

# 6" HDMI Touchscreen Monitor

## 2600nits Daylight Viewable



# User Manual

## **Product Overview**

Thank you for using our 6 inch ultra bright touch screen monitor. This monitor has HDMI input and output, auxiliary power output, touch screen menu operation, HDR monitoring and support user 3D LUT upload and other features. Advanced features include Parade, Vector, Histogram, Audio Meter, Focus Assist, False Color, Zebra Exposure, Pixel to Pixel, Center Marker, Safety Marker, Marker Mat, Monochrome, Image Freeze, Zoom, Anamorphic etc. It is an ideal, portable and lightweight viewfinder and video monitor. The monitor is equipped with a battery plate; you can use the power adapter supply or use the external battery for power supply.



**To insure the best use of the unit, please read the user's manual carefully**

### **CAUTION**

1. Please avoid the heavy impact and drop onto the ground when move the product.
2. The screen of this product is made of glass.Keep away from injury if the screen is broken.
3. Keep the product away from the heat source, and avoid the prolonged exposures to the sun as the LCD screen will be damaged.
4. Please do NOT use chemical solutions to clean this product.  
Please wipe the monitor with a clean soft cloth to maintain the brightness of the surface.
5. No adjustable components are in the monitor. Please do not take apart or repair the unit by yourself, to avoid the damage of the product.

# FEATURES

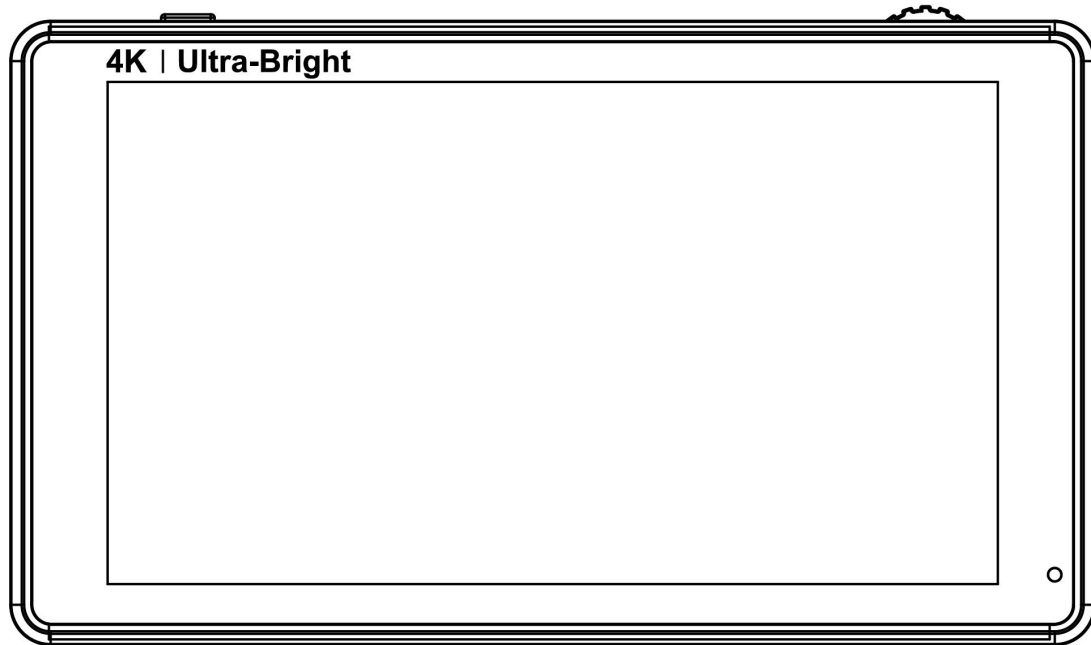
- ✧ Touch screen menu operation
- ✧ Support HDR monitoring
- ✧ User custom 3D LUT import by SD card
- ✧ 1920x1080 full HD IPS screen, 2600nits daylight viewable
- ✧ All Waves display, Parade, Vector, RGB Histogram functions
- ✧ Histogram is a quantitative tool to inspect the image brightness, to guide the exposure control
- ✧ Focus Assist (red, green, blue, white, yellow five peaking colors optional)
- ✧ Audio Meter
- ✧ Zebra and False Color function, convenient to guide the using light when shooting and the post production
- ✧ Monochrome (gray, red, green, blue)
- ✧ Image Zoom-in function
- ✧ Anamorphic Mode
- ✧ Image Flip H and Flip V, Auto Mirror
- ✧ Image Freeze
- ✧ Pixel to Pixel
- ✧ Marker Mat, Center Marker and Safety Marker
- ✧ Brightness, Contrast, Sharpness, Hue, Saturation and Color Temp Adjustment.
- ✧ Stereo Earphone output
- ✧ DC 8.4V power out to power your DSLR camera or mirrorless camera

