: Confirm**

6. How to Import Custom LUT

6.1. USB flash driver format

Supports FAT32

6.2. Max Files Limit Maximum 32 Lut files

6.3. File requirements

- The LUT file format suffix should be .cube
- Single file not exceeded to 7.9Mb
- Support LUT-3D-Size 16,17,32,33,64,65

Remark: LUT file name must be English or Arabic numerals

6.4. Steps for loading

6.4.1 Make sure the USB flash driver correctly insert

6.4.2 Enter main menu **User Option--LUT**-- **LUT Import -- Confirm** to load

the monitor will auto detect the USB flash driver

If there is valid lut file in USB flash driver, the monitor will load LUT files and show “[n] name. The [n] shows the quantity number. The “name” should in LUT files’ name. If load successful, the screen will show “complete[n]”. [n] Stands for the quantity number for LUT files should under 32.

PS: How to clear up the imported LUTs?

Insert a empty USB flash driver to the monitor, enter main menu **User Option--LUT**-- **LUT Import -- Confirm,** the imported LUTs will be clear up.

7. Custom LUT Calibration Instruction

Support professional colorimeters and color management software to generate custom 3D LUT calibration files and import them into the monitor’s internal storage. Through LUT-based color correction, display deviations can be effectively corrected for more accurate color reproduction, helping maintain consistent color standards from on-set monitoring to post-production.

7.1 Hardware and Software Requirements

7.1.1 Calibration Hardware

Professional Calibration Devices: CA-210, CR-100, i1Display Pro, etc.

Required Accessories: HDMI cable and a compatible SDI storage card.

7.1.2 Computer Requirements

A computer running Windows 7 or later (64-bit) is required. Ensure the graphics card supports full-range output to match Full Range mode, and that the system runs smoothly without lag or driver issues.

7.1.3 Calibration Software Requirements

Use color management software that supports 3D LUT generation, including but not limited to CalMAN Studio and ColourSpace CMS. This guide uses CalMAN Studio as the standard software for the calibration procedure.

7.2.Preparation Before Calibration

(1) Connect the computer running **CalMAN Studio** to the monitor via an HDMI cable.

(2) Calibration environment: **Dark room**.

(3) Power on the monitor and allow it to warm up for **10 minutes**.

(4) Reset the monitor to factory settings:**Menu → System Settings → Reset**

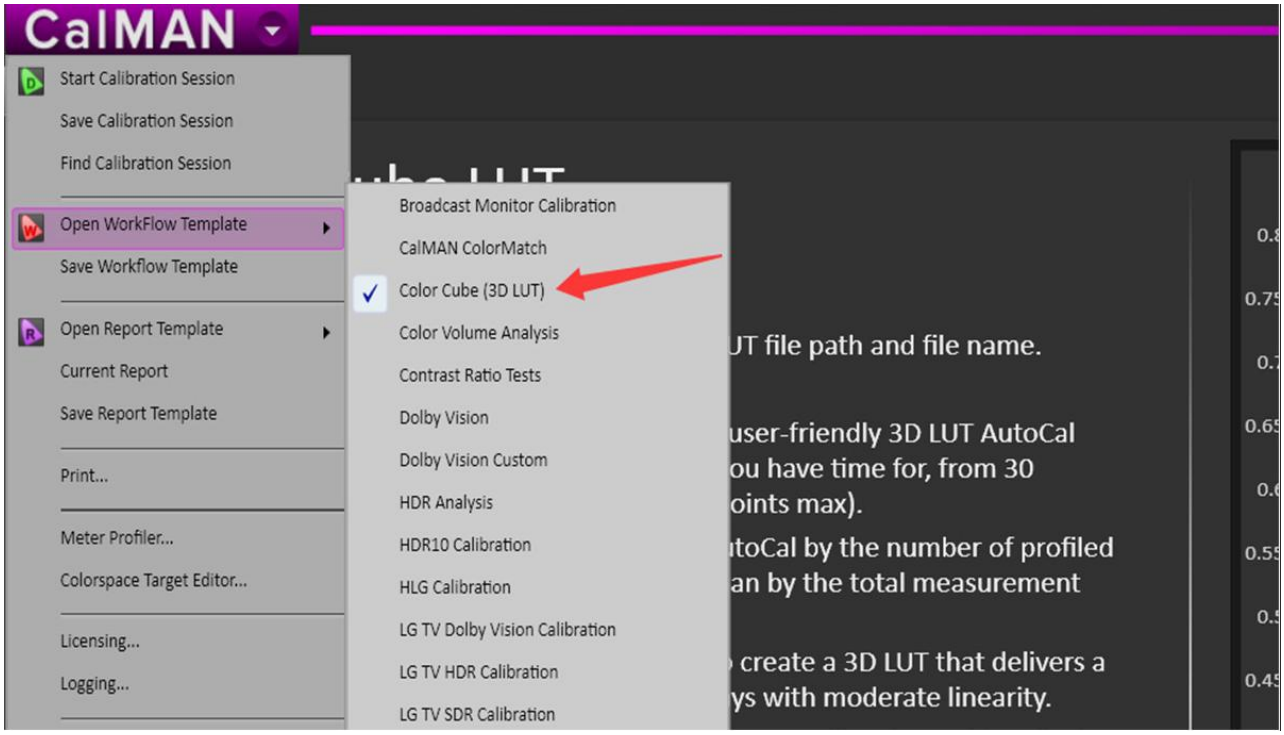
(5) Turn off **FTY CAL**:**Menu → System Settings → Firmware Update → FTY CAL → Off**

(6) Set the **Display Range** to **Full**: **Menu → User Option → Color Adjustment → Display Range → Full**.

