

Cine-tal

Cinémage™ User Manual

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FCC Notice

This device complies with Part 15 of the FCC Rules. To assure continued compliance follow the attached installation instructions and do not make any unauthorized modifications.

This equipment has been tested and found To comply with the limits for a class A digital Device, pursuant to Part 15 of the FCC Class rules. These limits are designed to Provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which the user will be required to correct the interference at his own expense.

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TO REDUCE THE RISK OF FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS EQUIPMENT TO RAIN OR MOISTURE.

CAUTION:
TO REDUCE THE RISK OF FIRE OR SHOCK HAZARD AND ANNOYING INTERFERENCE, USE THE RECOMMENDED ACCESSORIES ONLY.

Preface

This User's Guide includes instruction and reference information for the operation and use of:

Cinimage 2142

Cinimage 2122

Cinimage 2042

Cinimage 2022

All options available for the Cinimage line of products.

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Cinimage User's Guide

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Cine-tal Systems, LLC
REV A

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- Before returning the Product for repair or replacement, it is necessary to obtain a Return Merchandise Authorization (RMA) number by calling (317) 576-0091. You will be asked to provide the system’s serial number (or a copy of the invoice showing date of original purchase) and/or the Hardware Maintenance Agreement number.
- In order to provide you with an exchange unit in advance of receiving the non-functioning unit, we will need (i) a company purchase order for the value of the unit being provided (ii) the serial number of the component being returned. Your PO will not be billed if the non-functioning unit is returned as described below within 7 days.
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- Normal labor, material, and shipping charges will apply to repairs outside the scope of the Limited Warranty.

This product includes some software from the GraphicsMagick Group. Cine-tal wishes to thank all the GraphicsMagick contributors and especially Bob Friesenhahn.

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Section 1: Getting Started

Chapter 1: Introduction

Welcome!

The Cinemage product family revolutionizes critical monitoring for digital cinema acquisition, post production and DI by combining Cine-tal's leading edge IDS (Intelligent Display Server) technology and calibrated full resolution LCD display. Cinemage provides quantitative video analysis, colour pre-visualization, video signal quality assurance, real-time collaboration between acquisition and post production, and an integrated OmniTek™ Waveform Monitor and Vectorscope. With Cinemage you can conduct both critical visual analysis and digital quantitative analysis of your HD SDI or HD SDI Dual Link signal in either YCbCr or RGB, linear or logarithmic, at 8 or 10 bits.

IDS Technology is a joint technology development between Cine-tal and OmniTek. IDS provides image processing, signal routing, frame stores, and colour manipulation (3D LUT's) and test and measurement all in a network appliance configuration. Internal to IDS is a powerful image processor that generates real-time data about the HD video stream. This data is used to generate waveforms, vectorscopes, gamut information and status of the incoming video signal. IDS also provides for display calibration and profiling as well as input signal colour grading for pre-visualization. All data and operations can be performed over a LAN, WAN or wireless network with any web-enabled device.

How to use this guide

This *Cinemage User Guide* is intended to be a learning tool for those new to the Cinemage product as well as a handy reference for experienced operators. The *User's Guide* offers step by step instructions and general information.

If you are new to the Cinemage products we strongly suggest that you read this manual completely and familiarize yourself with all the tasks presented. An investment in time now may save a lot of time later.



Connections

Starting from the top down:

DVI Output.....*Connection to external monitor or projector
1920 x 1200 resolution at 48-60 Hz*

Video Out 1.....*HD SDI Out 1*
 Video Out 2.....*HD SDI Out 2*
 Video Out 1&2.....*Dual Link Out 1*

DVI Input.....*Input from computer device
1920 x 1200 resolution at 48-60 Hz*

Reference Loop.....*Analog Reference*

Video Input 4.....*HD SDI Input 4*

Video Input 3.....*HD SDI Input 3*
 Video Input 3&4.....*Dual Link Input 3&4*

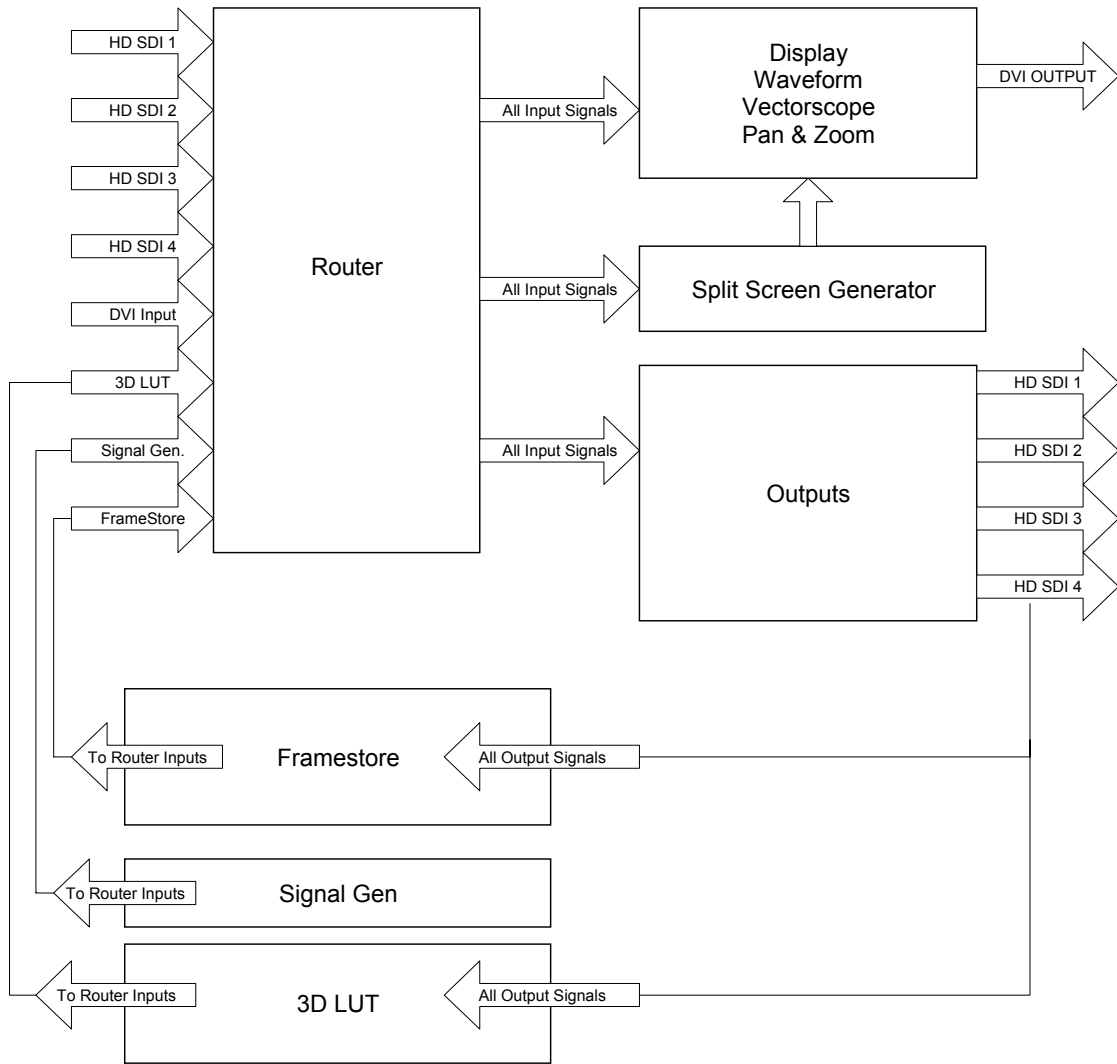
Video Input 2.....*HD SDI Input 2*

Video Input 1.....*HD SDI Input 1*
 Video Input 1&2.....*Dual Link Input 1&2*

USB Connector.....*Storage or Calibration Probe*

Network Connection *Gigabit Ethernet*

Block Diagram



All HD SDI Inputs and Outputs can be linked as 2 Dual Link Inputs and 1 Dual Link Output

Front Panel

There are 6 pushbuttons located on the Front Panel. These pushbuttons correspond to the soft menus located above each button. These pushbuttons allow for direct input to the various features of the Cinemage Monitor.

The menus are located in the lower unused portion of the active video screen. The upper unused portion of the active video screen is used as a reference bar going from black to white across the top of the screen.

A trackball located on the lower right-hand portion of the monitor. This trackball is used for direct input for cursor positioning, alpha-numeric input and level setting.

Rear Panel

The rear panel is the location of the On/Off switch, the input AC connector and the 24 volt DC XLR input connector. There are also 4 threaded holes for #4 metric screws for the VESA mount.

Power Requirements

Cinemage runs on 100 to 240V AC at 50 or 60 hertz. Nominal current is 2A.

[OPTION] If you have the DC input option installed you may run the system on 22-30v dc input. Standard Anton Bauer 3 pin XLR connector is used. Pin 1 is positive, Pin 2 is ground and pin 3 is unused.

The mains disconnect for the Cinemage system is the power connector on the rear panel of the system. The input supply socket-outlet should be located near the device and should be easily accessible.

User Serviceable Parts

There are no user serviceable parts inside the Cinemage units. Please refer all service to a Cine-tal authorized technician.

Turning On The System

To turn the system on simply depress the power toggle switch on the rear of the system. Note: To protect the system from erratic power outages the system requires a 10 second wait period between power down and immediate power up.

Chapter 2: Menu Overview

In reading this section note that location of menu options may change over product revisions. Furthermore, available menu choices will vary depending on model number and installed options. Functions that are dependent on installed options are marked as [Option]

Main Menu

After the system performs a power up self test the following menu will appear at the bottom of the display:

Main Menu



Each menu item corresponds to one of six buttons found directly underneath each menu. The seventh menu item (far right menu) is controlled by the trackball.

Cinemage 2142

Indicates Cinemage model number. By pressing this button once you will navigate to the **Lockout Menu**. The **Lockout Menu** provides two functions; 1) to blackout the non-video portion of the display and 2) provides a key lock function such that the systems setting can't be changed without an unlock key (see **Lockout Menu** in chapter 2 for more information.)

Operator Menus

The **Operator Menus** provide an easy menu interface for selecting the video input, selecting internal video sources, and selecting presets of system configurations saved as a preset. This is designed to be the menu used during normal operation of the monitor.

System Menus

The **System Menus** navigates the user to the full system menus including all route, process, display, analyze and setup functions.

Setup Menus

The **Setup Menus** navigates the user to all system setup functions and to the system reset.

Display Controls

Will enter the Display Control Menu, allowing you to display characteristics; such as brightness, contrast, gamma, and backlight brightness.

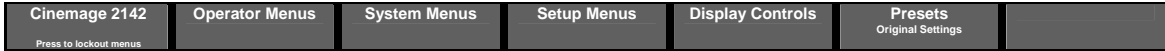
Presets

Allows you to toggle Presets previously saved into the system.

Operator Menus

To access the Operator Menus select “Operator Menus” from the Main Menu

Main Menu



Upon pressing the Operators menu button you will get the following menu:



Upon pressing the Video Input Routing Menu button you will get the following menu:

Operator Menus: Video Input Source



Operator Menus: Video Input Source

Back

Returns you to the Main Menu

SDI 1

Routes SDI input 1 to the display. A highlighted button indicates the current source that is routed to the display.

SDI 2

Routes SDI input 1 to the display. A highlighted button indicates the current source that is routed to the display.

SDI 3

[Option]

Routes SDI input 1 to the display. A highlighted button indicates the current source that is routed to the display.

SDI 4

[Option]

Routes SDI input 1 to the display. A highlighted button indicates the current source that is routed to the display.

DVI INPUT FULLMODE

[Option]

Routes the DVI Input to the Display (See FSB 061220 on page 99 for details).

Menu Navigation

Use the trackball to select which operator menu to be displayed.

Operator Menus: Internal Source

Operator Menus: Internal Source



By using the trackball in the Operator Menus you can navigate to the Internal Source menu.

Back

Returns you to the Main Menu

Splitscreen

Routes the splitscreen generator output to the display. A highlighted button indicates the current source that is routed to the display.

Test Pattern Generator

Routes the Test Pattern Generator output to the display. A highlighted button indicates the current source that is routed to the display.

Framestore

Routes the Framestore output to the display. A highlighted button indicates the current source that is routed to the display.

3D LUT

Routes the 3D LUT output to the display. A highlighted button indicates the current source that is routed to the display.

QUAD INPUT

[Option]

Displays all four HD-SDI inputs at the same time in a ¼ screen resolution

Operator Menu: Presets

Operator Menu: Presets Menu



By using the trackball in the Operator Menu you can navigate to the Presets menus. Each Preset menu page contains 5 presets starting with Original Settings and Defaults. There are 20 Presets available in the system. Use the trackball to advance the Operators Menu the next Presets page.

Main Menu

Returns you to the Main Menu

Save New Preset

Will save your settings to the next available Preset. This new Preset can be renamed in the **Manage Presets** menu

Defaults

Restores the system to the settings you had before you selected a Preset. This would include any setup changes made from the time of power up.

Original Settings

This restores the system to the settings loaded at the time of power-up. Power-up settings are settings saved from the previous power down.

Preset 0

Selects the first of the user defined presets.

More Presets

Moves forward to the next Presets menu

Operator Menu: Stills

Operator Menu: Stills

Select Still → Operators Menu	Still 1	Still 2	Still 3	Still 4	More Stills	Stills 1
----------------------------------	---------	---------	---------	---------	-------------	----------

By using the trackball in the Operator Menu you can navigate to the Stills menus. Each Stills menu page contains 5, Stills. There are 20 Stills available in the system. Use the trackball to advance the Operators Menus the next Stills page. The Operators Menu returns you to the Operators Menu

Operator Menu: 3D LUTs

Operator Menu: 3D LUTs

Select 3D LUT → Operators Menu	Reset	3D LUT 1	3D LUT 2	3D LUT 3	More 3d LUTs	3d LUT 1
-----------------------------------	-------	----------	----------	----------	--------------	----------

By using the trackball in the Operator Menu you can navigate to the 3D LUTs menus. Each 3D LUT menu page contains 5, 3D LUTs. There are 20 3D LUTs available in the system. Use the trackball to advance the Operators Menus the next 3D LUTs page. The Operators Menu returns you to the Operators Menu

System Menus

To access the System Menus select “System Menu” from the Main Menu

Main Menu

Cinimage 2142 Press to lockout menus	Operator Menu	System Menu	Setup Menu	Display Controls	Presets Original Settings	Backlight: 20.5%
---	---------------	-------------	------------	------------------	------------------------------	---------------------



Upon pressing the System Menu button you will get the following menu:

System menu

Back	Route	Process	Display	Analyse	Presets:	
------	-------	---------	---------	---------	----------	--

Route

The routing menu routes system video signals to the display, HD-SDI Outputs,, and 3D LUT, and allows for toggling of Dual Link Mode [\[Option\]](#).

Process

The Process menu allows the user access to the Framestores, Colour Grade Menu, Input LUTs, and Pan and Zoom Menus.

Display

The Display Menu allows the user access Cage (Graticule) Generators, the Head-Up Display, Motion Compensation and the Test Pattern Generator [\[Option\]](#).

Analyse

[\[Option\]](#)

The Analyse Menu allows the user access to the Pixel Data Analysis, Waveform and Vectorscope, Display Output Measurement, Range and Gamut Violations, and Input Status menus.

Presets

The Preset Menu allows the user quick access to various Preset operational conditions. 20 Presets can be stored on the system. These Presets can also be stored to a USB memory stick, or on a network file server.