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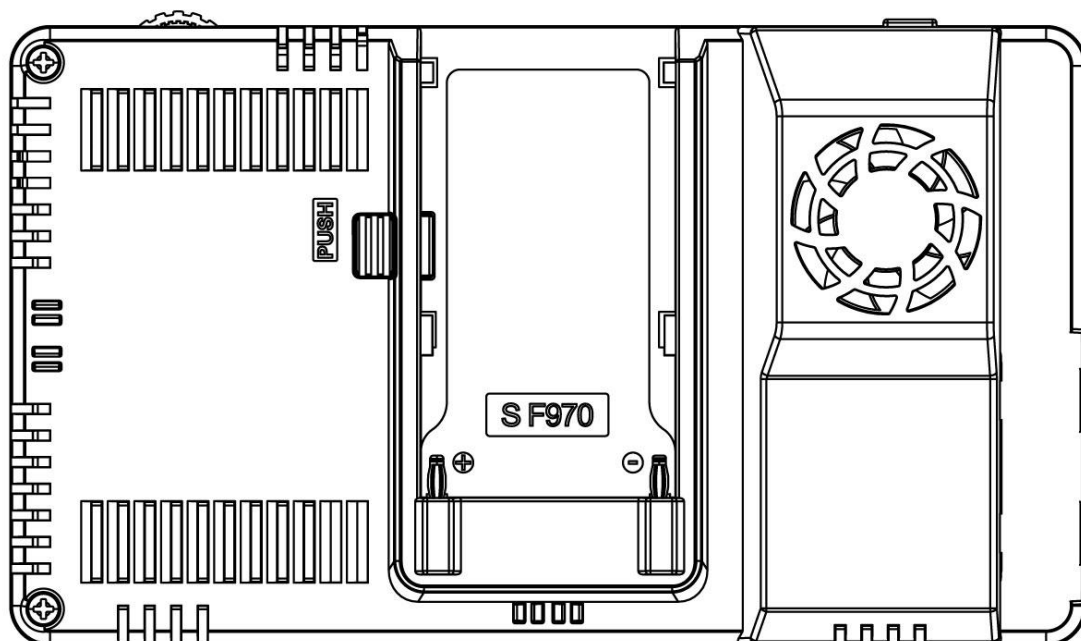
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## 1. Product Description

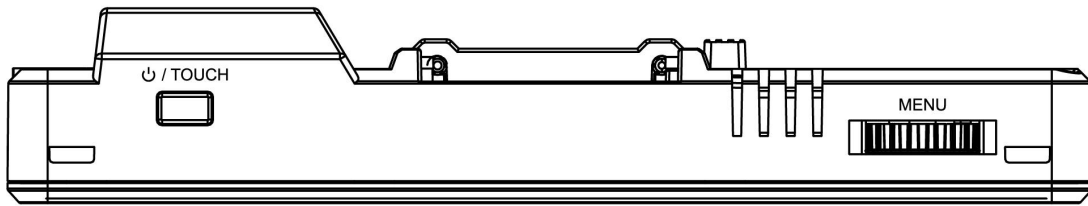
### ● Front Panel



### ● Back Panel



## 1.1 Button Instructions

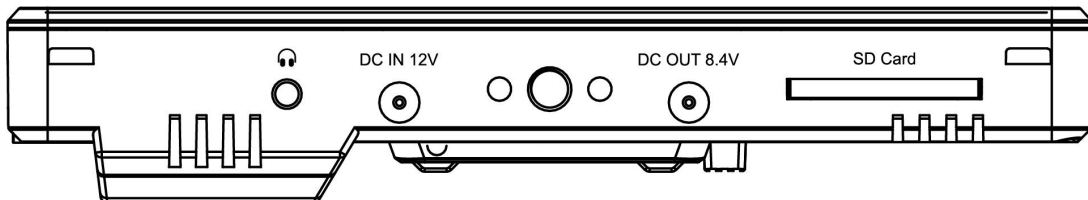


**⏻ / TOUCH** : Long press to turn on and off the power; short press to turn on and off the screen touch function

**MENU**: Long press to open the main menu and short press to open the shortcut menu. Rotate the wheel to select a menu item, press it again to open the corresponding menu function.