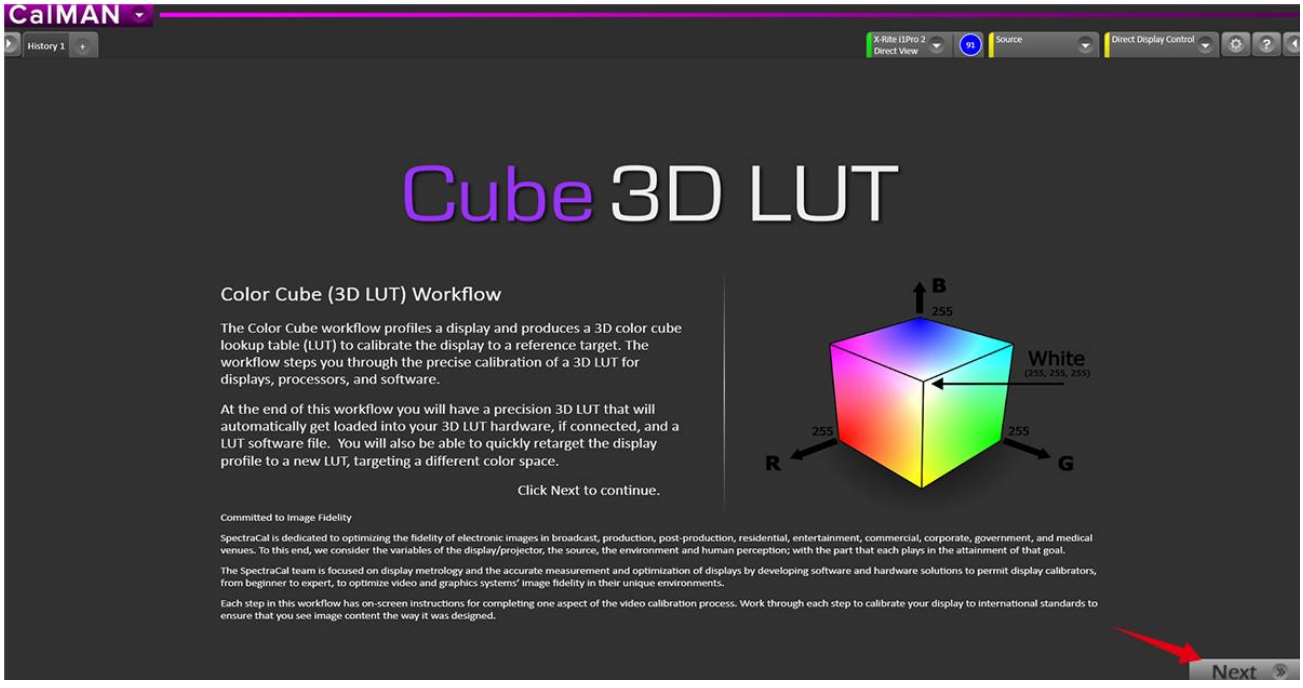
7.3. Generate 3D LUT Calibration File

Connect the **i1Display Pro Plus** to the computer running **CalMAN Studio**, then launch **CalMAN Studio**.

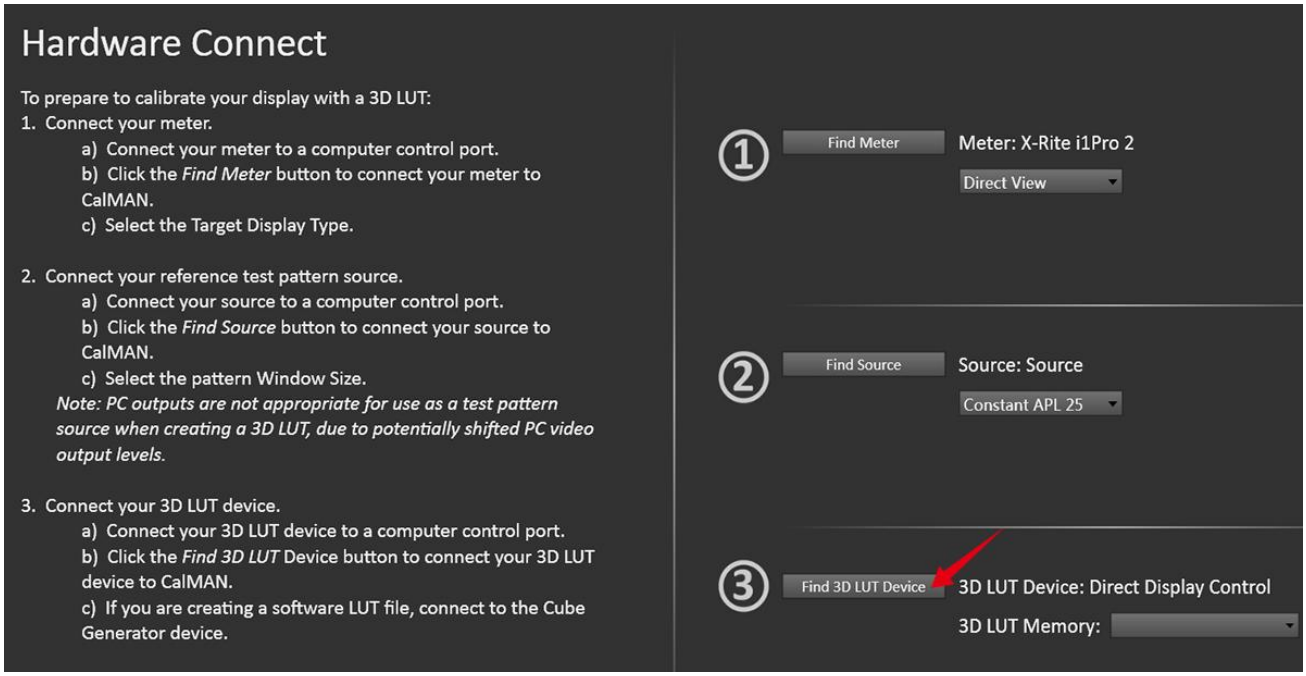
Click **Color Cube (3D LUT)** to enter the **Cube 3D LUT Workflow**.