Setup Menus

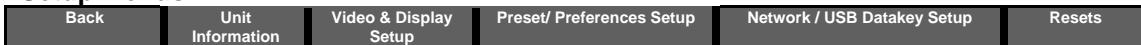
To access the Setup Menus select “Setup Menus” from the Main Menu

Main Menu



Upon pressing the Setup Menus button you will get the following menu:

Setup Menus



Back

Returns to the Main Menu

Unit Information

The **Unit Information** navigates the user to the menu providing information on the unit including software version, IP Address, MAC Address, TCP/IP machine name, software options installed, diagnostics, network status, and software update and restore menus.

Video & Display Setup

Takes you to the Video & Display Setup Menu

Preset/Preferences Setup

Takes you to the Preset and Preferences Setup Menu

Network / USB Setup

Takes you to the Network and USB Data Setup Menu

Resets

Takes you to the Resets Menu.

Lockout Menu

To access the Lockout Menu the user must press the Top Menu's first button "Model Number".

Main Menu

Cinamage 2142 Press to lockout menu	Operator Menus	System Menus	Setup Menus	Display Controls	Presets Original Settings	
--	----------------	--------------	-------------	------------------	------------------------------	--



Upon pressing the system model number button you will get the following menu:

Cinamage 2142 Back	Blackout	Lockout	Blackout and Lockout	Blackout Top	Keyed Lockout	
-----------------------	----------	---------	-------------------------	--------------	---------------	--

Back

Returns you to the Main Menu

Blackout

Removes the upper reference bar and menus. The menus can be re-activated by pressing any button.

Lockout

Locks access to the menu buttons. Access is re-activated by pressing this button for 5 seconds then releasing the button.

Blackout & Lockout

Performs both a blackout and a lockout. The menus can be re-activated by pressing button number 6 (far right button) for five seconds then releasing.

Blackout Top

Applies a solid black field to the upper segment of the display, disabling the default luma ramp typically displayed.

Keyed Lockout

Locks access to the menu buttons and writes an unlock code onto a USB data key inserted into the system. Access is re-activated by inserting the USB datakey into the USB slot and pressing this button. System verifies the lockout code on the USB key and opens menu access. Lockout does not stay in force through a system power off.

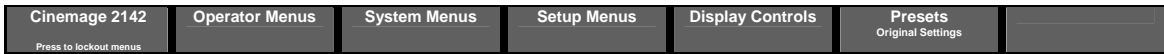
Section 2: Setting Up Your System

Chapter 3: Setup Overview

Setup Menus

To access the Setup Menus select “Setup Menus” from the Main Menu

Main Menu



Upon pressing the Setup Menus button you will get the following menu:

Setup Menus



Back

Returns to the Top Menu

Unit Information

Takes you to the Unit Information Menu

Video & Display Setup

Takes you to the Video & Display Setup Menu

Preset/Preferences Setup

Takes you to the Preset and Preferences Setup Menu

Network / USB Setup

Takes you to the Network and USB Data Setup Menu

Resets

Takes you to the Resets Menu

Chapter 4: Unit Information Menus

To access the Unit Information Menus select “Unit Information” from the

Setup Menus

Back	Unit Information	Video & Display Setup	Preset/ Preferences Setup	Network / USB Datakey Setup	Resets
------	------------------	-----------------------	---------------------------	-----------------------------	--------



Upon pressing the Unit Information button you will get the following menu:

Unit Information Menus 1

Back	Unit Information: Release 1.2 r3	IP Addresses: 192.168.1.123	MAC Addresses: 00-04-5F-82-56-A3	TCP/IP Machine name: Cinetal-316453	More
------	-------------------------------------	--------------------------------	-------------------------------------	--	------

Back

Returns to the Main Menu

Unit Information

Provides information on software and firmware versions.

I/P Address

The current I/P address for the machine. This may be either a static I/P address or a DHCP Address. (see network setup for more information)

MAC Addresses

Display the Mac address for the systems wired and wireless network interface (Wireless networking is an option).

TCP / IP Machine Name

Provides the UNC designator for the machine on the network. This is used to set a network path **to** the machine from a network workstation.
example: //cinetal-316012

More

Takes you to Unit Information Menu 2

Unit Information Menus 2

Back	Options: Secondary Inputs: Enabled	Diagnostics: Working Set: 29.970.432.00	Network Status: Network Startup Complete	Serial Number: 0604-316023	More
------	---------------------------------------	--	---	-------------------------------	------

Back

Returns to the Previous Menu

Options

Provides information on software options enabled.

Diagnostics

For internal use only

Network Status

Displays status of network startup and acquisition.

Serial Number

Displays System Serial Number.

More

Takes you to Unit Information Menu 3

Unit Information Menus 3

Back	Update From USB: Insert USB Key with Update	Cinetal Remote Control Activate Now
------	--	--

Back

Returns to the Previous Menu

Update From USB

Updates to your system software can be downloaded from the Cine-tal website and loaded on your USB datakey. The update facility will only support one update at a time per key, and the unit will display the name of the update to be loaded. Use this button to run the update keeping your system up-to-date with the latest developments from Cine-tal.

Cine-tal Remote Control

Need Cine-tal technical support to remotely look at your system? You will need to have your system on a public IP address outside of your firewall. Call Cine-tal technical support and we will log into your system remotely and see what we can do to help.

Chapter 5: Video & Display Setup

System Setup Menu

Back	Unit Information	Video & Display Setup	Preset /Preferences Setup	Network/USB Setup	Reset	
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From the System Setup menu select Video & Display Setup and you will get the following Video & Display Setup menu:

System Setup Menu: Video & Display Setup

Back	Video Setup	Display Calibration				
------	-------------	---------------------	--	--	--	--

Video Setup

Takes you to the Video Setup Menu

Display Calibration

Takes you to the Display Calibration Menu

System Setup Menu: Video & Display Setup

Back	Video Setup	Display Calibration				
------	-------------	---------------------	--	--	--	--



From the Video & Display Setup Menu, selecting Video Setup will display the following menu:

System Setup: Video & Display Setup: Video Setup Menu

Back	Dual Link Mode: On	Sync Source SDI	Current Format 1080/24PsF <small>Hold and Release for setup</small>	SDI Timing Input 1	Input Limiting mode	
------	-----------------------	--------------------	---	-----------------------	------------------------	--

Dual Link

[Option]

If the system is a model 2142 or a model 2122 you will have the dual link option installed. By setting “Dual Link Mode” to on, the inputs and outputs of the monitor will be configured as 2 dual link inputs and 1 dual link output. Dual Link mode will not turn on automatically when a dual link signal is applied. You must manually select between 4:4:4 **RGB** Dual Link, 4:4:4 **YCbCr** Dual Link, or 4:2:2 YCbCr Single-Link mode.

Sync Source

This function sets the sync master for the entire unit. You may choose between **Free run**, **Analog** or **SDI**. If **SDI** is selected the **SDI Timing Master** Menu will appear in the menu bar. The user can then select from any of the **HD SDI** inputs or **Automatic**. In the **Automatic** mode Sync will follow whatever valid sync is routed to the display.

Current Format

Automatically detects and displays the input format to the monitor. The Current Format Setup Menu (Hold and release to access this menu) provides the ability turn off the automatic detection mode and manually set the format when using the monitor to output test pattern signals or Framestore stills. Auto Format can only be disabled if there is no video signal on the selected input to prevent viewing irregularities, however if Auto Format is turned on with no video connected, it will disable the Framestore until a valid video source is attached to the monitor.

SDI Timing

When “Sync Source” is set to SDI you can choose which SDI input is the sync source. Automatic mode automatically selects the timing from whatever source is routed to the display.

Input Limiting Mode

Cinimage allows you to control how the information above and below peak white is displayed. The following choices are available:

Full Range:

Provides viewing of the full legal value data range on the display. This means that data values below legal black are visible and data values above legal white are visible.

Undershoot and overshoot clipped:

Clips values below legal black (16 for 8 bit data, 64 for 10 bit data) and clips values above legal white (240 for 8 bit data, 960 for 10 bit data).

Undershoot clipped:

Clips values below legal black (16 for 8 bit data, 64 for 10 bit data)

Chapter 6: Display Calibration

From the System Setup menu select Video & Display Setup

System Setup Menu

Back	Unit Information	Video & Display Setup	Preset /Preferences Setup	Network/USB Setup	Reset	
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From the System Setup menu select Video & Display Setup and you will get the following Video & Display Setup menu:

System Setup Menu: Video & Display Setup

Back	Video Setup	Display Calibration				
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Selecting Display Calibration, you will get the following Display Setup menus:

System Setup: Video & Display Setup: Display Setup Menu

Back	Auto Calibrate	Manual Calibration	Select calibration:	Blue Only Mode	Measure	Backlight Brightness: 20%
------	----------------	--------------------	---------------------	----------------	---------	---------------------------

Auto Calibrate

[Option]

Will start the automated process of re-profiling the display by measuring the 17 calibration points and establishing the monitor's response curve.

Manual Calibration

This menu allows you to manually adjust the display properties in a similar fashion to the conventional calibration found on CRT monitors.

Adjustments made in this menu can be saved by overwriting one of the existing display profiles. For best results, Manual Calibration should be performed after an Auto Calibration to achieve your optimal monitor response curve.

Select Calibration

Cycles through the factory and user customized display profiles.

Blue Only Mode

Causes the display to only output the Blue component of the video signal. Can be used to ensure proper monitor setup by viewing the Color Bars in blue only mode.

Measure

Enters the Measure menu

System Setup: Display Setup Menu

Back	Auto Calibrate	Manual Calibration	Select Calibration	Blue Only Mode	Measure	Backlight Brightness: 20%
------	----------------	--------------------	--------------------	----------------	---------	------------------------------



Selecting Manual Calibration from the Display Setup menu displays the following menu:

Display Setup: Manual Calibration Menu 1

Back	Calibration Options	Set White Point	Brightness and Contrast	Adjust x,y,R,G,B Bias and Gain	More	Gamma: 2.20
------	---------------------	-----------------	-------------------------	--------------------------------	------	----------------

Back

Returns you to the Display Setup Menu

Calibration Options

Takes you to the Calibration options menu.

Set White Point

Allows you to choose from 12 user definable white point settings, or select a custom white point, as well as select the CIE Observer for each of these white points.

Brightness and Contrast

Allows access to the Brightness and Contrast menu to adjust the digital emulation of the brightness and contrast of the display during manual calibration.

Adjust x,y,R,G,B Bias and Gain

Accesses the menu to control the Display biases towards displaying R, G, and B values, as well as the signal gain settings for the R, G, and B components of the signal.

More

Advances to the second Manual Calibration menu

Gamma

Allows you to adjust the exponent used in the calculation of the gamma response curve of the monitor.

Display Setup: Manual Calibration Menu 1

Back	Calibration Options	Set White Point	Brightness and Contrast	Adjust x,y, R,G,B Bias and Gain	More	Gamma: 2.20
------	---------------------	-----------------	-------------------------	---------------------------------	------	-------------



Selecting Set White Point and Gamma will display the following menu:

Display Setup: Manual Calibration Menu 1: Set White Point

Back	Update Display Profile	Colour Temperature	Observer			
------	------------------------	--------------------	----------	--	--	--

Update Display Profile

Performs a new auto calibration of the display.

Colour Temperature

Allows you to select from 12 user definable white points, or select a custom white point. The Custom white point moves in steps of 100°K, and ranges from 4000°K to 9800°K, and is controlled by the trackball to the right.

Observer

Selects the observer of 10 degrees (CIE 1962) or 2 degrees (CIE 1931). If you don't know what this means please leave it at 2 degrees.

Display Setup: Manual Calibration Menu 1

Back	Calibration Options	Set White Point	Brightness and Contrast	Adjust x,y, R,G,B Bias and Gain	More	Gamma: 2.20
------	---------------------	-----------------	-------------------------	---------------------------------	------	-------------



Pressing the **Brightness and Contrast** button will display the following menu:

Display Setup: Manual Calibration Menu 1: Brightness and Contrast

Back		Reset Brightness	Reset Contrast	Brightness	Contrast	Brightness 0
------	--	------------------	----------------	------------	----------	--------------

Back

Returns you to the Manual Calibration menu

Reset Brightness

Resets any adjustments made to the brightness setting back to their original position.

Reset Contrast

Resets any adjustments made to the contrast setting back to their original position.

Brightness

Selects the brightness setting for adjustment controlled by the trackball to the right of the monitor.

Contrast

Selects the contrast setting for adjustment controlled by the trackball at the right of the monitor.

Special Note about Brightness and Contrast

Cinimage emulates the contrast control of a CRT by manipulating the response of the LCD; due to the nature of LCD technology contrast and brightness will start clipping very quickly when these controls are manipulated up. In the general case you will get a better result by manipulation of the backlight and gamma than with the Brightness and Contrast, as backlight and gamma are native LCD controls, not emulated CRT controls.

Display Setup: Manual Calibration Menu 1

Back	Calibration Options	Set White Point	Brightness and Contrast	Adjust x,y, R,G,B Bias and Gain	More	Gamma: 2.20
------	---------------------	-----------------	-------------------------	---------------------------------	------	-------------



Pressing the Adjust x, y, R, G, B Bias and Gain will give you the following menu:

Display Setup: Manual Calibration Menu 1: x,y,R,G,B Bias and Gain menu 1

Back	Red Bias	Green Bias	Blue Bias	More	Flat Field Display	Red Bias 0
------	----------	------------	-----------	------	--------------------	------------

Back

Takes you back to the second Manual Calibration menu.

Red Bias

Allows you to adjust the monitor's response curve upward for the Red component by using the trackball located at the right of the monitor. Effects of the bias adjustment will be more visible towards the black end of the shading spectrum.

Green Bias

Allows you adjust the monitor's response curve upwards for the Green component by using the trackball located at the right of the monitor. Effects of the bias adjustment will be more visible towards the black end of the shading spectrum.

Blue Bias

Allows you to adjust the monitor's response curve upwards for the Blue component by using the trackball located at the right of the monitor. Effects of the bias adjustment will be more visible towards the black end of the shading spectrum.

More

Advances to the next menu

Flat Field Display

Sets the display to a flat field of black, 17 progressively brighter shades of grey, 100% white, 100% red, 100% green, and 100% blue for display measurement and calibration.

Display Setup: Manual Calibration Menu 2: x,y,R,G,B Bias and Gain menu 1

Back	Red Bias	Green Bias	Blue Bias	More	Flat Field Display	Red Bias 0
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Pressing the More button will display the following menu:

Display Setup: Manual Calibration Menu 2: x,y,R,G,B Bias and Gain menu 2

Back	Red gain	Green Gain	Blue Gain	More	Flat Field Display	Red Bias 0
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Back

Returns to the x,y,R,G,B Bias and Gain menu 1

Red Gain

Adjusts the monitor's response curve by adding a multiplier to the red component curve by using the trackball to the right of the monitor. Effects of the adjustment to gain settings will be more visible towards the white end of the shading spectrum.

Green Gain

Adjusts the monitor's response curve by adding a multiplier to the green component curve by using the trackball to the right of the monitor. Effects of the adjustment to gain settings will be more visible towards the white end of the shading spectrum.

Blue Gain

Adjusts the monitor's response curve by adding a multiplier to the blue component curve by using the trackball to the right of the monitor. Effects of the adjustment to gain settings will be more visible towards the white end of the shading spectrum.

More

Advances to the next menu.

Set Flat Field

Sets the display to a flat field of black, 17 progressively brighter shades of grey, 100% white, 100% red, 100% green, and 100% blue for display measurement and calibration.