(See details: **2. Menu Operation Instruction**)

## 1.2 Port Instructions (Bottom)



**🎧** : 3.5mm earphone port output

**DC IN 12V**: DC power input, polarity as the input power 

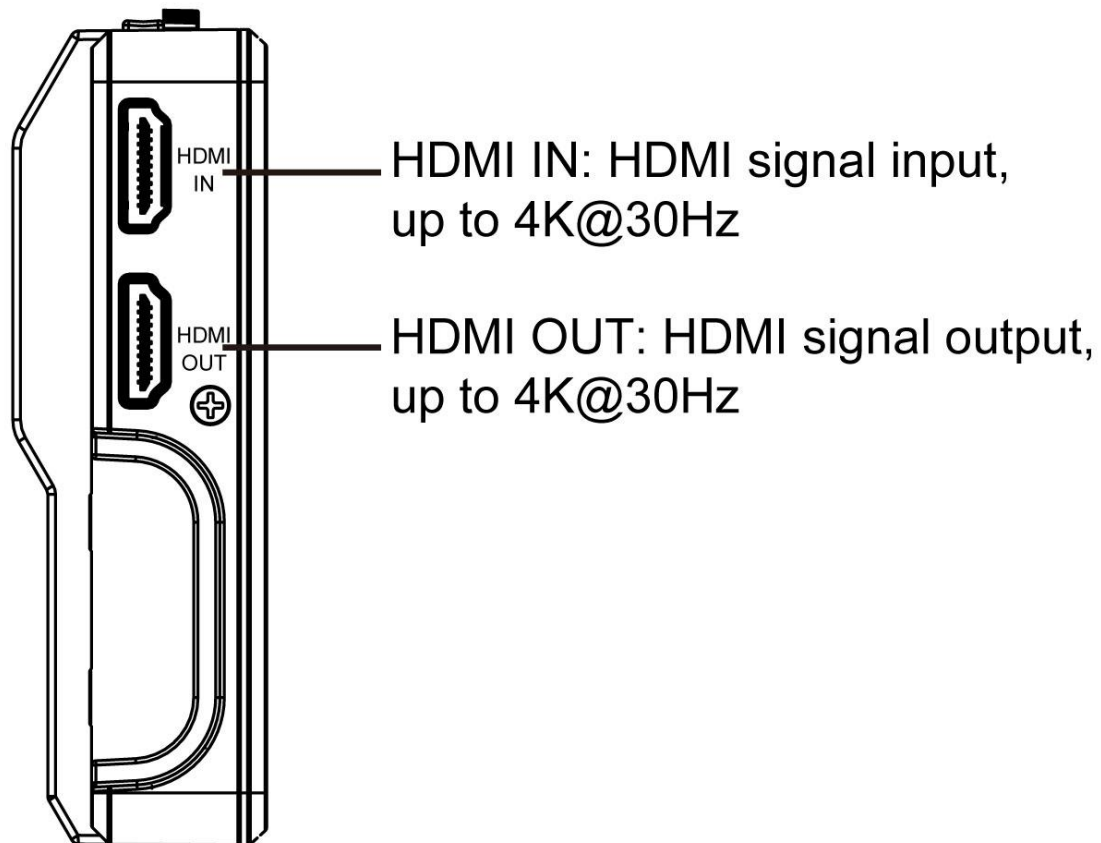
**DC OUT 8.4V**: DC power output, polarity as the output power



Barrel output for powering your camera with a separately available DC coupler via adaptor (like NP-FW50 Sony & LP-E6 Canon&DMW-BLF19 Panasonic).

**SD Card:** SD card slot, 3DLUT upload via SD card and for firmware upgrade

### 1.3 Port Instructions (Left)



### 1.4 Power Supply Way


(1) The rear cover of the monitor is equipped with a F970 battery plate, which is applicable to F970 series of batteries.