Click Next



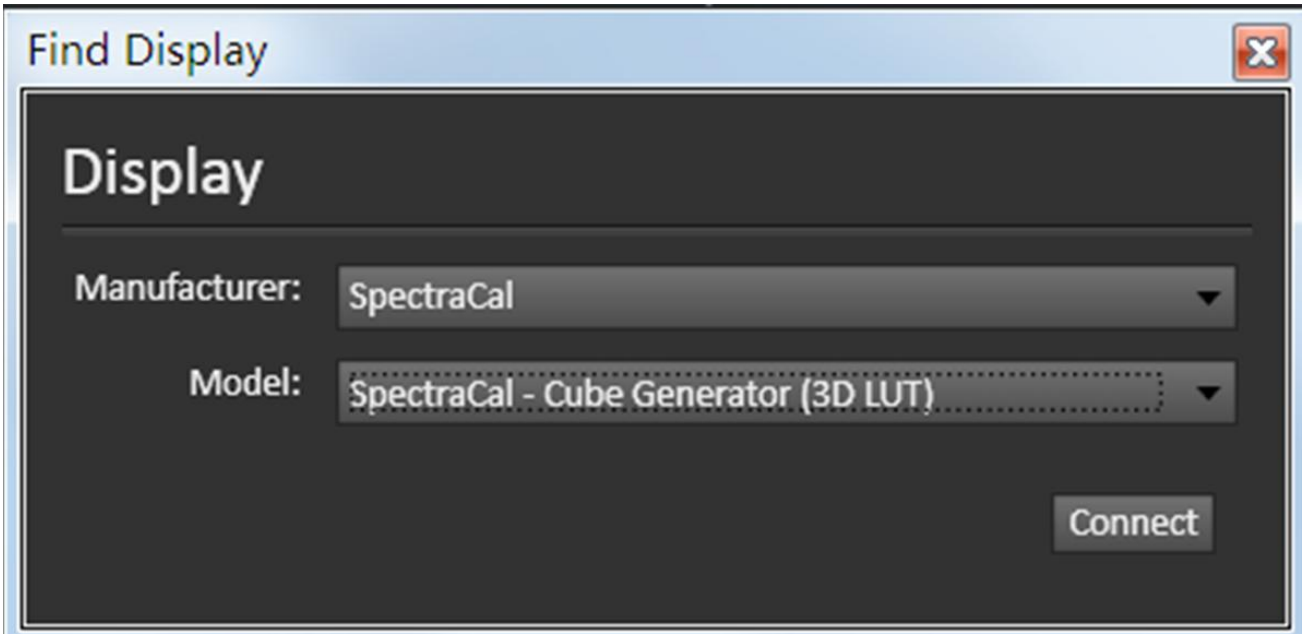
Click **Find 3D LUT Device** to bring up the **Find Display** window.