Display Setup: Manual Calibration Menu 2: x,y,R,G,B Bias and Gain menu 2

Back	Red gain	Green Gain	Blue Gain	More	Flat Field Display	Red Bias 0
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Pressing the More button will display the following menu:

Display Setup: Manual Calibration Menu 2: x,y,R,G,B Bias and Gain menu 3

Back						x,y 0,0
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Back

Returns you to x,y,R,G,B Bias and Gain menu 2.

x,y

This trackball controlled menu item allows you to adjust the x and y color coordinates for the entire monitor response curve.

Adjustments will be displayed in the format of Δx , Δy .

Setup: Manual Calibration Menu 1

Back	Calibration Options	Set White Point	Brightness and Contrast	Adjust x,y, R,G,B Bias and Gain	More	Gamma: 2.20
------	---------------------	-----------------	-------------------------	---------------------------------	------	----------------



Pressing the More button on the Manual Calibration menu will advance to the second Manual Calibration menu and display:

Display Setup: Manual Calibration Menu 2

Back	Adjust High, Mid, Low	Adjust Detailed Calibration Points	Reset Adjustments	Calibration to Overwrite	Save Calibration Now:	
------	-----------------------	------------------------------------	-------------------	--------------------------	-----------------------	--

Back

Returns you to Manual Calibration menu 1

Adjust High, Mid, low

Accesses the menu allowing you to adjust the x, y, Y, R, G, and B values of the points along gamma curve. Adjustments are made to the gamma curve sections divided into low (1/3 closest to black), mid, and high (1/3 closest to white).

Adjust Detailed Calibration Points

Accesses the menu to make x, y, Y, R, G, and B values to each of the 17 points along the gamma curve that Cinemage identifies for profiling the monitor.

Reset Adjustments

Resets all of the calibration changes that you have made to the monitor in the Manual Calibration menu. Changes made to the calibration profiles will have to be reset using this button as they will not be reset using the Reset menu found in the Setup menu.

Calibration to Overwrite

Selects from one of the 5 custom calibration profiles or from the user definable REC 709, DCI, or Linear profiles to overwrite with your manual adjustments.

Save Calibration Now

Saves your manual changes to the calibration profile that you have elected to overwrite.

Display Setup: Manual Calibration Menu 2

Back	Adjust High, Mid, Low	Adjust Detailed Calibration Points	Reset Adjustments	Calibration To Overwrite	Save Calibration Now:	
------	-----------------------	------------------------------------	-------------------	--------------------------	-----------------------	--



Pressing the Adjust High, Mid, Low will give you the following menu:

Display Setup: Manual Calibration Menu 2: Adjust High, Mid, Low menu 1

Back	Segment to Modify High	Adjust x	Adjust y	Adjust Y	More	Adjust x 0
------	------------------------	----------	----------	----------	------	------------

Back

Returns to the Manual Calibration menu 2.

Segment to Modify:

Selects either the High, Mid, or Low segment of the monitor's response curve to make adjustments to. High refers to the 1/3 of the curve closest to white, and Low refers to the 1/3 of the curve closest to black.

Adjust x

When selected, this button allows you to use the trackball to the right of the monitor to make adjustments to the x color coordinate for the selected segment of the monitor's response curve.

Adjust y

When selected, this button allows you to use the trackball to the right of the monitor to make adjustments to the y color coordinate for the selected segment of the monitor's response curve.

Adjust Y

When selected, this button allows you to use the trackball to the right of the monitor to make adjustments to the luminance (Y) coefficient for the selected segment of the monitor's response curve.

More

Advances to the next menu

Display Setup: Manual Calibration Menu 2: Adjust High, Mid, Low menu 1

Back	Segment to Modify High	Adjust x	Adjust y	Adjust Y	More	Adjust x 0
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Pressing the More button will display the following menu:

Display Setup: Manual Calibration Menu 2: Adjust High, Mid, Low menu 2

Back	Segment to Modify High	Adjust R	Adjust G	Adjust B		Adjust R 0
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Back

Returns to the Adjust High, Mid, Low menu 1.

Segment to Modify:

Selects either the High, Mid, or Low segment of the monitor's response curve to make adjustments to. High refers to the 1/3 of the curve closest to white, and Low refers to the 1/3 of the curve closest to black.

Adjust R

When selected this button allows you to use the trackball to the right of the monitor to adjust the red component of the monitor's response curve for the segment selected.

Adjust G

When selected this button allows you to use the trackball to the right of the monitor to adjust the green component of the monitor's response curve for the segment selected.

Adjust B

When selected this button allows you to use the trackball to the right of the monitor to adjust the blue component of the monitor's response curve for the segment selected.

Display Setup: Manual Calibration Menu 2

Back	Adjust High, Mid, Low	Adjust Detailed Calibration Points	Reset Adjustments	Calibration To Overwrite	Save Calibration Now:	
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Pressing the Adjust Detailed Calibration Points will give you the following menu:

Display Setup: Manual Calibration Menu 2: Adjust Detailed Calibration Points menu 1

Back	Point to Modify 1	Adjust x	Adjust y	Adjust Y	More	Adjust x 0
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Back

Takes you back to the Manual Calibration menu 2.

Point to Modify

Selects which of the 17 calibration points you would like to make adjustments to in order modify the monitor's response curve. If the Flat Field generator is in use, the flat field will automatically update to a grey field that matches the point on the curve. This allows the user to adjust the color balance and luminance at each point.

Adjust x

When selected this button allows you to use the trackball to the right of the monitor to make adjustments to the x color coordinate for the calibration point you have selected.

Adjust y

When selected this button allows you to use the trackball to the right of the monitor to make adjustments to the y color coordinate for the calibration point you have selected.

Adjust Y

When selected this button allows you to use the trackball to the right of the monitor to make adjustments to the Luminance (Y) coefficient for the calibration point you have selected.

More

Advances to the next menu.

Display Setup: Manual Calibration Menu 2: Adjust Detailed Calibration Points menu 1

Back	Point to Modify 1	Adjust x	Adjust y	Adjust Y	More	Adjust x 0
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Pressing the More button will display the following menu:

Display Setup: Manual Calibration Menu 2: Adjust Detailed Calibration Points menu 2

Back	Point to Modify 1	Adjust R	Adjust G	Adjust B		Adjust x 0
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Back

Returns to the Adjust Detailed Calibration Points menu 1.

Point to Modify

Selects which of the 17 calibration points you would like to make adjustments to in order modify the monitor's response curve.

Adjust R

When selected this button allows you to use the trackball to the right of the monitor to adjust the red component of the monitor's response curve for the calibration point selected.

Adjust G

When selected this button allows you to use the trackball to the right of the monitor to adjust the green component of the monitor's response curve for the calibration point selected.

Adjust B

When selected this button allows you to use the trackball to the right of the monitor to adjust the blue component of the monitor's response curve for the point selected.

Measure

[Option]

This menu allows you to measure the response of the display.

System Setup: Display Setup Menu

Back	Auto Calibrate	Manual Calibration	Select Calibration	Blue Onle Mode	Measure	Backlight Brightness: 20%
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Selecting Measure from the Display Setup Menu displays the following menu:

System Setup: Display Setup: Measure Menu

Back	xy,Y	X,Y,Y	Select Calibration	Video Source	Set Flat Field	Backlight Brightness 45%
Target: x=.314, y=.345	x=.314, y=.345, Y=115Cd	X=.314, Y=.345, Y=115 Cd				

Back

Returns you to the Display Setup Menu. Displays target CIE x,y measurements for rec 709 or D-Cinema if selected as Display LUT.

x,y,Y

Provides result of measurement in CIE x,y,Y coordinates.

X,Y,Y

Provides result of measurement in CIE X,Y,Y coordinates.

Select Calibration

Selects one of the available stored calibrations.

Measure Now

Provides directions and starts measurements.

Note: When using the GretagMacbeth EyeOne Design you must calibrate the EyeOne design probe on the white tile provided with the probe. If you are using the GretagMacbeth EyeOne Display2 Probe you may skip this step.

Set Flat Field

Sets the display to a flat field of black, 17 progressively brighter shades of grey, 100% white, 100% red, 100% green, and 100% blue for display measurement.

Backlight Brightness

Sets the brightness of the backlight. This should be done first to set the total Luminance output desired for your calibration. The brightness control has 1,168 steps for accurate control of the backlight. The Measured output will be the “Y” result read back after calibration is completed. You may use the Measure menu located in the display setup menu to pre-set the backlight before you do your first calibration.

Steps to calibrate your display

[Option]

Before navigating to the Display Setup menu plug the GretagMacbeth (GMB) calibration probe into the USB port. If the probe is not plugged in before navigating to this menu, the monitor will not be able to “see” the probe until the unit is restarted with the probe attached.

1. From the main menu press select “Setup Menus”
2. Select Video & Display Setup.
3. Select Display Calibration.
4. Select Measure (note: do not select Auto Calibrate yet).
5. If you are using the GMB EyeOne Pro place the probe on the white calibration tile provided with the probe and Select “Press to Calibrate Probe” Then place probe on the center of the display. If you are using the EyeOne Display 2 place the probe on a flat black surface (the top of the monitor works well) then press “press to calibrate probe”. When finished place the probe on the center of the display.
6. Press “Flat Field” until you have “100% White” displayed.
7. Adjust the backlight to a comfortable setting for your current ambient environment.
8. Press “Measure Now”.

Read the results for display luminance out “Y” under “CIE x,y,Y” Adjust the backlight either up or down and repeat step 7-8 until you reached your desired luminance output setting. The readout will be in both Candelas and Foot Lamberts.

9. Press the back button to return to the Display Setup Menu
10. Select “Auto Calibrate”
11. If you are using a GretagMacbeth *EyeOne Display2* place the probe on a flat black surface (the top of the monitor works well) then press “press to calibrate probe”. When finished place the probe on the center of the display. If you are using the GretagMacbeth *EyeOne Design* place the probe on the calibration tile provided with the Eye One Design and Press “Place Probe and Press”. Use the LCD mounting device provided with the Eye One Design and mount the probe on the middle of the display.
12. Check the results and make adjustments to the backlight for Luminance level, and Manual Calibration settings as needed and re-calibrate until you have the desired results.
13. Calibration Complete

Chapter 7: Preset / Preferences Setup

From the System Setup menu select Preset / Preferences Setup

System Setup Menu



You will get the following Preset / Preferences Setup menus:

System Setup: Preset / Preferences Setup Menu



Introduction to Presets and Preferences

The Cinemage™ stores user settings in two types of files:

Preferences constitute settings that are specific to a given machine and its network environment. Some of these things, such as selected network paths along with usernames and passwords, might be sensitive. Passwords are stored in clear text, so it's good practice to reset (see "reset" under System Setup Menu) the preferences to clear any sensitive security information when necessary. Here are some examples of things that are stored in preferences:

1. Network logons, paths, and passwords for remote file access.
2. FTP server settings (whether the server is enabled, and the current password).
3. Web settings (if the Web server is enabled).
4. Storage information; whether the system is set to use local, remote, or USB storage for stills and the various LUTs.

Presets files describe the way the system interacts with video and how it's used in the workflow. Presets are loaded from the front panel at the top-level menu; when you press the button the preset file is loaded and the name of the file appears. Here are some examples of things that are stored in a presets file:

1. Cage (Graticule) size and position.
2. Video standard (if not in automatic mode).
3. Heads-up display settings
4. Dual link mode vs. Single-link mode.
5. Routing.

Both files are standard XML, and are user-editable, most simply by cloning the system to a USB key, transferring the USB key to a standard computer (Mac or PC) editing the files, then cloning the USB key back to the system (See network / USB key setup).

*Note: The Cinemage is an embedded device, so that it cannot give the same kind of specific feedback regarding malformed XML that a desktop computer could give. Malformed or invalid user-edited XML may result in unpredictable behavior by the Cinemage unit. For that reason Cine-tal ***strongly*** suggests that you back up XML files before you attempt to edit them. Cine-tal does not have schema publicly available for these files at the current time, so it encourages users to use the front panel or web controls to configure the unit. Password storage is in clear text ***by design***. Allowing users to edit the preferences file on their local computer (copied to a USB key, edited on a Mac or PC then reloaded into the Cinemage system). Preferences are loaded into the system when upon power-up and when a user clones a USB key to the system. They are re-written when shutting down the system and when cloning the system to a USB key.*

Manage Preferences

The Manage Preferences menu allows you to reset the local preference file as well as copy it to and from a USB datakey. From the Preset / Preferences Setup menu select Manage Preferences.

System Setup: Preset / Preferences Setup Menu

Back	Manage Preferences	Manage Presets	Save Current As Startup Settings: Press to set current state as startup	Clear Startup Settings: Press to erase startup settings		
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You will get the following Manage Preferences menu:

System Setup: Preset / Preferences Setup Menu: Manage Preferences 1

Back	Reset Preferences to Default	Load Preferences from USB	Save Preferences to USB	Reload Preferences	MORE
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Reset Preferences to Defaults

Resets preferences back to factory defaults. Removes any customer specific settings.

Load Preferences from USB.

Loads Preference file from the USB data key to the system.

Save Preferences to USB.

Saves Preference file from the system to the USB data key.

Reload Preferences

Reloads an edited preferences file

More

Advances to the next menu.

System Setup: Preset / Preferences Setup Menu: Manage Preferences 1

Back	Reset Preferences to Default	Load Preferences from USB	Save Preferences to USB	Reload Preferences	MORE
------	------------------------------	---------------------------	-------------------------	--------------------	------



Pressing the More button will give you the following menu:

System Setup: Preset / Preferences Setup Menu: Manage Preferences 2

Back	Save Preferences			Trackball Sensitivity	Auto Blackout Time
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Save Preferences

Saves your preferences settings to the location you have specified; either Locally, to a USB Key, or to a Network Device.

Trackball Sensitivity

Sets the sensitivity of the Trackball is determined by pressing the button until the desired level is attained.

Auto Blackout Time

This is a screensaver function to help eliminate any LCD burn-in that may happen with the menus and the upper reference bar. The time selected is the amount of time that must pass without any menu selections being made before the blackout will occur. Only the menus and the upper reference bar will be blacked out. Any sources routed to the display will remain visible. Choices of Blackout Times include 15 seconds, 30 seconds, 1 minute, 5 minutes, 20 minutes, 1 hour, 8 hours, and 24 hours.

Manage Presets

The Manage Presets menu provides management of the naming and storage locations of your presets. Up to 20 presets may be stored on the local system and an unlimited number of presets can be stored on network file servers or the USB datakey. From the Preset / Preferences Setup menu select Manage Presets.

System Setup: Preset / Preferences Setup Menu

Back	Manage Preferences	Manage Presets	Save Current As Startup Settings: Press to set current state as startup	Clear Startup Settings: Press to erase startup settings		
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You will get the following Manage Presets menu:

System Setup: Preset / Preferences Setup Menu: Manage Presets

Back	Choose Preset 0	Location Local	Save Preset as New 1	Overwrite Existing Preset	Delete or Rename Preset	
------	--------------------	-------------------	-------------------------	------------------------------	----------------------------	--

Choose Preset

Selects the preset to rename or delete.

Location

Selects the location from which you will choose presets to save or delete.

Save Preset as New

Save current chosen preset with a new name in the selected location.

Overwrite Existing Preset

Overwrites the chosen preset with the current system settings.

Delete or Rename Preset

Allows you to rename presets with custom names or delete presets.