**Sony F970 battery plate for battery of Sony DV:**

Sony F970 F960 F950 F930 F770 F750 F730 F570 F550 F530 series

**Remark:** It is recommended to use standard original F970 batteries. Different specifications of the battery have different

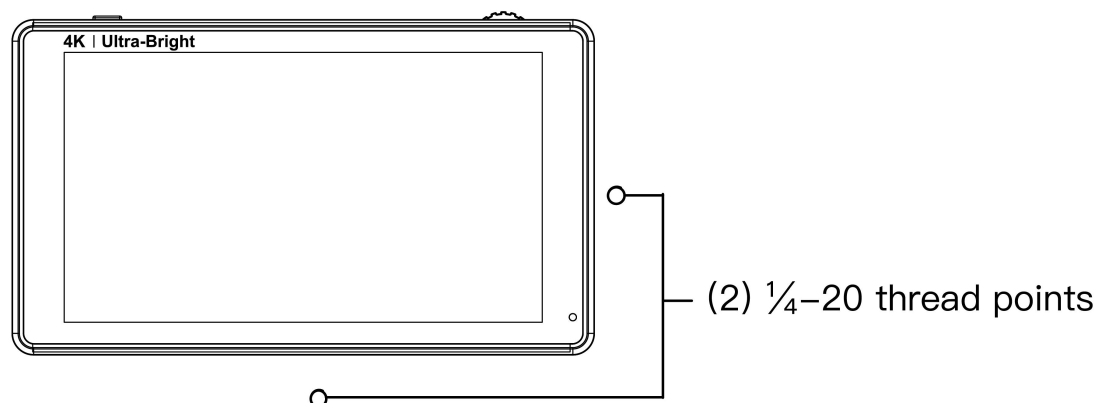
capability. The working time for the monitor will be different. Higher capability (working time) will be longer. Please take off the battery from the monitor if you don't use the monitor in a long time.

(2) **DC IN 12V:** DC power input, polarity as the input power  , Barrel (5.5mm outer, 2.1mm inner) at the bottom of the monitor, DC 7~24V Input.

## 1.5 Installation Way

### (1) Mount Points

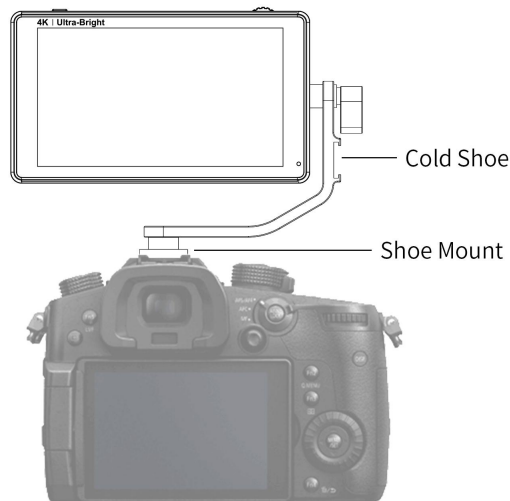
There are (2) 1/4-20 thread points (bottom & right side) can be easily connected to the hot shoe mount, tripod fixed installation.




### (2) Tilt Arm Mounting


The monitor secures to your camera using the included Tilt Arm via shoe mount or 1/4"-20 thread. The Tilt Arm enables 180° of tilt for convenient monitoring at nearly any angle. A cold shoe on the Tilt Arm lets you secure equipment (like a microphone, LED light, or wireless receiver) that would otherwise be displaced from the camera's accessory shoe.





## 2. Menu Operation Instructions

After the monitor is properly connected to the power supply, the indicator light is on (red). Long press  / TOUCH button to turn on the monitor, the indicator light turns yellow. After the signal is connected, the indicator light turns green.

After startup, short press  / TOUCH to select to turn the screen touch function on or off.