Manufacturer：Select **SpectraCal**

Model：Select **SpectraCal - Cube Generator (3D LUT)**

Then click **Connect**，and then click **Next**

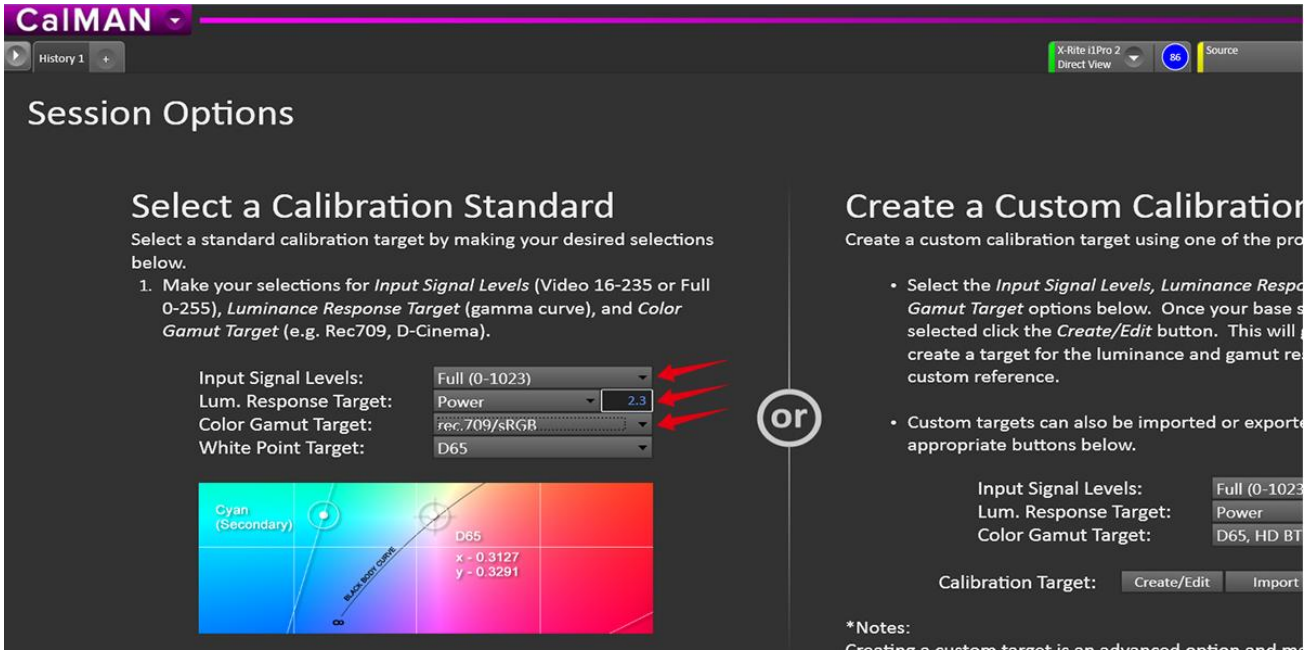


Input Signal Levels: Select **FULL** (ensure the computer's HDMI graphics output color range is set to **Full 0–255 / 0–1023**).

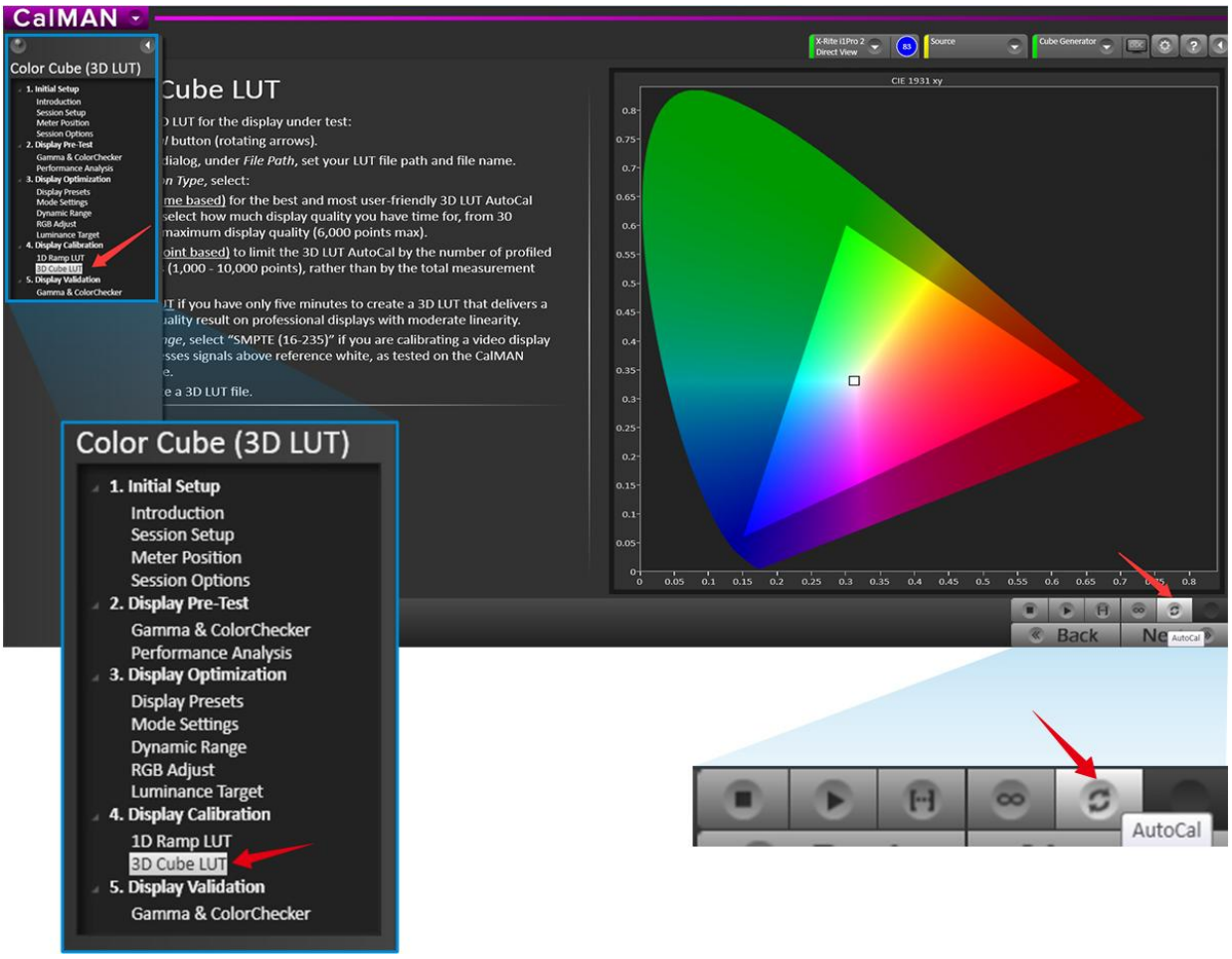
Lum. Response Target: Select **Power** and set the value to **2.3**.

Color Gamut Target: Select **Rec.709** according to the actual requirements.

Click **Next**.