Startup Settings

System Setup: Preset / Preferences Setup Menu

Back	Manage Preferences	Manage Presets	Save Current As Startup Settings: Press to set current state as startup	Clear Startup Settings: Press to erase startup settings		
------	--------------------	----------------	--	--	--	--

Save Current As Startup Settings:

Sets the current state of the monitor as the settings that will be applied every time the monitor reboots, and will disable saving settings at power down.

Clear Startup Settings

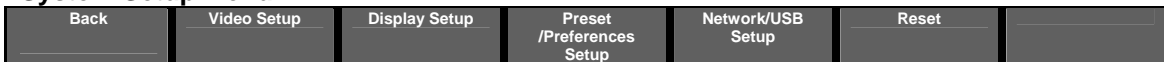
Will remove the settings you have designated as Startup Settings, and the monitor will revert to saving your settings on power down, and restore your last saved settings upon power up.

Chapter 8: USB Datakey Setup

The USB Datakey Setup Menu provides the ability to format a USB datakey and transfer data between the system and the datakey. For a current list of compatible USB datakeys visit www.cine-tal.com.

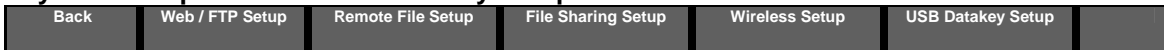
From the System Setup menu select Network/USB Datakey Setup.

System Setup Menu



You will get the following Network/USB Datakey Setup menus:

System Setup: Network/USB Datakey Setup Menu



Select USB DataKey Setup for the following menu:

System Setup: Network/USB Datakey Setup: USB Datakey Setup Menu



Format and Prepare USB

Only use Format with a previously formatted USB Datakey. This selection will completely erase all files and directories on the USB Device. Once formatted, the Key will have the Cine-tal file format loaded on the device. on the USB Datakey.

Clone System To/From USB

Accesses the menu to copy all preferences, presets, LUT's and stills from the local storage area to or from the USB Datakey for storage.

USB file Copy

Accesses the menu to copy individual categories of files, such as 3D LUTs, Input LUTs, Presets, or Stills from the USB key to local memory or from local memory to the USB Key.

Setup Lockout with USB Key

Writes an unlock file to the USB Key and locks the Setup Menus to keep further changes from being made within these menus. Changes will only to be able to be made once the USB key with the unlock file has been inserted into the USB port of the unit. This keyed lockout will persist through a power cycle of the monitor.

Updates:

Gives access to the Updates menu to install software updates, revert from the last update, generate license lock codes, and update software licenses.

USB File Copy Menu:

Selecting USB File Copy from the USB Datakey Setup menu will give you the following menu:

System Setup: Network/USB Datakey Setup: USB Datakey Setup: USB File Copy



Back:

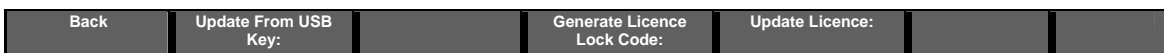
Returns you to the previous menu

Disable USB Storage

Disables the ability to save any files to a USB datakey. When coupled with the keyed lockout of the Setup Menu will ensure that sensitive data, such as proprietary 3D LUTs and stills of current productions, are not able to be saved to a USB storage device.

Updates Menu:

From the USB DataKey Setup menu, selecting Updates will give you the following menu:



Update From USB Key:

Installs software updates from a USB datakey.

Generate Licence Lock Code:

Generates a lock code for use with software updates obtained from Cine-tal.

Update Licence:

When a USB key with the lock and unlock code for a software upgrade is inserted, this button will “unlock” the software based upgrade. (See “Software Upgrade” in Appendix A).

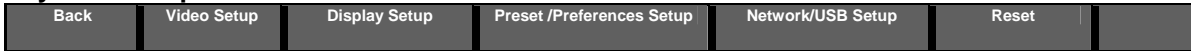
Note: It is possible, although rare, for an update to fail due to an error in loading the FPGAs. This will result in some unpredictable behavior to be seen on the display. If you believe that an update has failed, please consult the readme file that corresponds with that particular update. All relevant readme files can be found at www.cine-tal.com/downloads.htm

Chapter 9: Network Setup

The Network Setup Menu provides setup and control functions for controlling WEB and FTP services, setting up a network file server location to store stills, LUTs, waveforms and presets. This menu also sets up the Cinemage system to share its locally stored information out to the network.

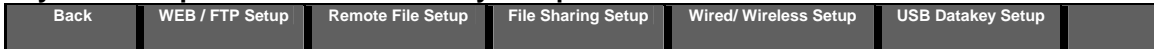
From the System Setup menu select Network/USB Datakey Setup.

System Setup Menu



You will get the following menus:

System Setup: Network/USB Datakey Setup Menu



Web / FTP Setup

Web services and FTP services can be controlled with this menu. When selecting WEB / FTP Services you will get the following menu.

System Setup: Network/USB Datakey: Web FTP Services



Web Server

Turns Web Server on or off. When Web Server is on individuals with network connections can access the Cinemage unit through a standard web browser. (See Web Browser Menus)

FTP Server

Turns FTP Server on or off. When FTP Server is on individuals with network connections can upload and download stills, LUTs, waveforms and presets through a standard FTP client.

Fixed FTP Username

The FTP username is fixed and cannot be changed.

Current FTP Password

Displays the current FTP password in PLAIN TEXT.

Change FTP Password

The FTP password can be changed through this menu.

Remote File Setup

Remote file setup defines a network file server location for the system to store stills, Input LUTs, 3D LUTs and presets. From the Network / USB Datakey setup select Remote File Setup.

System Setup: Network/USB Datakey Setup Menu

Back	WEB / FTP Setup	Remote File Setup	File Sharing Setup	Wired/ Wireless Setup	USB Datakey Setup	
------	-----------------	-------------------	--------------------	-----------------------	-------------------	--



The following menu will be displayed:

Back	Setup Remote Storage: Stills	Setup Remote Storage: Presets	Setup Remote Storage: Input LUTs	Setup Remote Storage: 3D LUTs	
------	---------------------------------	----------------------------------	-------------------------------------	----------------------------------	--

Setup Remote Storage Stills

This menu allows you to set a path, login and password to a network file server for network storage of stills loaded to or saved from the framestore. The Connect Now selection makes the remote connection to the file server from the Cinemage unit.

Setup Remote Storage Presets

This menu allows you to set a path, login and password to a network file server for network storage of Presets loaded to or saved from the system. The Connect Now selection makes the remote connection to the file server from the Cinemage unit.

Setup Remote Storage Input LUTs

This menu allows you to set a path, login and password to a network file server for network storage of Input LUTs loaded to or saved from the system. The Connect Now selection makes the remote connection to the file server from the Cinemage unit.

Setup Remote Storage 3D LUTs

This menu allows you to set a path, login and password to a network file server for network storage of 3D LUTs loaded to or saved from the system. The Connect Now selection makes the remote connection to the file server from the Cinemage unit.

File Sharing

File Sharing allows users on the network to have access to the local storage area on Cinemage. Users may access locally stored stills, LUTs, waveforms, and presets. From the Network / USB Datakey Setup Menu select File Sharing Setup.

System Setup: Network/USB Datakey Setup Menu

Back	WEB / FTP Setup	Remote File Setup	File Sharing Setup	Wired/ Wireless Setup	USB Datakey Setup	
------	-----------------	-------------------	--------------------	-----------------------	-------------------	--



The following menu will be displayed:

System Setup: Network/USB Datakey Setup: File Sharing Setup Menu

Back	Fixed Network ID: CINETAL-0511908	Fixed Sharing Username: Guest	Sharing Password: No Password Only	File Sharing Status	
------	--------------------------------------	----------------------------------	---------------------------------------	---------------------	--

Fixed Network ID

Displays the network ID for the machine.

Fixed Sharing Username

The username for the system is fixed at guest. You can't change the username.

Sharing Password

The password for file sharing is fixed at no password.

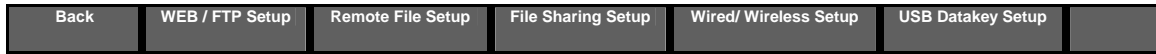
File Sharing Status

Allows you to turn file sharing on or off and displays the current status of file sharing.

Note: It may be necessary to cycle file sharing from “enabled” to “disabled”, and then back to “enabled” to reset the network connection and allow access to Cinemage’s files from a remote computer.

Wired Wireless Setup

From the Network / USB Datakey Setup Menu select Wired/ Wireless Setup.



The following menus will be displayed:



Wireless Setup

[OPTION]

Select to go to the wireless setup menu

Wired Setup

Select to go to the wired setup menu

System Setup: Network/USB Datakey Setup: Wired Setup Menu



Wired IP Mode

Select between DHCP and Static modes. This button will also give any static IP errors

Wired Static DNS Address

Displays current static DNS address. Press to set DNS address

Wired Static IP Address

Displays current static address. Press to set static address

Wired Static IP Subnet Mask

Displays current static subnet mask. Press to set static subnet mask

Wired Static IP Gateway

Displays current static gateway. Press to set static gateway.

Wireless Setup

System Setup: Network/USB Datakey Setup: Wireless Setup Menu

Back	Wireless Status Enabled	Add Profile		List Existing Profiles	Delete all Existing profiles
------	-------------------------	-------------	--	------------------------	------------------------------

Wireless Status

Loads all wireless profiles saved to the monitor and enables or disables the monitor's access to the wireless networks.

Add Profile

Enters the profile configuration menu that allows you to set the SSID, authentication method, encryption type, and encryption pass phrase necessary to access your wireless network

NOTE: Profiles can also be configured using an XML editor program and loaded into the wireless profile directory using the file sharing capability.

List Existing Profiles

Lists all of the profiles that have been loaded, as well as any errors that may have occurred while loading the profiles.

Delete All Existing Profiles

Deletes all of the files located in the Wireless Profiles folder in the Cinemage directory.

Steps to connect Cinemage to a network router.

Before connecting the Cinemage unit to your network always check with your network administrator.

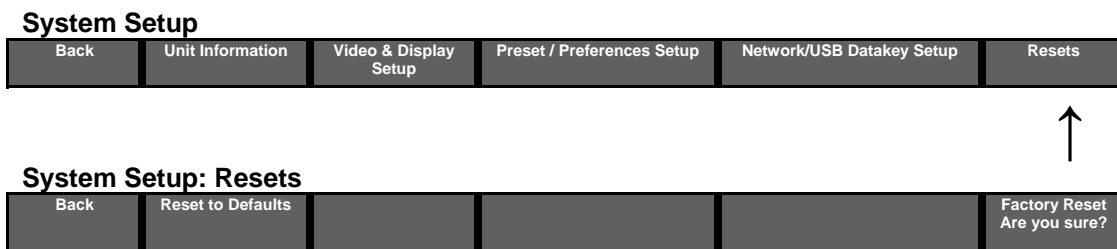
1. Determine if your network will require the Cinemage unit to be set for static IP or dynamic IP (DHCP) addressing. Typically most networks use dynamic addressing.
2. Go to the **System Setup: Network/USB Datakey Setup: Wired/Wireless Setup Menu.**
3. Under the menu item "**Wired Mode:** " set the system for either DHCP mode or Static IP.
4. If the system is set for DHCP Mode skip step 5
5. If the system will be set for Static IP setup the appropriate numbers for Wired Static IP address, Subnet Mask and IP Gateway. See Appendix A to edit this in the prefs.xml file.
6. If you desire to restrict access to files stored on the Cinemage unit you may restrict access by setting a user name and password for local network access. If security is not a concern the default setting is a username of "guest" with no password. Go to the file sharing setup menu; **System Setup: Network/USB Datakey Setup: File Sharing Setup Menu.** To setup a username and password.
7. In the File Sharing setup menu reset the systems network status by toggling the "**File Sharing Status**" menu from "enabled" to "disabled" and back to "enabled"
8. Go to the machine information menu; **Top Menu: Back: Machine Information**

9. Verify that your router has assigned the system an IP address or that the static address you entered is accurate under IP address.
10. Note the TCP IP Machine
11. From a Windows or Mac you may browse the network to find the Cinemage Monitor. Cinemage uses a Universal Naming Convention based on the its TCP IP Machine Name.

Chapter 10: System Reset

The Resets menu allows you to reset all system settings either to your power-up original settings or to the factory original settings. This will also provide a safe way to return to your last saved settings. Each time you power the system down information is stored as the original settings. Upon power-up these settings are loaded into the system remembering the last state of the system settings. Factory settings are the settings at the time the system ships from the factory. Resetting to the factory settings will erase any sensitive network path, user names or password information.

From the System Setup menu select Resets.



Reset to Defaults

Resets will reset all network and system setups to the last saved power-up defaults.

Factory Reset

Resets will reset all network and system setups to the factory settings erasing all network information.



Section 3: Using Your System

Chapter 11: Routing

The routing menu allows you to route the input video, input DVI, framestore, test patterns, and 3D LUT output to the display or video outputs in the system.

System Menu

Cinimage 2142 <small>Hold and Release for setup</small>	Route	Process	Display	Analyse	Select Preset Original Settings	
--	-------	---------	---------	---------	------------------------------------	--



From the system menu select Route. The system will display the following menu:

Route Menu

Back	Display Source Framestore	DVI INPUT FULLMODE	V1 Out SDI Input 1	V2 Out Source SDI Input 4	Dual Link Mode 4:2:2 YCbCr Single-Link	
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Display Source

All four HD SDI inputs or 2 Dual Link inputs, Quad Input, Framestore, Test Pattern, and 3D LUT Output are routed to the display independent of the output.

DVI Input Fullmode

Routes the DVI input to the display. (See FSB 061220 on page 99 for details).

V1 Out Source

All four HD SDI inputs or 2 Dual Link inputs, Framestore, Test Pattern, 3D LUT Output and DVI Input are routed to the output independent of the display. Selecting one of the four Reclocked SDI sources will route the raw data feed from that input to the output, unaltered by the input LUT's or Color Space Converter.

V2 Out Source

All four HD SDI inputs or 2 Dual Link inputs, Framestore, Test Pattern, 3D LUT Output and DVI Input are routed to the output independent of the display. Selecting one of the four Reclocked SDI sources will route the raw data feed from that input to the output, unaltered by the input LUT's or Color Space Converter.

Dual Link Mode

[OPTION]

This menu toggles the Dual Link Mode between 4:2:2 YCbCr Single-Link, 4:4:4 RGB Dual-Link and 4:4:4 YCbCr Dual-Link.

(Note: When Dual Link is turn on input 1&2 and 3&4 are linked together as well as video out 1&2)

NOTES: It is possible to create circular routing that would generate feedback. An example would be routing the framestore as a source to the

3D LUT and the 3D LUT output to the framestore. It should also be noted that because Quad Split utilizes the resources of the Framestore, it is not possible to output the Framestore from either of the HD-SDI outputs while viewing Quad Split on the display. However, viewing Quad Split on the display is the only way to output the Quad Split through either of the HD-SDI outputs.

Note that in most cases dual-link video is full range, NOT SMPTE range. The input range is controlled in the Video Setup menu with the Input Limiting Mode. In most cases for dual link this should be set to "FULL RANGE" .

Chapter 12: Process / Framestore

[OPTION]

The framestore provides immediate access to up to 30 frames of stills. You can capture any source into the framestore or load external still files from local, network or the USB Datakey. There are four menus for the framestore; menu 1, menu2, still file management and setup.

Note: You must have a reference sync input either from a video input or the analog reference input to use the framestore.