### 2.1 Touch screen menu operation (default touch screen is on)

- ①. Double-click on the screen to open the main menu (on the left side of the screen) and click on the corresponding menu to display the secondary menu. You can enter the corresponding function option to select or set with the "<" or ">" key of the option. To exit the menu, click the main menu



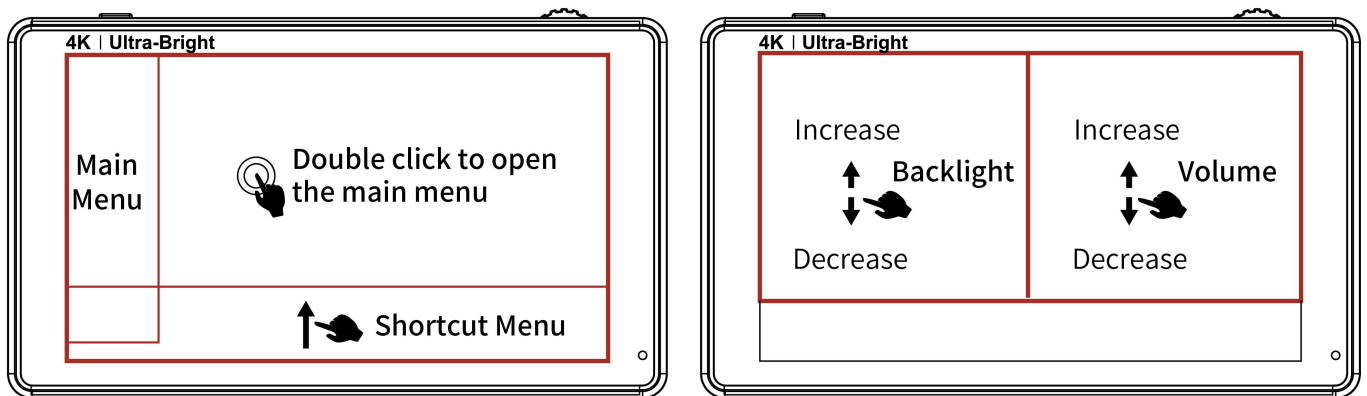
menu or click the touch screen outside the menu.

- ②. When the menu is not displayed, swipe up from the bottom of the screen to open the shortcut menu, and click the shortcut menu function to open or set the function. Double-click the shortcut menu function, through the


menu box "<" or ">" button, you can customize the function settings. Click the touch screen outside the shortcut menu to exit the shortcut menu display.

- ③. When the menu is not displayed, on the left side of the screen (1/2 split screen), you can directly adjust the brightness of the screen backlight; on the right side of the screen (1/2 split screen), you can directly adjust the volume.

**Figure:**



## 2.2 MENU Wheel Menu Operations

- ①. When the menu is not displayed, directly rotate the wheel to backlight or volume adjustment. The **wheel** option can be set to backlight or volume in the menu .
- ②. Long press the MENU wheel to open the main menu (left side of the screen), rotate the wheel to select the secondary menu. After selection, press the wheel to enter the secondary menu, and then rotate the wheel to select the secondary menu function. After selection, press the wheel to enter the secondary menu function, rotate the wheel to adjust the parameters. After the adjustment, press the wheel to confirm and exit the

secondary menu function, rotate the wheel to enter the next adjustment.

When finished, long press the MENU wheel to exit the main menu.

- ③. Short press the MENU wheel to open the shortcut menu (below the screen), rotate the wheel to select the shortcut menu option, press the wheel to directly turn on/off the function, if you press the parameter selection, repeat the above operation. When finished, long press the MENU wheel to exit the shortcut menu.

### 3. Menu Function Instructions



<b>All Waves</b>	<b>OFF, ON</b> After turning on, waveform, vector, histogram and embedded audio will be shown.
<b>Parade</b>	<b>OFF, RGB, YUV, Y</b> 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 parade feature also checks the evenness of the lighting when lighting a chromakey or background.
<b>Vector</b>	<b>OFF, ON</b> Shows how saturated the image is and where the pixels in the image land on the color spectrum.
<b>Y Histogram</b>	<b>OFF, ON</b> A quantitative tool to check the picture brightness, display

	different color for different brightness
<b>RGB Histogram</b>	<b>OFF, ON</b> 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
<b>Focus Assist</b>	<b>OFF, ON</b> The focus level and focus color items are displayed after the focus assist is turned on. It highlights the areas that are in focus so you are able to quickly focus the camera and not miss crucial shots.
<b>Focus Level</b>	1~10
<b>Focus Color</b>	yellow, red, green, blue, white
<b>Audio Meter</b>	<b>OFF, ON</b> Display an audio diagram after enabled to help you understand the audio status being used
<b>Zebra</b>	<b>OFF, ON</b> The zebra value item is displayed only after the zebra is turned on. 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.
<b>Zebra Value</b>	1%~100%
<b>Monochrome</b>	<b>OFF, gray, red, green, blue</b> When enabled, hue and saturation adjusted quickly and accurately
<b>False Color</b>	<b>OFF, type 1, type2</b> An image that depicts an object in colors that differ from

	those a photograph (a true color image) would show.
<b>Return</b> ←	Back to the previous OSD menu