Select **3D Cube LUT**, then click the **AutoCal** icon to enter the **AutoCal Setup** window.



File Format: Select **CUBE – common .cube formats**.

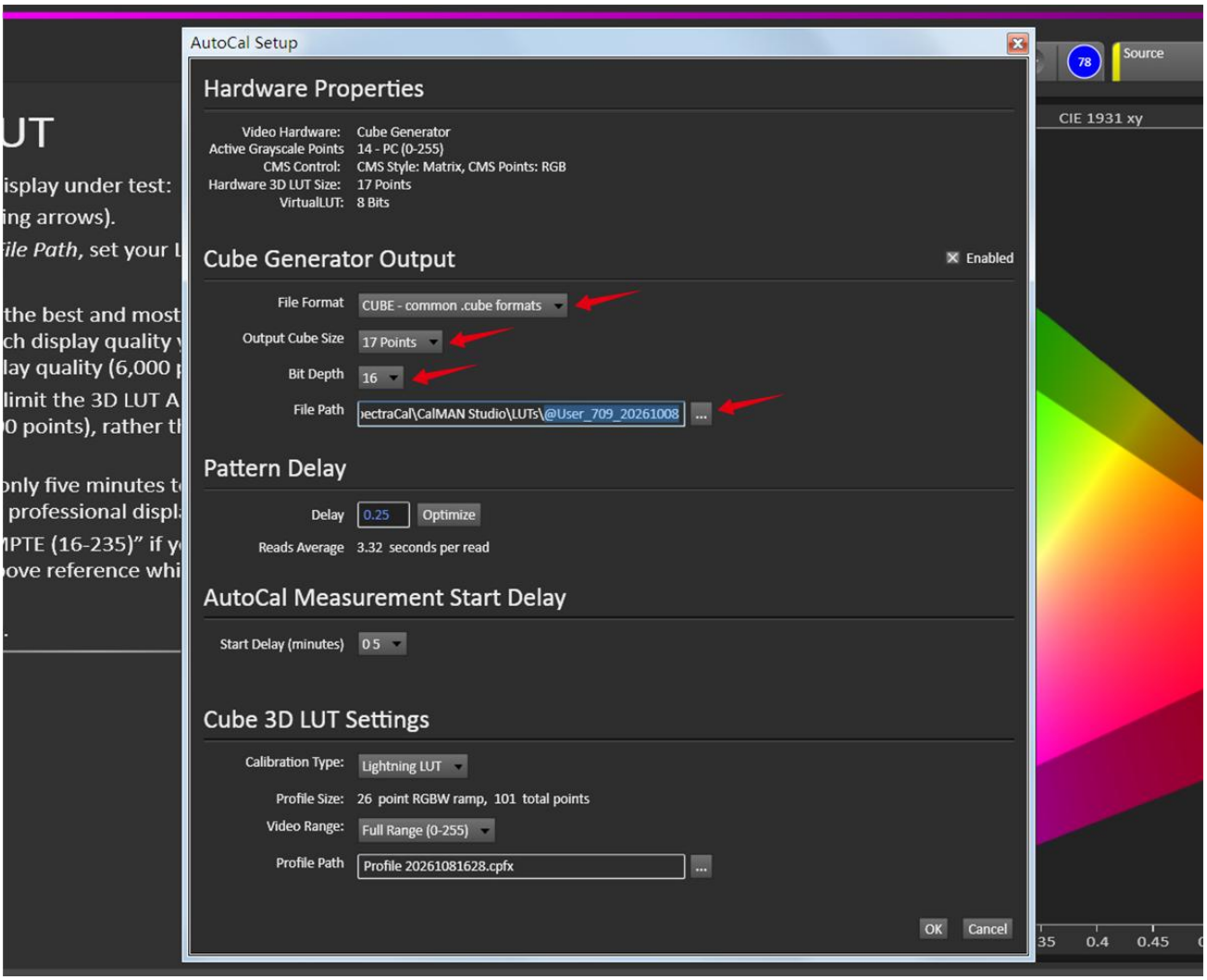
Output Cube Size: Supports **16, 17, 32, 33, 64, and 65**.
For this example, select **17**.

Bit Depth: Select **16**.

File Path: Select the destination folder where the LUT file will be saved.

Note:

- For **Rec.709 calibration**, the file must be named **@User_709xxxx.cube**. The red-highlighted characters must remain unchanged; the remaining characters can be customized.