Framestore: Menu 1

Main Menu



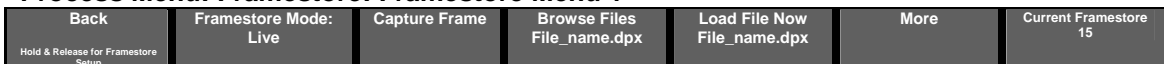
To navigate the framestore menus select Process from the main menu, the following menu will be displayed:

Process Menu



Select Framestore from the Process menu and you will get the following menu:

Process Menu: Framestore: Framestore Menu 1



Back / Framestore Setup

Press once to return to the Process Menu. Press and hold for 2 seconds then release to go to the Framestore Setup Menu.

Framestore Mode

Switches the framestore mode from displaying the video source routed to the framestore input (Live Mode) to displaying the output of the framestore listed under Current Framestore (Still Mode). The Current framestore is selected by the trackball.

Capture

Press once to capture the framestore source to the current framestore.

Browse Files

Browses through still files located at the selected file location. File location include local, network, and USB Datakey. File formats supported include, DPX, JPG, BMP, TIFF and PNG.

Load File Now

Loads the file selected in the Browse Files Button.

More

Displays Framestore Menu 2.

Current Framestore

Use the trackball to select which framestore you are viewing. In “Live Mode’ the trackball will select which framestore you will store a captured still frame.

Framestore: Menu 2

The second framestore menu provides a capture and save function along with a sequential capture function.

To navigate the framestore menu 2 select More from framestore menu1.

Process Menu: Framestore: Framestore Menu 1

Back <small>Hold & Release for Framestore Setup</small>	Framestore Mode: Live	Capture	Browse Files File_name.dpx	Load File Now File_name.dpx	More	Current Framestore 15
--	--------------------------	---------	-------------------------------	--------------------------------	------	--------------------------



The following menu will be displayed:

Process Menu: Framestore: Framestore Menu 2

Back <small>Hold & Release for Framestore Setup</small>	Framestore Mode: Live	Save Frame: 1106_0004.dpx	Sequential Capture To Framestore	Framestore Source: SDI 1	Still File Management	Current Framestore: 15
--	--------------------------	------------------------------	-------------------------------------	--------------------------------	--------------------------	---------------------------

Back / Framestore Setup

Press once to return to the Process Menu. Press and hold for 2 seconds then release to go to the Framestore Setup Menu.

Framestore Mode

Switches the framestore mode from displaying the video source routed to the framestore input (View Source) to displaying the output of the framestore listed under Current Framestore. The Current framestore is selected by the trackball.

Save Frame

Capture the framestore source to the current framestore and saves the image at the selected file location. Each file may be given a pre-fix followed by a four digit sequence number.

Sequential Capture

Captures the framestore source to the current framestore and increments the current framestore by one.

Framestore Source

Selects which source is routed to the framestore for capture.

Still File Management

Navigates to the still file management menu.

Framestore: Still File Management Menu

The framestore still file management menu allows you to rename and delete files stored in the selected file location.

To navigate the framestore still file management menu select Still File Management from framestore menu 2.

Process Menu: Framestore: Framestore Menu 2

Back <small>Hold & Release for Framestore Setup</small>	Framestore Mode: View Source	Capture & Save: 1106_0004.dpx	Sequential Capture To Framestore	Framestore Source	Still File Management	Current Framestore 15
--	---------------------------------	----------------------------------	-------------------------------------	----------------------	--------------------------	--------------------------



The following menu will be displayed:

Process Menu: Framestore: Still File Management Menu

Back <small>Hold & Release for Framestore Setup</small>	File to Rename/Delete: Set2_1107_0012.dpx	Delete File Set2_1107_0012.dpx	Reset New Name	Rename File Now	Select Next Character	Character C
--	--	-----------------------------------	----------------	-----------------	--------------------------	----------------

Back / Framestore Setup

Press once to return to the Process Menu. Press and hold for 2 seconds then release to go to the Framestore Setup Menu.

File to Rename / Delete

Browse files located at chosen file location (local, network, USB Datakey) to choose a file to rename or delete.

Delete File

Deletes selected file.

Reset New Name

Resets the new file name under construction.

Rename File Now

Renames the selected file with the name shown.

Select Character

Selects the character displayed under the trackball and advances the cursor to the next position.

Character

Use trackball to set character.

Framestore: Setup

The framestore setup menu sets the file location and prefix for saved files captured with the framestore.

To navigate the framestore setup menu select, hold and release the back button from any framestore menu.

Process Menu: Framestore: Framestore Menu 2

Back <small>Hold & Release for Framestore Setup</small>	Framestore Mode: View Source	Capture & Save: 1106_0004.dpx	Sequential Capture To Framestore	Framestore Source	Still File Management	Current Framestore 15
--	---------------------------------	----------------------------------	-------------------------------------	----------------------	--------------------------	--------------------------



The following menu will be displayed:

Process Menu: Framestore: Still File Management Menu 1

Back	Save File Format: dpx	File Location: Network	Capture as Proxy	Proxy Decimation	MORE	
------	--------------------------	---------------------------	------------------	---------------------	------	--

Back / Framestore Setup

Press once to return to the Process Menu. Press and hold for 2 seconds then release to go to the Framestore Setup Menu.

Save File Format

Selects the still file format used when saving stills from the framestore. Formats supported include dpx, bmp, tif, jpg, png

File Location:

Selects the file location where still files are saved when saving stills from the framestore. Choose between local, network and USB Datakey.

Capture as Proxy:

Allows you to save the still as a smaller frame size. Without saving as a Proxy file the standard sizing of the still is 1920x1080.

Proxy Decimation:

Determines the re-sizing factor of the still to be saved. A decimation factor of 1 will save the still at 960x540. At a decimation factor of 2 will save the still at 480x270. At a decimation factor of 3 the file will be 240x135, and at a factor of 4 the file will be 120x67.

More

Advances to the next menu

Process Menu: Framestore: Still File Management Menu 1

Back	Save File Format: dpx	File Location: Network	Capture as Proxy	Proxy Decimation	MORE	
------	--------------------------	---------------------------	------------------	---------------------	------	--



Pressing the MORE button will give you the following menu:

Process Menu: Framestore: Still File Management Menu 2

Back	Disable Auto Routing In Framestore Menu		Reset New File Prefix	Set New File Prefix	Select Next Character	Character: A
------	--	--	--------------------------	------------------------	-----------------------	-----------------

Disable Auto Routing in Framestore Menu

Turning this Disable on will allow you to capture and save stills in the background while the video continues to play on the display.

Reset File Prefix

Erases changes made to the Still File prefix.

Set File Prefix

Sets the file prefix for Still Frames

Select next Character

Selects the character you have selected with the character generator as the next character in your file prefix

Character

Adjusts the character by rotating the trackball

Chapter 13: Process / Colourgrade

[OPTION]

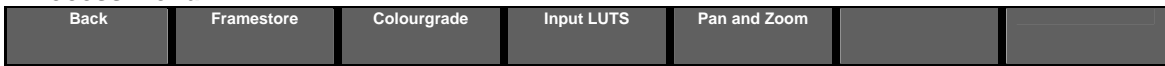
The Process menu provides access to the Framestore, Colourgrade and Input LUT functions.

Main Menu



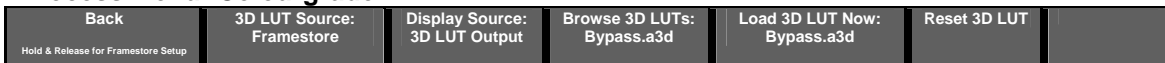
To navigate the Colourgrade menus select Process from the main menu, the following menu will be displayed:

Process Menu



Select Colourgrade from the Process menu and you will get the following menu:

Process Menu: Colourgrade



3D LUT Source

Choose the source for the 3D LUT. All four HD SDI inputs or 2 Dual Link inputs, Framestore, Test Pattern, 3D LUT Output and DVI Input can be routed as an input to the 3D LUT.

Display Source

Routes the system sources to the display.

Browse 3D LUTs

Select a LUT to be loaded into the 3D LUT. LUTs can be browsed locally, from a network source or USB.

Load LUT Now

Loads the selected LUT into the 3D LUT.

Reset 3D Lut

Removes the 3D LUT from the video being displayed.

Chapter 14: Process / Input LUTs

The Process menu provides access to the Framestore, Colourgrade and Input LUT functions. An Input LUT may be applied to the incoming video. Input LUTs are independently applied to inputs 1&2 as a pair and inputs 3&4 as a pair.

Main Menu



To navigate the Input LUT menu select Process from the main menu, the following menu will be displayed:

Process Menu



Select Input LUTs from the Process menu and you will get the following menu:

Process Menu: Input LUTs



Input LUT Location

Selects location from which you want to load Input LUTs. Input LUTs can be loaded from local, USB or the network resources. Input LUTs may be copied to the system (local resource) via Windows/SMB file sharing, ftp, or web access.

Input LUT 1&2

Accesses the Input LUT menu for Inputs 1 & 2

Input LUT 3&4

Accesses the Input LUT menu for Inputs 3 & 4

File Management

Delete and rename locally stored Input LUTs.

Input LUT 1&2

(Note: When Cinemage is in Dual Link Mode, Inputs 1&2 become linked, as do Inputs 3&4 and Outputs 1&2, allowing for only 2 Input LUTs to be applied, as opposed to 4 in Single Link Mode)

Input LUT 1&2 menu allows you to browse and apply a separate input LUT to input 1 and input 2 individually (in single link mode), and adjust the display source.

Process Menu: Input LUTs: Input LUTs 1&2

Back	Load Input LUT1	Reset Input LUT1	Display Source	Load Input Lut2	Reset Input LUT2	
------	-----------------	------------------	----------------	-----------------	------------------	--

Load Input LUT 1

Progresses through the Input LUT files from the source you designated in the main Input LUT menu, and applies them to Input 1

Reset Input LUT 1

Removes the Input LUT from Input 1

Display Source

Toggles the Video Source routed to the Display

Load Input LUT 2

Progresses through the Input LUT files from the source you designated in the main Input LUT menu, and applies them to Input 2

Reset Input LUT 2

Removes the Input LUT from Input 2

Input LUT 3&4

Same menuing as Input LUT 1&2, but pertains to Inputs 3&4

Chapter 15: Process/Pan and Zoom

Process Menu

Back	Framestore	Colourgrade	Input LUTS	Pan and Zoom		
------	------------	-------------	------------	--------------	--	--



From the Process menu, pressing the Pan and Zoom button will provide the following menu:

Process Menu: Pan and Zoom 1

Back	Magnification	Horizontal Magnification	Vertical Magnification	Freeze Frame	More	Pan 0,0
------	---------------	--------------------------	------------------------	--------------	------	------------

Magnification

Controls the magnification of the entire display, both horizontally and vertically. Magnification options are 1x, 2x, 4x, 8x, and 16x.

Horizontal Magnification

Controls the magnification of the display only along the horizontal axis. Magnification options are 1x, 2x, 4x, 8x, and 16x.

Vertical Magnification

Controls the magnification of the display only along the vertical axis. Magnification options are 1x, 2x, 4x, 8x, and 16x.

Freeze Frame

Freezes the video on the display to allow for in depth analysis of a particular portion of the video feed.

More

Advances to the next menu.

Pan

Using the trackball you are able to manipulate the portion of the magnified video that is being displayed.

Process Menu: Pan and Zoom 1

Back	Magnification	Horizontal Magnification	Vertical Magnification	Freeze Frame	More	Pan 0,0
------	---------------	--------------------------	------------------------	--------------	------	------------



Pressing the More button will give the following menu:

Process Menu: Pan and Zoom 1

Back	Source	Crosswire	Browse Stills	Load Still Now	Display RGB Value	Pan 0,0
------	--------	-----------	---------------	----------------	-------------------	------------

Source

Changes the input or internal source routed to the display that is to be magnified for closer inspection.

Crosswire

Turns on a cross hair that can be positioned by the trackball. The cross hair determines the pixel being read.

Browse Stills

Browses through still files located at the selected file location. File location include local, network, and USB Datakey. File formats supported include, DPX, JPG, BMP, TIFF and PNG.

Load Still Now

Loads the file selected in the Browse Files Button

Display RGB Value

Gives the RGB values of the pixel highlighted with the Pixel Data Analysis Crosswire.

NOTES: The magnification and panning of the display will be affected in the Waveform Monitor and Vectorscope as well. As you zoom into a particular portion of the display, the Waveform Monitor and Vectorscope will give you readings of the video signal that is being displayed, allowing for detailed analysis of particular portions of your video signal.

As the Pan and Zoom capability uses the framestore internally, zooming on a split screen with only 1 side originating in the framestore will only zoom that side. Zooming on a splitscreen wherein both sides originate in the framestore (e.g. one on a frame and one on the same frame, colour-graded with the 3D LUT) will maintain the current split position and let you do a left/right compare on the zoomed image.

Chapter 16: Display / Cages (Graticules)

[OPTION]

The Display menu provides access to the Cages, Head-Up Display, Split Screen, Pull Down, and Pan/Zoom functions.

Note: You must have a reference sync input either from a video input or the analog reference input to use cages.

Cages Enabled:

The system has two cage generators that can be independently enabled. Sized and positioned on the display.

Main Menu



To navigate the cage menus select Display from the main menu, the following menu will be displayed:

Display Menu



The Cages enabled button cycles through Cages disabled; Cage A enabled; Cage B enabled; Cage A&B enabled; and Centered Crosswire

To access the cage setup menu hold and release the Cages enabled button. The following menu will be displayed:

Display Menu: Cages Setup



Cages Setup

From the cage setup menu you may select to adjust cage A or cage B or to set masking around the cages.

After selecting Cage A or Cage B the following menu will be displayed:

Display Menu: Cages Setup: Cage A

Back	Cage Enabled: On	Cage Type: 2.35:1	Cage Scale X=1920 y=1200	Cage Position: Use Trackball	Cage Style: White	
------	---------------------	----------------------	-----------------------------	---------------------------------	----------------------	--

Cage Type

Select from standard cages of 1.33:1, 1.77:1, 1.86:1, 2.35:1, and safe title and safe action for 1.33 and 1.77; or you may set a custom cage of any aspect ratio.

Cage Scale

Scale the selected cage. Use trackball to adjust. Size is shown as number of pixels horizontally (x) and number of pixels vertically (y).

Cage Position

Position the selected cage on the display. The x,y indicator references the first pixel of the cage in the upper left hand corner.

Cage Style

Choose between a cage with a white border or a cage with an inverted luminance border.

Mask Setup

From the cage setup menu you may select to Mask Setup to set masking around the cages.

After selecting Mask setup from the Mask Setup Menu the following menu will be displayed:

Display Menu: Mask Setup

Back	Cage or Mask	Masked Area	Mask Style		
------	--------------	-------------	------------	--	--

Cage or Mask

Choose whether the system displays a cage with or without a mask.

Masked Area

Choose to mask the inner or outer cage area.

Mask Style

Choose between black or darken.

Chapter 17: Display/ Heads Up Display

The Cinemage system provides a Heads Up Display for important data concerning your video signal.

Main Menu



To navigate to the Heads Up Display setup menus select Display from the main menu. The following menu will be displayed:

Display Menu



Heads Up Display Setup:

From the Display Menu the Heads Up Display can be set to on or off. To setup the Heads Up Display hold the button for 3 seconds and release.

Display Menu: Heads Up Display Setup



Input Status

Displays the status of input 1-4 in the Heads Up Display. Status indicates video signal present and video format. Choices are on or off.