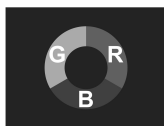


<b>Nine Grid</b>	<b>OFF, ON</b> The area of the picture is divided into nine equal grids
<b>Safety Marker</b>	OFF, 70%, 80%, 90%, 16:9, 16:10, 4:3, 5:4, 1:1, 1.91:1.1, 4:5, 9:16, 1.85:1, 2.35:1
<b>Center Marker</b>	<b>OFF, ON</b>
<b>Marker Mat</b>	<b>OFF, 16:9, 16:10, 4:3, 1.85:1, 2.35:1, 2.41:1, 1.9:1, 5:4, 1:1.9</b> The Marker Mat Alpha item is displayed after the Marker Mat is turned on.
<b>Marker Mat Alpha</b>	<b>0%, 25%, 50%, 75%</b>
<b>Marker Color</b>	yellow, red, green, blue, white, black
<b>Return</b> ←	Back to the previous OSD menu



<b>Scan Mode</b>	<b>Under Scan, Over Scan</b>
<b>Video Aspect</b>	auto, 16:9, 16:10, 4:3, 5:4, 1.85:1, 2.35:1, Stretch, user Under the <b>user</b> , you can customize the Video Width (100% ~ 200%), Video Height (100% ~ 200%)
<b>Anamorphic Mode</b>	OFF, 1.25x, 1.33x, 1.5x, 1.6x, 1.8x, 2.0x, 2.0x mag Allows you to use anamorphic lenses or adapters and

	see the image unsqueezed, even if your camera does not de-squeeze in camera.
<b>Flip H</b>	<b>OFF, ON</b>
<b>Flip V</b>	<b>OFF, ON</b>
<b>Zoom Times</b>	<b>OFF, 100%~300%</b> It is HD signal in any part, an amplification for high quality close-up.
<b>Freeze</b>	<b>OFF, ON</b>
<b>Pixel to Pixel</b>	<b>OFF, ON</b> Enable the filmmaker to check the image from the 1:1 signal source without scaling. This feature is essential for capturing optimum detail.
<b>Return</b> ←	Back to the previous OSD menu



<b>HDR</b>	<b>OFF, HLG 2020, HLG 709, HLG P3</b> HDR can provide more dynamic range and the details of image, it is better to reflect the visual effects in the real environment.
<b>Lut Switch</b>	<b>OFF, ON</b> 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
<b>Lut</b>	SLOG2, SLOG3, LOGC, VLOG
<b>Lut Import (SD)</b>	After copying the 3D LUT file to the SD card and inserting


	<p>it into the SD card slot, you can click the “&lt;” or “&gt;” key in the Lut (SD) option, or rotate the wheel to import the 3D LUT file.</p> <p><b>Note:</b> the chip should be faced up when inserting the SD card, and press it after inserting to ensure that the SD card is fully inserted.</p>
<b>Colortemp</b>	<p><b>5600K, 6500K, 9300K, user</b></p> <p>Under the “user” item, the red, green, and blue values of the image can be adjusted, made the colors of the image achieve your favorite</p>
<b>Backlight</b>	<p><b>1~100</b></p> <p>Adjust the screen brightness</p>
<b>Brightness</b>	<p><b>0~100</b></p> <p>Adjust the image brightness</p>
<b>Contrast</b>	<p><b>0~100</b></p> <p>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.</p>
<b>Saturation</b>	<p><b>0~100</b></p> <p>Adjustment of color concentration</p>
<b>Hue</b>	<p><b>0~100</b></p> <p>It is the most accurate standard for distinguishing various different colors. Determine what a certain color is actually color via the color appearance</p>
<b>Sharpness</b>	<p><b>0~100</b></p> <p>An index that reflects the clarity of image planes and the</p>