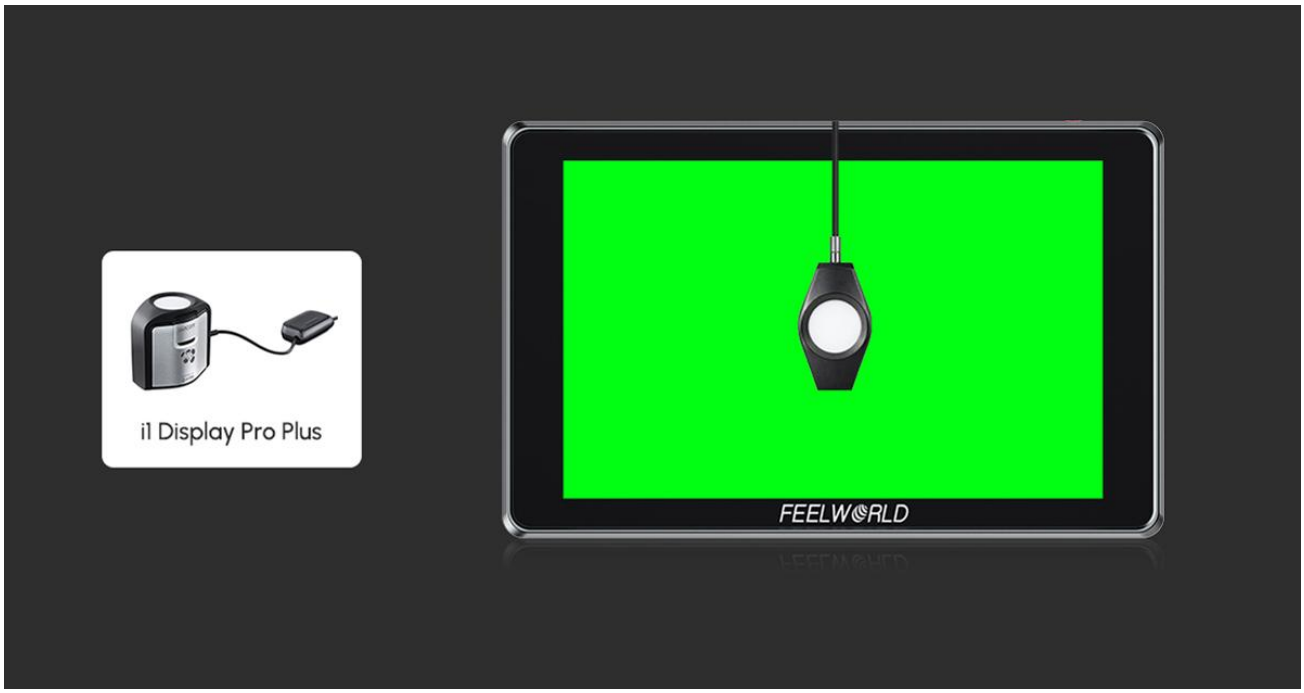


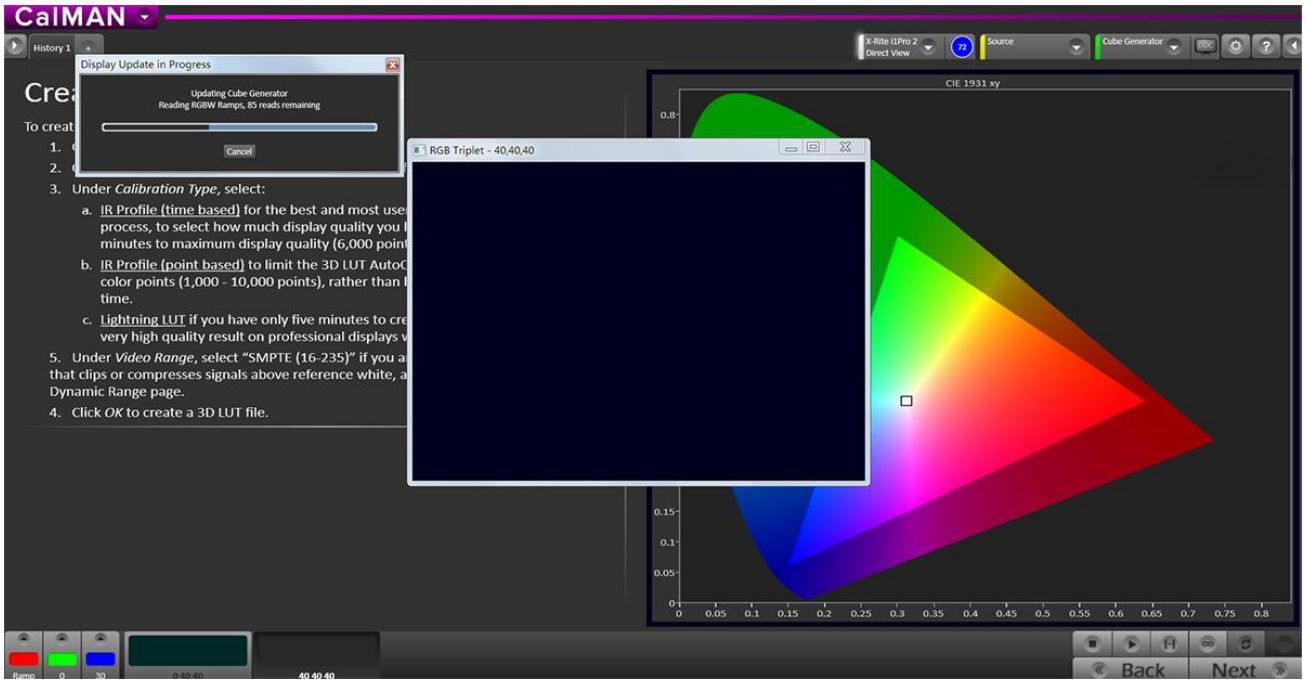
Pattern Delay: Allow the software to set this automatically. Position the optical lens of the **i1Display Pro Plus** at the center of the monitor, then click **Optimize** and wait for the setup process to complete.

AutoCal Measurement Start Delay: Customize the countdown delay time before measurement according to your requirements.

Cube 3D LUT Settings – Calibration Type: Select the calibration type according to your needs. For this example, select **Lightning LUT**.

After completing all settings, click **OK** to start generating the **3D LUT file**.