CRC/ANC/Gamut Errors

Displays any CRC or ANC data packet errors in the video signal coming into video inputs 1-4. CRC errors indicate that the error checking in the SDI transport has found a problem with the data. This may be caused by cable or routing issues. ANC errors indicate loss of data carried in the ancillary data packets of the SDI transport. Gamut errors indicate active video data has fallen outside the gamut indicated in the **Gamut Violation Setup** menus located in the **Analyse Menus**.

Pixel Data On

[OPTION]

Display the pixel data from the **Pixel Data Analysis Menu**. The Pixel Data Analysis Menu allows you to select a specific pixel in active video and display the value in RGB or YcBcR base 10 data values.

Timecode:

Display a timecode overlay in the bottom center portion of the display. Timecode Mode can be set to LITC, VITC 1 VITC 2 or Off. When using multiple sources, if you route from a source displaying timecode to one that is not, the monitor will “hold”, and continue to display the last time code received from a source outputting valid timecode.

Chapter 18: Display / Split Screen

The Cinemage system provides a split screen generator that allows you to compare two sources simultaneously.

Note: You must have a reference sync input either from a video input or the analog reference input to use the split screen generator.

Main Menu

Cinemage 2142	Route	Process	Display	Analyse	Presets	
---------------	-------	---------	---------	---------	---------	--



To navigate to the split screen generator setup menus select display from the main menu. The following menu will be displayed:

Display Menu

Back	Cages: Cage A Enabled <small>Hold & Release for Cages Setup</small>	Heads Up Display On <small>Hold & Release for Setup</small>	Split Screen: Off <small>Hold & Release for Setup</small>	Motion Compensation	Test Pattern Generator
------	---	---	---	---------------------	------------------------



Split Screen Setup:

The Split Generator can be set for off, horizontal split, and horizontal split reverse. To setup the split screen generator hold the button for 3 seconds and release.

Display Menu: Split Screen Setup

Back	Select Split: Off	Split Screen Source 1: SDI 1	Split Screen Source 2: SDI 2	Display Source: Split Screen	Split Marker Enabled: Off	Split Position: 30
------	----------------------	---------------------------------	---------------------------------	---------------------------------	------------------------------	-----------------------

Select Split

Choose between Off, H Split, and H Split Reversed.

Split Screen Source 1

Select Source 1 for the split screen generator.

Split Screen Source 2

Select Source 2 for the split screen generator.

Display Source

Select the display source. If you want to view the split screen output in this menu make sure this is set for “Split Screen Output”.

Split Marker Enabled

Enables a white border at the position of the split.

Split Position

Adjusts the position the Splitscreen occurs at by rotating the trackball.

Chapter 19: Display / Scaler & Deinterlacer

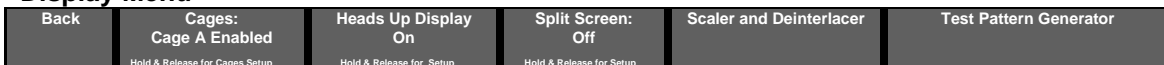
The Cinemage system uses a progressive scan LCD screen for the display. When viewing interlaced material the process of converting from interlaced to progressive scan may cause unfavorable artifacts on moving edges of video content. The Scaler and Deinterlacer menu allows access to several useful features for working with interlaced and SD video sources.

Main Menu



To navigate the Scaler and Deinterlacer menu select Display from the main menu, the following menu will be displayed:

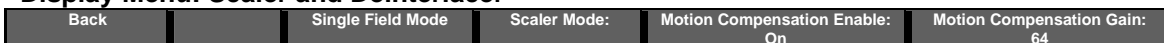
Display Menu



Scaler and Deinterlacer:

Select Scaler and Deinterlacer and the following menu will be displayed..

Display Menu: Scaler and Deinterlacer



Single Field Mode

Allows you to view a single field of an interlaced video source at a time. Press and hold to adjust the motion clamping of single field mode in order to smooth the juttering in between fields of moving video.

Scaler Mode:

Allows you to select between Pixel Accurate displaying and Re-Sized to fill screen. 1080 formats will automatically be displayed in pixel accurate mode.

Note: The aspect ratio of video sources will be preserved on the display, even if Re-size mode is selected. 4:3 SD or HD video can be resized to fill the screen vertically, but not horizontally without

Motion Compensation Enable

Turns motion compensation on or off.

Motion Compensation Gain

Sets the amount of compensation from 0 to 255 by rotating the trackball.

Note: The Motion Compensation adjustment will provide an adjustment to minimize motion artifacts. It is recommended to have motion compensation on only when viewing video signals that are interlaced such as 1080i.

Chapter 20: Display/ Test Pattern Generator

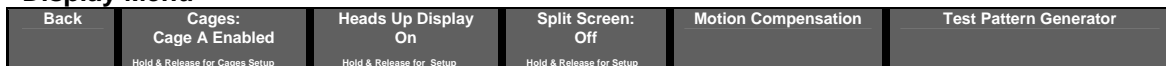
As an option, Cinemage contains a full Test Pattern Generator that is routable downstream through either of the HD-SDI outputs or the optional DVI Output.

Main Menu



To navigate the Test Pattern Generator menus select Display from the main menu, the following menu will be displayed:

Display Menu



Display Menu: Test Pattern Generator



Segment Pattern Control

Enters the Segment Pattern Control Menu, which allows you to assign up to 4 different Test Patterns to horizontal segments of the screen, as well as assign a separate pattern to the upper portion of the screen.

Segment Size Control

Enters the Segment Size Control menu, which allows you to adjust the height of the horizontal segments of the display to customize your test pattern.

Flat Field Generator

Enters the Flat Field Generator Menu, which allows you to manipulate the R, G, and B color components of any of the Flat Field Test Patterns.

Full Screen Generator

Using the trackball you can cycle through available test patterns and apply them to the full display. The included Test Patterns are:

1. 8% GREY
2. 100% FULL-RANGE BARS
3. 75% FULL-RANGE BARS
4. 100% SMPTE-RANGE BARS
5. 75% SMPTE-RANGE BARS
6. LUMA FULL-RANGE RAMP
7. RED RAMP
8. GREEN RAMP
9. BLUE RAMP
10. LUMA LINEAR RAMP
11. RED LINEAR RAMP
12. GREEN LINEAR RAMP
13. BLUE LINEAR RAMP
14. BLUE - YELLOW RAMP
15. RED - CYAN RAMP
16. COMBINED COLOR RAMPS
17. 30 MHZ FREQUENCY SWEEP
18. 5, 10, 15, 20, 25, 30 MHZ MULTIBURST
19. PLUGE PATTERN
20. LUMA PULSE & BAR
21. LUMA TEN-STEP
22. LINE-END MARKER PATTERN
23. BLACK TEST BARS
24. SMPTE-RANGE BLACK TEST BARS
25. 100% RED
26. 100% GREEN
27. 100% BLUE
28. 100% WHITE
29. BLACK

Note: The test patterns are all ***internal*** to the monitor, and are thus not corrected by the input range control or the input LUT. This means that the internal PLUGE cannot be used to test black levels; use the pixel analysis tools to do this instead.

Chapter 21: Analyse / Pixel Data Analysis

[OPTION]

Pixel data analysis provides a means of selecting any pixel on the displayed source getting the data values for Y, Cb, Cr or R, G, B if the system is in dual link RGB mode.

Main Menu

Cinimage 2142	Route	Process	Display	Analyse		
---------------	-------	---------	---------	---------	--	--



To navigate to the Pixel Data Analysis menus select Analyse from the main menu. The following menu will be displayed:

Analyse Menu

Back	Pixel Data Analysis	Waveform/Vectorscope	Measure Display Output	Gamut Violation Setup	Input Status
------	---------------------	----------------------	------------------------	-----------------------	--------------



Pixel Data Analysis

From the Analyse Menu the select Pixel Data Analysis. The following menu will be displayed:

Analyse: Pixel Data Analysis

Back	Pixel Analysis Crosswire: On	Pan and Zoom	Display RGB Pixel Value: R=256, G=230, B=110	Input Pixel Data: SDI-1: Y= 654, Cb=545, Cr=654	More	Pixel to read: 1034,539
------	------------------------------	--------------	--	---	------	-------------------------

Back

Returns to the Analyse Menu

Pixel Analysis Crosshair

Turns on a cross hair that can be positioned by the trackball. The cross hair determines the pixel being read.

Pan and Zoom

See Pan and Zoom Chapter 19.

Display RGB Pixel Value

The Cinimage system must convert all incoming video to 8 bit RGB for the display. This conversion is only for the display and does not affect the general video path input to output. The Display RGB Pixel value will provide you with the result of that conversion at the point indicated by pixel analysis crosshair and the trackball.

Input Pixel Data

Displays the pixel value of the source at the point indicated by pixel analysis crosshair and the trackball.

More

Goes to the 2nd page of the Pixel Data Analysis menu

Analyse: Pixel Data Analysis (page 2)

Back	SDI1: Y=0340 Cb=0525 Cr=0496	SDI1: Y=0340 Cb=0525 Cr=0496	SDI1: Y=0340 Cb=0525 Cr=0496	SDI1: Y=0340 Cb=0525 Cr=0496	Display RGB Pixel: R=256, G=230, B=110	Pixel to read: 1034,539
------	------------------------------------	------------------------------------	------------------------------------	------------------------------------	--	----------------------------

SDI 1

Displays the pixel value on SDI 1 input at the location selected by the trackball.

SDI 2

Displays the pixel value on SDI 2 input at the location selected by the trackball.

SDI 3

Displays the pixel value on SDI 3 input at the location selected by the trackball.

SDI 4

Displays the pixel value on SDI 4 input at the location selected by the trackball.

Display Pixel Value

Displays the pixel value of the Display at the location selected by the trackball.

Chapter 22: Analyse / Pixel Analysis / Pan and Zoom

[OPTION]

Pan and zoom provide a means to zoom into the display to look at pixel information up close.

Main Menu

Cinimage 2142	Route	Process	Display	Analyse	Presets	
---------------	-------	---------	---------	---------	---------	--



To navigate to the Pan and Zoom menus select Analyse from the main menu. The following menu will be displayed:

Analyse Menu

Back	Pixel Data Analysis	Waveform/Vectorscope	Measure Display Output	Gamut Violation Setup	Input Status
------	---------------------	----------------------	------------------------	-----------------------	--------------



From the Analyse Menu the select Pixel Data Analysis. The following menu will be displayed:

Analyse: Pixel Data Analysis

Back	Pixel Analysis Crosswire: On	Pan and Zoom	Display RGB Pixel Value: R=256, G=230, B=110	Input Pixel Data Value: SDI-1: Y= 654, Cb=545, Cr=654	More	Pixel to read: 1034,539
------	------------------------------------	--------------	---	--	------	----------------------------



From the Pixel Data Analysis menu select Pan and Zoom. The following menu will be displayed:

Analyse: Pixel Data Analysis: Pan and Zoom

Back	Magnification: 1x	Horizontal Mag: 1x	Vertical Mag: 1x	Freeze Frame: On	More	Pan: 0,0
------	----------------------	-----------------------	---------------------	---------------------	------	-------------

Magnification

Zooms into the video image. Choose between 2x, 4x, 8x, or 16x.

Horizontal Magnification

Performs a horizontal zoom into the video image. Choose between 2x, 4x, 8x, or 16x.

Vertical Magnification

Performs a vertical zoom into the video image. Choose between 2x, 4x, 8x, or 16x.

Freeze Frame

Freezes the incoming video.

More

Displays the 2nd page of the pan zoom menus. This page provides the ability to load a still into the display while zoomed in. Still file location is selected in the Framestore Menu.

Pan

When in zoom mode provides the ability to pan around the image. The coordinates displayed are the location of the upper right hand pixel within the zoomed image.

Chapter 23: Analyse / Waveform Monitor

[OPTION]

The OmniTek HD waveform monitor is integrated into the Cinemage monitor in one of three options:

Display Only: OmniTek Waveform Display Only provides a standard SMPTE waveform monitor with a fixed YCbCr parade display in frame mode. The user does not have control over gain, timebase, or fields/lines.

HD: OmniTek HD Waveform is a full functioning high definition video waveform monitor.

Dual Link: OnimTek Dual Link Waveform is a full functioning dual link high definition waveform monitor.

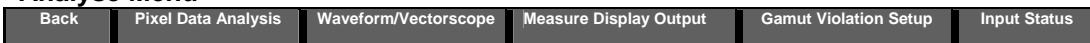
The menu items in this manual will vary depending on the waveform option enabled on your system.

Main Menu



To navigate to the Waveform/Vectorscope menu select Analyse from the main menu. The following menu will be displayed:

Analyse Menu



From the Analyse Menu select Waveform/Vectorscope. The following menu will be displayed:

Analyse: Waveform/Vectorscope

Back	Waveform Vectorscope Source: SDI 1	Vectorscope: Off <small>Hold & Release for Waveform Setup</small>	Waveform: On <small>Hold & Release for Waveform Setup</small>	Wave Mode Full Field	Line Mode Field 1	Selected Line: 514
------	---	---	---	-------------------------	----------------------	-----------------------

Back

Returns to the Analyse Menu

Waveform Vectorscope Source

Selects the source routed to the display and to the Waveform / Vectorscope

Waveform:

Select to turn on and display Waveform Monitor Hold and release this button to go to Waveform Setup (see **Waveform Setup** chapter 20).

Vectorscope

Select to turn on and display Vectorscope. Hold and release this button to go to Vectorscope Setup (see **Vectorscope Setup** chapter 21).

Field / Line

Select the display mode of the waveform monitor to either Full Field or Single Line mode.

Selected Line

When the waveform display mode is set for Single Line choose the line from either field 1 or field 2 to be displayed in the waveform.

NOTE: The Waveform and Vectorscope will analyze by default the raw data of the video input routed to the display. The recommended way analyze video data that has been corrected by the Input Range control and Input LUTs is to route the source through the splitscreen generator (either in a split with your SDI Input as one source and the Reclocked version of the same input as the other source for a side-by-side analysis; or with your SDI input as Splitscreen source 1 and the split turned off to view only your adjusted video signal).

Chapter 24: Analyse / Waveform Setup

[OPTION]

The menu items in this manual will vary depending on the waveform option enabled on your system.

Main Menu

Cinimage 2142	Route	Process	Display	Analyse	Presets	
---------------	-------	---------	---------	---------	---------	--



To navigate to the Waveform/Vectorscope menus select Analyse from the main menu. The following menu will be displayed:

Analyse Menu

Back	Pixel Data Analysis	Waveform/Vectorscope	Measure Display Output	Gamut Violation Setup	Input Status
------	---------------------	----------------------	------------------------	-----------------------	--------------



From the Analyse Menu select Waveform/Vectorscope. The following menu will be displayed:

Analyse: Waveform/Vectorscope

Back	Waveform Vectorscope Source: SDI 1	Vectorscope: Off <small>Hold & Release for Waveform Setup</small>	Waveform: On <small>Hold & Release for Waveform Setup</small>	Wave Mode Full Field	Line Mode Field 1	Selected Line: 514
------	------------------------------------	--	--	----------------------	-------------------	--------------------



Press and hold the Waveform button to enter the Waveform Setup menu. The following menu will be displayed:

Analyse: Waveform/Vectorscope / Waveform Setup

Back	Waveform Mode: YCbCr Parade	Waveform Graticule: Full	H Magnification 1X	V Magnification 1X	Waveform Display Options:	Start of Analysed Area: 24.56
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Back

Returns to the Waveform-Vectorscope Menu

Waveform Mode

Select the type of waveform display. Choices are; YCbCr Parade, Y, Cb, Cr, YCbCr Stacked, RGB Parade, R, G, B, and RGB Stacked.