	sharpness of image edges
<b>Return</b> ←	Back to the previous OSD menu




<b>Wheel</b>	<b>Backlight, Volume</b> After selecting the wheel option, you can click the “<” or “>” button in the wheel option, or rotate the wheel to select one of the shortcut keys to set it to the rotary wheel adjustment (when the menu is not displayed).
<b>Language</b>	English, 中文, 繁體中文, 日本語, Deutsch, Français, Italiano, Español, 한국, Русский
<b>Transparency</b>	<b>OFF, low, middle, high</b> Adjust the transparency of the menu picture background on the screen
<b>OSD Time</b>	<b>5s, 10s, 15s, 20s, 25s, always</b> Select the display time of the menu on the screen
<b>Auto Mirror</b>	<b>OFF, ON</b> After turning on, the image will automatically adjust upside down.
<b>Volume</b>	<b>0~100</b> Adjusting the speaker volume
<b>Reset</b>	After selecting the reset option, you can click the “<” or “>” key in the reset option or rotate the wheel to restore the factory settings.
<b>Firmware Update</b>	After copying the update file to the SD card and inserting it into the SD card slot, you can click the “<” or “>” key in



	the firmware update option or rotate the wheel to update. <b>Note:</b> the chip should be faced up when inserting the SD card, and press it after inserting to ensure that the SD card is fully inserted.
<b>Return</b> 	Back to the previous OSD menu



	Exit the menu
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## 4. How to Load LUT

### 4.1 SD card format

Support FAT32 or NTFS. For MAC system, the SD card should be formatted in MS-DOS (FAT)

### 4.2 Max Files Limit Maximum 50 Lut files

### 4.3 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**

### 4.4 Steps for loading

#### 4.4.1 Make sure the SD card correctly insert

#### 4.4.2 Enter main menu --Lut Import (SD)-- click "<" or ">" to load

the monitor will auto detect the SD card

A. There is no SD Card, the screen will show failed,can try once more,if not work, restart the monitor and try again

B. There is SD Card, the monitor will erase the exits user's lut fill and show "Initializing" , If there is no valid lut file in SD card, the lut will not load.The monitor will show "clean up"

C. If there is valid lut file in SD card, 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 50.

## 5. Support Formats

<b>HDMI Input/ Output Support Format</b>	480i/480p/576i/576p 720p (60/59.94/50/30/29.97/25/24/23.98) 1080i (60/59.94/50) 1080p (60/59.94/50/30/29.97/25/24/23.98) 3840x2160p (30/29.97/25/24/23.98) 4096×2160p (24Hz)
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## 6. Technical Parameters

<b>Panel Size</b>	6" touch screen
<b>Resolution</b>	1920 x 1080 pixels
<b>Dot Pitch</b>	0.069(L) x 0.069(W) (mm)
<b>Aspect Ratio</b>	16:9
<b>Brightness</b>	2600cd/m <sup>2</sup>
<b>Contrast</b>	1000:1
<b>Viewing Angle</b>	80°/80°(L/R) 80°/80°(U/D)
<b>Backlight</b>	LED

<b>Input</b>	HDMI
<b>Output</b>	HDMI
<b>Audio</b>	3.5mm Stereo Headphone
<b>Power Out</b>	DC OUT 8.4V, Barrel (5.5mm outer, 2.1mm inner; Power DSLR or mirrorless camera)
<b>Input Voltage</b>	7~24V
<b>Power Consumption</b>	≦ 16W
<b>Unit Size</b>	162Lx93.2Hx29D (mm)
<b>Unit Weight</b>	300g
<b>Mount Points</b>	(2) ¼-20 thread points (right, bottom)
<b>Working Temperature</b>	-20℃ ~ 50℃
<b>Storage Temperature</b>	-30℃ ~ 60℃

## 7. Trouble Shooting

### 7.1 Only black and white or monochrome picture:

- ① please check saturation, brightness & contrast adjustment.
- ② Please check "Monochrome" is in black, white or monochrome image or other condition.

### 7.2 NO Image after put on the power

- ① Check if signal cable connecting is in good condition.
- ② Check signal cable connecting, and make sure to use the standard adapter to connect the monitor. If power is supplied by battery, please check if the battery is fully charged.

### 7.3 Earphone No sound

Check if Volume control do not open, press the volume button, and try to increase the volume.

- If there are still other problems, please contact with our related technologists.
- ★ As we are improving product features and product performance, so if there is any change on the specification without prior notice.