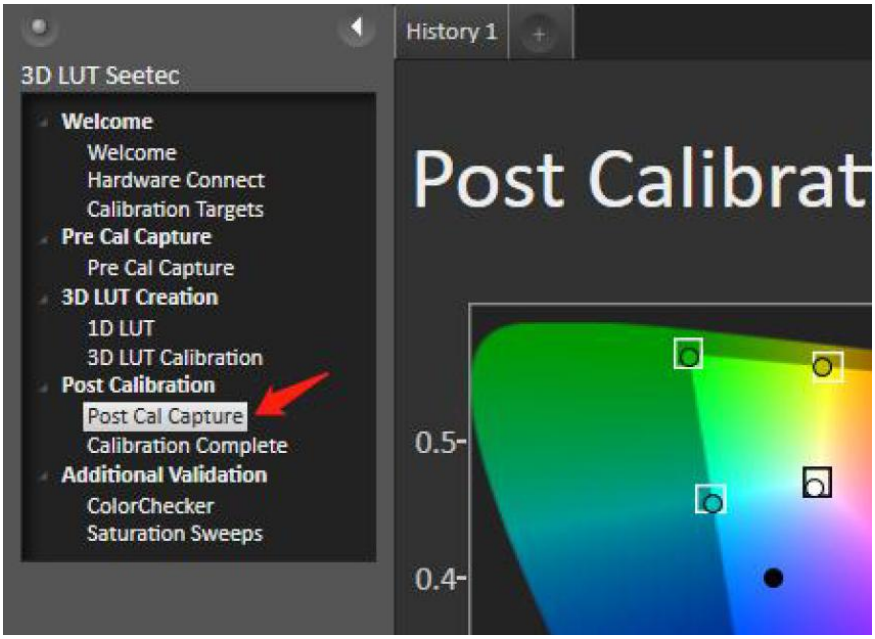




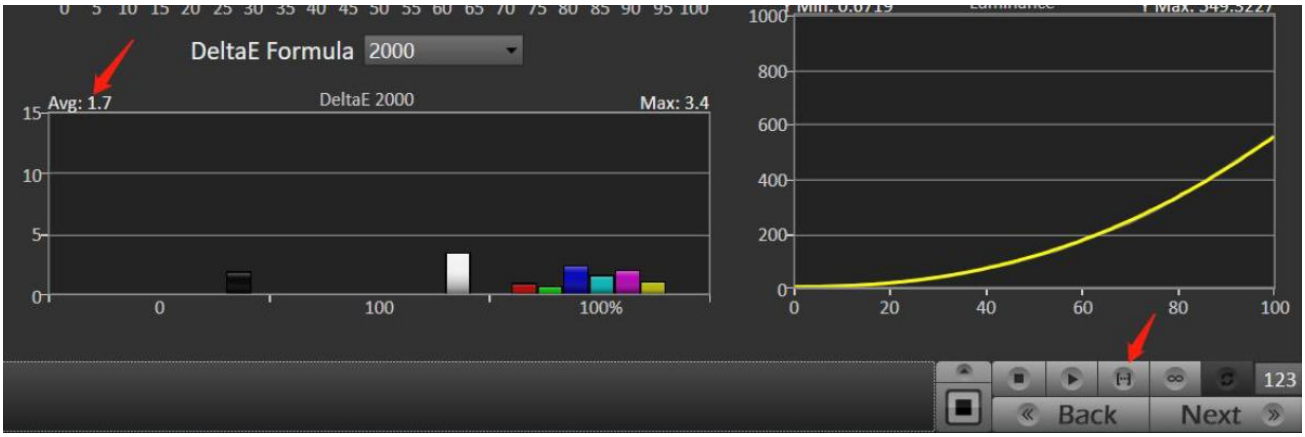
After the file is generated, it will be automatically saved to the previously selected folder. Copy the file to the **root directory of the SD card**, then import it into the monitor.

Note:

To verify whether the calibration data has been applied correctly, click **Post Cal Capture** to perform a post-calibration verification.



Click the “H” icon in the lower-right corner and wait for the software to complete the automatic calibration. If the Avg value is below 2, the calibration data is considered accurate.