Waveform Graticule

Select the type of Graticule for the waveform. Choices are:

SMPTE

Standard SMPTE graticule mapping 0% to a black data value of 16 for 8 bit data or 64 for 10 bit data and 100% to a white data value of 240 for 8 bit or 940 for 10 bit. Use this when your video setup is in YCbCr mode with undershoot and overshoot limited.

Full:

Use this graticule in RGB mode and all YCbCr modes other than YCbCr mode with undershoot and overshoot limited.

H Magnification

Provides a 2x, 5x, or 10x magnification of the time base on the waveform monitor display. Use the Trackball (horizontal movement) to control which part of the waveform trace is displayed within the graticule.

V Magnification

Provides a 2x, or 4x magnification of the amplitude on the waveform monitor display. Use the Trackball (vertical movement) to control which part of the waveform trace is displayed within the graticule.

Display Options

Presents a menu allowing control of the refresh rate of the waveform trace (decay) and the brightness of the trace (gain)

Start of Analysed Area

The first number indicates the pixel that is the start of the waveform trace (-40 to 1920). The second number indicates the vertical offset from the center graticule line in digital scale. (± 512).

Chapter 25: Analyse / Vectorscope Setup

[OPTION]

Main Menu

Cinimage 2142	Route	Process	Display	Analyse	Presets	
---------------	-------	---------	---------	---------	---------	--



To navigate to the Waveform/Vectorscope menus select Analyse from the main menu. The following menu will be displayed:

Analyse Menu

Back	Pixel Data Analysis	Waveform/Vectorscope	Measure Display Output	Gamut Violation Setup	Input Status
------	---------------------	----------------------	------------------------	-----------------------	--------------



From the Analyse Menu select Waveform/Vectorscope. The following menu will be displayed:

Analyse: Waveform/Vectorscope

Back	Display Source: SDI 1	Waveform: YCbCr Parade <small>Hold & Release for Waveform Setup</small>	Vectorscope: Off <small>Hold & Release for Waveform Setup</small>	YCbCr Range Mode: Undershoot Clipped	Field/ Line: Line:Field2	Selected Line: 514
------	--------------------------	---	---	---	-----------------------------	-----------------------



Press and hold the Vectorscope button to enter the Vectorscope Setup menu. The following menu will be displayed:

Analyse: Waveform-Vectorscope / Vectorscope Setup

Back	Vectorscope Mode: On	Vectorscope Graticule: 100%		Vectorscope Display Decay: Fast	Vectorscope Display Gain: 6
------	-------------------------	--------------------------------	--	------------------------------------	--------------------------------

Back

Returns to the Waveform -Vectorscope Menu

Vectorscope Mode

Select to turn on and display Vectorscope.

Vectorscope Graticule

Select the type of Graticule for the Vectorscope, 100% or 75%

Vectorscope Display Decay / Gain

Control of the refresh rate of the Vectorscope trace.

Vectorscope Display Decay / Gain

Control of the brightness of the trace.

Section 4: SD Operations

Cinimage will accept and display SD video signals, but with limited functionality. Many of the video processing features available in HD Mode will not function in SD mode, such as the Waveform and Vectorscope, 3D LUTs, Input LUTs, Framestore, and split screen generator.

The following menu applies only to SD video operation of the Cinimage unit:

SD Video Mode: Main Menu

Cinimage 2142 <small>(press and hold for lockout menu)</small>	Standard Definition Mode SD 486i 29.97	Video Input Select	Scaler Mode: Re-sized to fit screen	Display Control	Scaler and Deinterlacer
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Cinimage ****

Gives the model number of the Cinimage unit you are working on. Pressing and holding for 2 seconds will access the Lockout Menu referenced previously in the manual.

Standard Definition Mode

Gives the video format of your attached standard definition source.

Video Input Select

Allows you to toggle the video input source between the 4 SDI inputs.

Scaler Mode

Cycles through the re-sizing options for the SD image, from pixel accurate to re-sized to fit screen (4:3 Aspect ratio) to 16x9 525 (16:9 aspect ratio)

Display Control

Accesses the previously referenced Display Control Menu to make adjustments to the Gamma setting, Brightness, Contrast, and Backlight controls.

Scaler and Deinterlacer

Accesses the previously referenced Scaler and Deinterlacer menu for Image Scaling, Motion Compensation, and Single Field Mode. For SD mode there is an addition of the option to show or hide the top six lines of the picture that is often used to hold time code or closed captioning information.

Appendix A: USEFUL OPERATIONS

Cine-tal Cinemàge Preferences Control: Setting Remote File Locations

The Cinemàge features a remote file access capability that allows for storing and accessing media on remote file servers. This requires that the remote server host a standard readable and writable SMB (i.e. Samba or Windows) file share. Each type of file that can be accessed remotely (still, input LUT, 3d LUT, preset) has a unique share associated with it. Additionally, there is a modal switch that allows the user to access these files either remotely from the share, from a USB memory key attached to the monitor, or on the monitor's local storage.

The advantages to using remote storage are that there are no storage restrictions (beyond that on the server) and that multiple monitors can use the same pool of presets, images and LUTs.

Setting the remote file location can be done either from the front panel or through the preferences file, prefs.xml. Using the front panel controls where this file can be backed up to, saved to, or loaded from a USB memory key.

Here is the procedure for saving the current preferences file to a USB key, manually adding the server information, adding it to the monitor, then connecting and verifying the connection. Note that is only one technique for establishing the connection; the alternative is to program it in from the front panel using the trackball.

Step 1: Copy the preferences to a USB key.

1. Insert a USB memory key that's prepared for the Cinemàge (consult your manual for details).
2. On the front panel, from the first menu, hold down the button that says "hold and release for setup" until it flashes.
3. Select "MANAGE PREFERENCES".
4. Select "SAVE PREFERENCES TO USB".

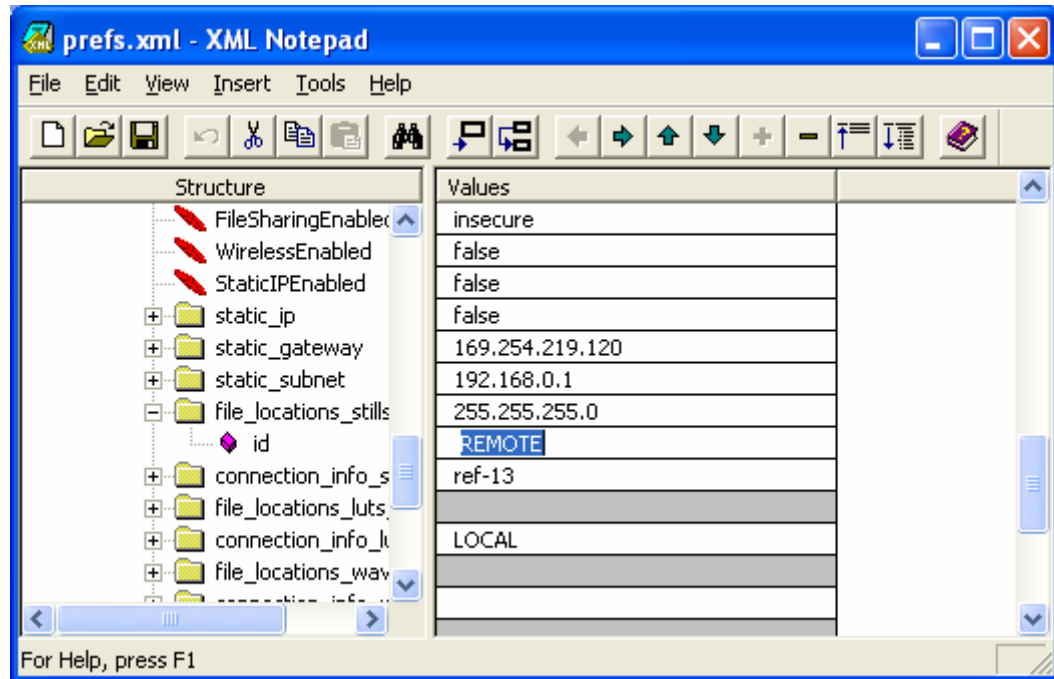
Step 2: Edit the preferences file.

1. Move the USB key to a computer and open the file "cinetal/prefs.xml" in a text editor or xml editor.
2. Find the "connection_info" tag for the desired file type, in this case we're changing the remote path for stills, so that would be "connection_info_stills".

Text:

```
<connection_info_stills xsi:type="al:connect_data"
xmlns:al="http://schemas.microsoft.com/clr/nsassem/Philo/PhiloController%2C%20Version%3D1.0.2168.38160%2C%20Culture%3Dneutral%2C%20PublicKeyToken%3Dnull">
<username xsi:null="1"/>
<path xsi:null="1"/>
<password xsi:null="1"/>
</connection_info_luts_input>
```

XML Editor:

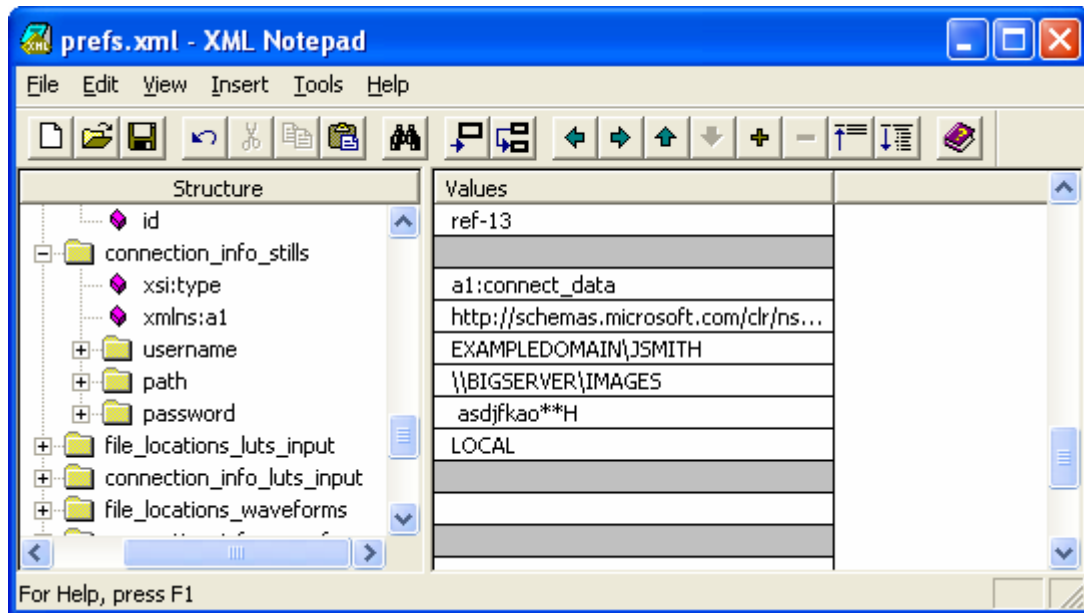


Now insert the proper username, path, and password. Note that the password is stored in cleartext by design (so that this is possible).

Text:

```
<connection_info_stills xsi:type="al:connect_data"
xmlns:al="http://schemas.microsoft.com/clr/nsassem/Philo/PhiloController%2C%20Version%3D1.0.2168.38160%2C%20Culture%3Dneutral%2C%20PublicKeyToken%3Dnull">
<username id="ref-14">EXAMPLEDOMAIN\JSMITH</username>
<path id="ref-15">\\BIGSERVER\IMAGES</path>
<password id="ref-16">asdjkfao**H</password>
</connection_info_stills>
```

XML Editor:



Step 3: Copy the preferences back to the Cinemàge

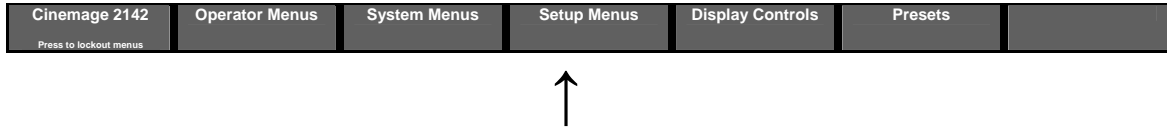
5. Insert a USB memory key into the Cinemàge.
6. On the front panel, from the first menu, hold down the button that says “hold and release for setup” until it flashes.
7. Select “MANAGE PREFERENCES”.
8. Select “LOAD PREFERENCES FROM USB”.
9. The new preferences are now being loaded. Note that the process of reconnection happens in the background after the button is released.
10. Press “BACK” twice then select “REMOTE FILE SETUP”
11. Select the file type that you are setting, in this case stills. If the file path appears here then reconnection was a success. Note that the new path will only be saved to preferences again if the connection is complete.

Saving a preference:

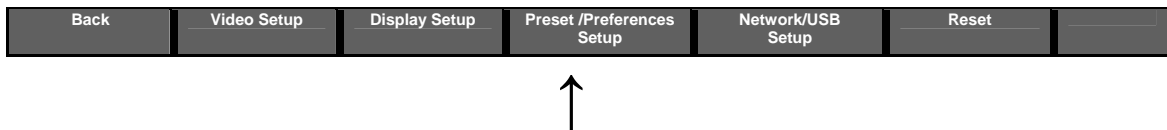
Preferences refer to settings that are specific to a given machine and its network environment. Some of these things, such as a selected network path along with usernames and passwords might be sensitive material. Passwords are stored in clear text, so it is good practice to reset (see “reset” below) the preferences to clear any sensitive security information when necessary. Here are some examples of things that are stored in preferences:

1. Network logons, paths, and passwords for remote file access.
2. FTP server settings (whether the server is enabled and current password).
3. Web settings (if the web server is enabled)
4. Storage information; whether the system is set to use local, remote, or USB storage for stills and various LUTs.

Once you have adjusted your Preference settings (i.e. designated a Network Path), it may be useful to save that setting to a USB key for later recall to enable you to reset the machine to clear any sensitive information. To save or recall your preference settings, enter the Setup menu:



Then enter the Presets/Preferences Setup Menu:



Then enter the Manage Preferences Menu:



From here you can either load your preferences from a USB key, or save them off to a USB key:



Saving a Preset:

Presets files describe the way the system interacts with video and how it's used in the workflow. Presets are loaded from the front panel at the top-level menu; when you press the button the preset file is loaded and the name of the file appears. Here are some examples of things that are stored in a presets file:

6. Cage (Graticule) size and position.
7. Video standard (if not in automatic mode).
8. Heads-up display settings
9. Dual link mode vs. Single-link mode.
10. Routing.

Saving your presets allows you quick access to your desired workflow. Presets can be saved to and recalled from any of three locations: local memory, a USB

datakey, or a remote server location. To change the location the Presets are saved to/ recalled from you must enter the Setup Menu:



Then enter the Presets/Preferences Setup Menu:



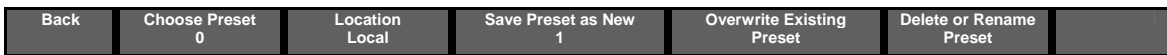
Then enter the Manage Presets Menu:



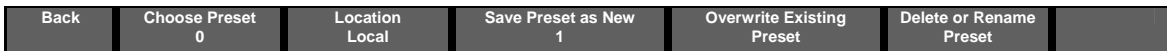
Then toggle the Location:



Once the location is set, you may save your settings off to that location by pressing the Save Preset as New button:



And the Preset can be renamed using the trackball to operate the character generator in the Delete or Rename Preset menu:



While this may be a mildly involved process to save all of your workflow settings initially, once they are saved you have one button access to them from the Main System menu:



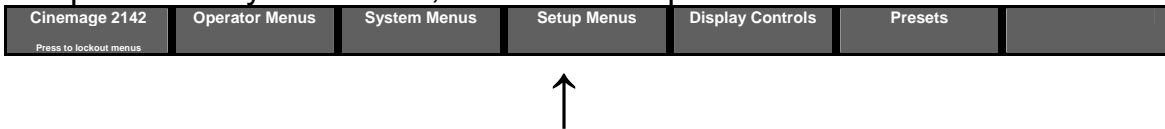
This one button access allows for a greatly expedited workflow that is accessible on any Cinemage unit (provided that unit contains the options included in your preset).