7.4 USB Drive Format

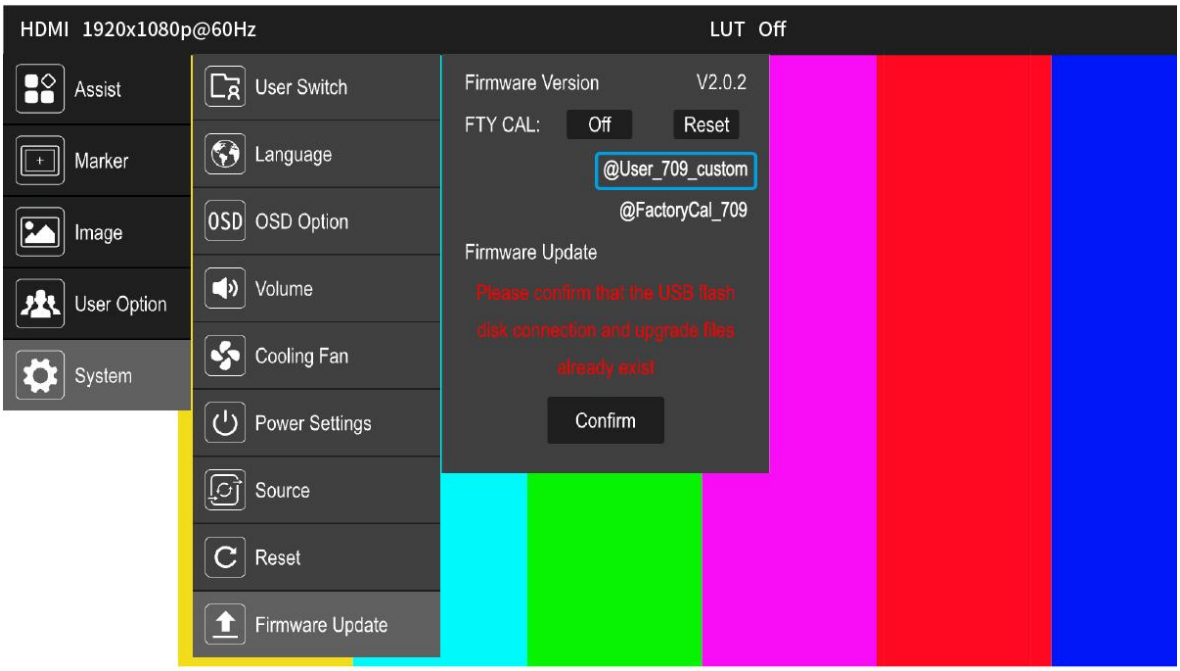
Supports **FAT32**

7.5 Import LUT File into the Monitor

（1）Make sure the USB drive is properly inserted into the monitor.

（**2**）Enter the monitor’s main menu: **User Option** → **LUT** → **LUT Import** → **Confirm** to import the LUT file.

（3）After successful import, the monitor will display the following interface:
(See image below)



8. Firmware Update

Please connect after-sale to get the upgrade file

8.1. Use a FAT32 format USB drive , copy the upgrade file to the USB drive

8.2. Turning on the monitor, and plug the USB drive to the USB interface of the monitor

8.3. Enter the menu, select System--Firmware Update--Confirm, press MENU knob to confirm to upgrade.

8.4. After loading, the monitor will shut down automatically, please reboot manually

8.5. Check whether the latest version

9. Parameters

Panel Size	17.3″	21.5″
Resolution	1920×1080 pixels	1920×1080 pixels
Color Display	16.7M colors （8bit）	16.7M colors （8bit）
Color Gamut	REC709 97.5%	REC709 97.5%
Aspect Ratio	16:9	16:9
Pixel Pitch (mm)	0.1989(H) X 0.1989 (V)	0.24795(H) X 0.24795(V)
Brightness	1000cd/m²	1000cd/m²
Contrast	1100:1	3000:1
Viewing Angle	170°(H) 170°(V)	178°(H) 178°(V)
Response Time	Tr + Tf=16ms	Tr + Tf=35ms
Audio	3.5mm Headphone Jack, Speaker	
Backlight	LED	
Input	2*3G-SDI, 4*HDMI, RS485	
Output	2*3G-SDI, 4*HDMI, RS485	
Control Interface	GPI	
Network Interface	LAN	
Other Interface	USB (firmware update/3D LUT upload)	
HDMI Support Format	480i/576i/480p/576p 720p (60/59.94/50/30/29.97/25/24/23.98) 1080i (60/59.94/50) 1080p (60/59.94/50/30/29.97/25/24/24sF/23.98/ 23.98sF) 3840×2160p (60/50/30/29.97/25/24/23.98) 4096×2160p (60/50/30/29.97/25/24/23.98)	
SDI	720p (60/59.94/50/30/29/25/24/23.98) 1080i (60/59.94/50) 1080p (60/59.94/50/30/29.97/25/24/23.98)	
Working Temperature	0°C～50°C	
Storage Temperature	-20°C～60°C	
VESA Mounting	100x100mm	
Input Voltage	12~24V	12~24V

Input Voltage	DC 12~24V AC 220V	DC 12~24V AC 220V
Power Supply Way	4pin XLR connector AC 220V connector V-mount Battery Plate	4pin XLR connector AC 220V connector V-mount Battery Plate
Unit Size (mm)	426x302.9x34.8mm	511.5x355.5x34.8mm
Unit Weight	4.15kg (w/o desktop stand)	5.7kg (w/o desktop stand)

10.Trouble Shooting

If there is any problem when using the unit, please try following ways to inspect and solve. Please contact us if you still could not solve it or have other problems.

Without image display	**Trouble shooting**
◆ Video cable off or connect incorrectly	Check the quality of the cable, make sure the correct input interface
◆ Without video signal input	Check the signal source and output interface connect is correct or not
◆ Monitor is not be powered on	Check whether the power is connected, and make sure the power is turn on
◆ Supply voltage instability	The power adapter or battery is poor connected with battery plate
◆ self-contained power supply, polarity connect inversely	Reference "Power input way" reconnect

Image/color display abnormal	**Trouble shooting**
◆ Video cable poor contact	Change video cable, try again

◆ Video signal interfered by external environment	Move to another environment to try again
◆ Menu color saturation adjustment closing	Enter menu to check color, or reset to factory settings
◆ Check Field set in mono or black & white	Reset Check Field, back to the color
◆ Image deformation	Reset the image aspect ratio

Speaker without sound	**Trouble shooting**
◆ Audio cable off or connection properly	Confirm connected with the corresponding input port
◆ Volume adjustment was closed	Reset the volume control and adjust to a proper position
◆ HDMI /SDI cable poor connected	Check the quality of cable, or change cable and have a try

■ Remark:

★ If there are still other problems, please contact with our related technical persons.

★ As we are improving our products features, so if there are changes without prior notice.