Cloning to/from a USB key:

A quick and easy way to save all of your preferences and presets together to/from a USB is to perform a clone. This will save all of the information on the machine to the USB key, including:

1. Stills
2. LUTs
3. Presets
4. Preferences

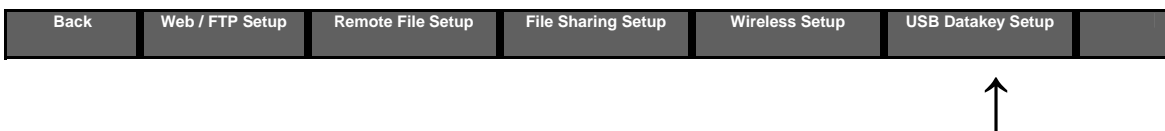
To perform a system clone, enter the Setup menu:



Then enter the Network/USB Datakey Setup menu:



Then enter the USB Datakey Setup menu:



Once you have entered the USB Datakey Setup menu, you will be able to save/load your cloned system setup, allowing for easy access to your previous workflow settings. To clone to the USB key, simply insert the key into the USB port on the front of the unit and press the Clone System to USB Key button:



To recall your saved system clone from the USB key, simply insert the key into the USB port on the front of the unit and press the Clone USB Key to System button:



One important point to note is that your USB key will have to be prepared prior to saving any information from the Cinemage unit to the datakey so that the USB key will have the Cine-tal file structure and format placed on the key, allowing the system to recognize the formatting and to save and retrieve files. To prepare the USB key, insert the key into the USB port on the front of the unit and press either the Format and Prepare USB Key button, or the Prepare USB Key button*:



***** Please be advised that the Format and Prepare USB Key button will erase any information on the USB Key before adding the Cine-tal file structure and format. The Prepare USB Key button will simply add the Cine-tal file structure and format to the key, leaving any other information stored on the key in-tact.

Software Updates/Upgrades:

Cine-tal is continually working towards product improvements to aid in the functionality of our monitors in your production process. As such, software updates will be released to improve the way Cinemage functions. In addition to these software updates, you have the ability to purchase or operate on a limited trial basis upgrade licences, to “unlock” software based functions of the Cinemage unit such as the Waveform Monitor/Vectorscope, Dual-Link Mode, the Test Pattern Generator, Framestore, and 3D Luts. Both of these tasks can be accomplished through the Updates menu, located under the USB Datakey Setup Menu.

To perform a **software update** with the update loaded from the Cine-tal website to a USB key, start at the Main Menu, press the Setup Menu button:



Then enter the Network/USB Datakey Setup menu:



Then enter the USB Datakey Setup menu:



Then press the Updates button:



Insert the USB key and press the Update From USB Key button:



The unit will load the software update into internal memory. Power cycle the unit and the update will be loaded and ready for use.

To perform a **software upgrade**, insert your USB key and press the Generate Licence Lock Code button:



This will install a licence lock code onto the datakey. Remove the USB key from the Cinemage unit, and insert into the USB port on your computer (Mac or PC). In the Cine-tal directory on the USB key you will find a file named lock_abcdef.lic, where abdef is the last 6 digits of the Cinemage unit's serial number. Email this file to your Cine-tal dealer. The dealer will email back both your original *.lic file and its matching unlock license. Move both of these files downloaded from the email into the Cine-tal directory on the USB key. Make sure that serial number on the *.lic file matches the serial number of the unit you are working on. Insert the USB key back into the Cinemage unit. Press the Update Licence button:



Unlock result will then be displayed as either "Success" or "Failure". Failures will typically result from mismatched or outdated lock/unlock files. Outdated files occur if you do multiple upgrades out of order. Once "Success" is displayed, remove the USB key and power cycle the unit. The upgrade will now be installed and fully operational.

Accessing a router:

To take advantage of Cinemage's networking and file sharing capabilities, often it will be necessary to access the unit via a network router. Before connecting the Cinemage unit to your network always check with your network administrator.

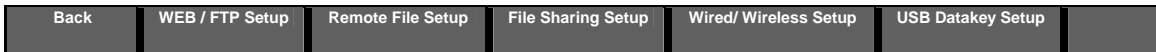
Determine if your network will require the Cinemage unit to be set for static IP or dynamic IP (DHCP) addressing. Typically most networks use dynamic addressing. Go to the Setup Menu:



Then press the Network/USB Datakey Setup button:



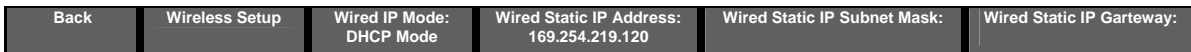
Then enter the Wired/Wireless LAN Setup Menu:



Under the Wired IP Mode set to either DHCP mode or Static IP, whichever your networking requires:



(If your system is set for DHCP, skip this step.) If the system is set for Static IP setup the appropriate numbers for Wired Static IP address, Subnet Mask, and IP Gateway (See Addendum A to edit this in the prefs.xml file):



If you desire to restrict access to files stored on the Cinemage unit you may restrict access by setting a username and password for local network access. If security is not a concern the default setting is a username of “guest” with no password. To set the password press the Back button:

Back	Wireless Setup	Wired IP Mode: DHCP Mode	Wired Static IP Address: 169.254.219.120	Wired Static IP Subnet Mask:	Wired Static IP Gateway:
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Then press the File Sharing Setup button:

Back	WEB / FTP Setup	Remote File Setup	File Sharing Setup	Wired/ Wireless Setup	USB Datakey Setup	
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And setup the Username and Password:

Back	Fixed Network ID	Fixed Sharing Username	Sharing Password	File Sharing Status		
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Next you must reset the systems network status by toggling the File Sharing Status to “Enabled”, then to “Disabled”, and back again to “Enabled”:

Back	Fixed Network ID	Fixed Sharing Username	Sharing Password	File Sharing Status		
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Finally you must ensure that the router has assigned an address to the unit, or that the static IP address is correct. Hit the back button 3 times to return to the Main Menu:

Back	Fixed Network ID	Fixed Sharing Username	Sharing Password	File Sharing Status		
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Then enter the Unit Information menu:

Back	Unit Information	Video and Display Setup	Presets and Preferences Setup	Network & USB Datakey Setup	Resets	
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Verify that that the router has assigned the system an IP address or that the static IP address is correct, and note the TCP/IP Machine Name:

Back	Unit Information: Reklease 1.2 r3	IP Addresses: 192.168.1.123	MAC Addresses: 00-04-5F-82-56-A3	TCP/IP Machine name: Cinetal-316453	More
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From a Windows or Mac you may browse the network to find the Cinemage Monitor. Cinemage uses a Universal Naming Convention based on its TCP/IP Machine Name.

Remote File Setup:

Cinimage, as a network appliance, has the ability to remotely store and access important files such as Stills, Presets, Preferences, Input Luts, and 3D LUTs. This allows for remote collaboration across your facility, across the country, or around the world. The file paths, and necessary login information can be edited within the Cinimage unit to allow for this remote file access.

From the Main Menu, press the Setup Menu button:



Then enter the Network/USB Datakey Setup menu:



Then enter the Remote File Setup Menu:

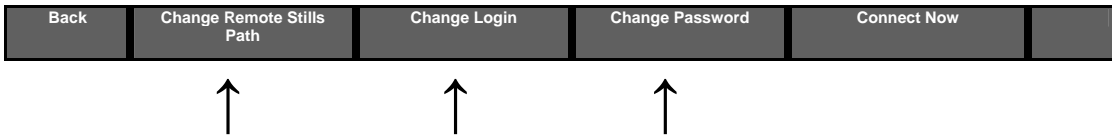


The process is the same for setting up all four areas of the Remote File Setup. Listed are the steps for Stills, but they can be repeated for Presets, Input LUTs, and 3D LUTs.

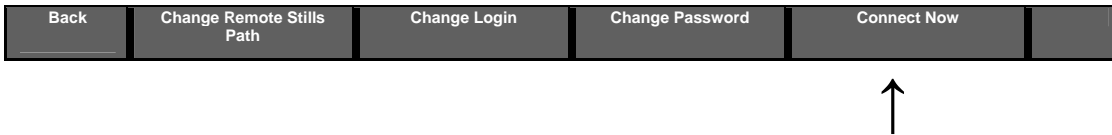
Press the Setup Remote Storage: Stills button:



Enter the Change Remote Stills Path, Change Login, and Change Password menus to adjust the information contained in each. Information can be entered using the trackball and the Select Next Character button:



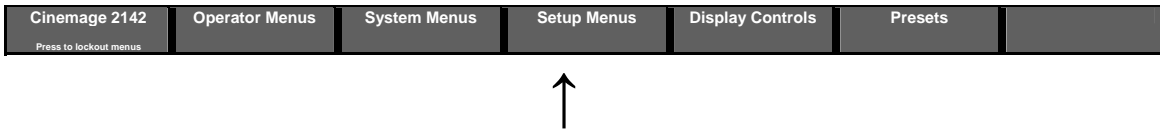
Once the File Path, Login, and Password are set, press the Connect Now button to enable remote access to file and remote storage:



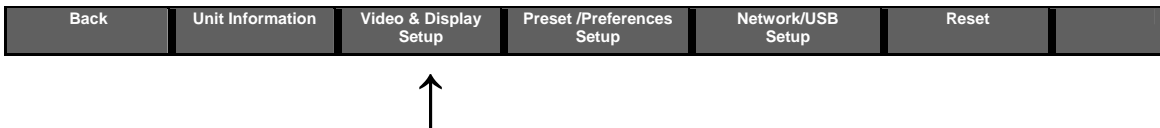
Calibration:

[option]

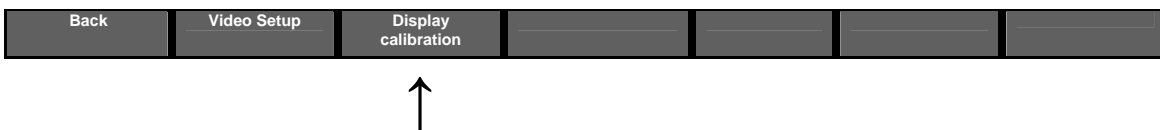
Before navigating the menus, plug the GretagMacbeth (GMB) calibration probe into the USB port. From the main menu, press the Setup Menus button:



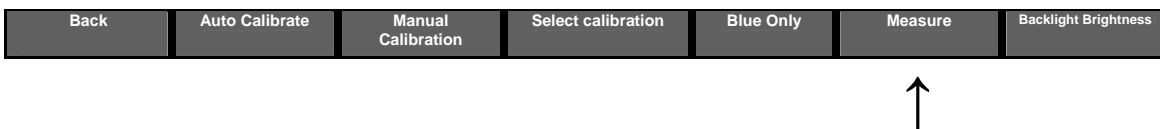
Then select the Video & Display Setup button:



Then select the Display calibration button:



Then select the Measure button (note: do not select Auto Calibrate yet):



If you are using the GMB EyeOne Pro place the probe on the white calibration tile provided with the probe and Select “Press to Calibrate Probe” Then place probe on the center of the display. If you are using the EyeOne Display 2 place

the probe on a flat black surface (the top of the monitor works well) then press “press to calibrate probe” . When finished place the probe on the center of the display. Press the Set Flat Field button until “100% White” is displayed:

Back	xy,Y	X,Y,Y	Select Display LUT	Video Source	Set Flat Field	Backlight Brightness 450
Target: x=.314, y=.345	x=.314, y=.345, Y=115Cd	X=.314, Y=.345, Y=115 Cd				



Adjust the backlight to a comfortable setting for your ambient environment using the trackball. Press the Read CIE xyY button:

Back	xy,Y	X,Y,Y	Select Display LUT	Video Source	Set Flat Field	Backlight Brightness 450
Target: x=.314, y=.345	x=.314, y=.345, Y=115Cd	X=.314, Y=.345, Y=115 Cd				



Read the “Y” result under CIE xyY, and adjust the backlight either up or down until the desired luminance output is reached, pressing the Read CIE xyY button to display new readings. Once desired luminance is reached, press the Back button to return to Display Setup menu:

Back	xy,Y	X,Y,Y	Select Display LUT	Video Source	Set Flat Field	Backlight Brightness 450
Target: x=.314, y=.345	x=.314, y=.345, Y=115Cd	X=.314, Y=.345, Y=115 Cd				



Select Auto Calibrate:

Back	Auto Calibrate	Manual Calibration	Select Calibration	Blue Only	Measure	Backlight Brightness
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Check the results against the target located in the menu bar:

Back	Auto Calibrate	Manual calibration	Select Calibration	Blue Only Mode	Measure	Backlight Brightness
Target: x=.314 y=.345						



Make adjustments to the backlight for Luminance level and Manual Calibration settings as needed and re-calibrate until you have the desired results.

Cine-tal

Field Service Bulletin: #061220
 Title: DVI Input Release Notes
 Date: December 20, 2006

Summary:

DVI is enabled on the Cinemage product line in two phases. The first phase is on software version 2.1. In this release the Cinemage supports a DVI-D or DVI-I input at a fixed 1920x1200 resolution with a refresh rate of 60Hz. The DVI input can not be routed to the HDSDI outputs, Framestore, or 3D LUT. When the DVI input is selected it is calibrated and routed directly to the display at the full 1920x1200 resolution. As this is the full resolution of the panel, the menus and heads-up display are not visible.

After selecting the DVI input users can return to the menus by selecting any button. The standard use of the DVI input in version 2.1 is as a calibrated desktop display for a computer workstation with a DVI-D or DVI-I output supporting 1920 x1200 resolution at 60 Hz.

The second phase of DVI support will be in version 2.2. In the 2.2 release the DVI input will support several HD video related resolutions and frame rates. These resolutions may be routed to HDSDI outputs, Framestore, or 3D LUT and is available as a source for the split screen and waveform monitor and vector scope.

Cinemage Supported Resolutions:

Video Format	HD-SDI	DVI	Software Version	Release Date
Computer Graphics DVI-D				
1920 x 1200 / 60 Hz (see note 1)		●	2.1	12/28/2006
Single Link (4:2:2)				
486i / 59.94 (see note 1)	●		2.0	Released
576i / 50 (see note 1)	●		2.0	Released
720p / 23.98, 24, 25, 29.97, 30, 50, 59.94,	●	●	2.2	2/15/2006 (for DVI-D)
1080sF / 23.98, 24, 25, 29.97, 30 Hz	●	●	2.2	2/15/2006 (for DVI-D)
1080i / 50, 59.94, 60 Hz	●	●	2.2	2/15/2006 (for DVI-D)
1080p / 23.98, 24, 25, 29.97, 30 Hz	●	●	2.2	2/15/2006 (for DVI-D)
Dual Link (4:4:4)				
1080sF / 23.98, 24, 25, 29.97, 30 Hz	●		1.0	Released
1080i / 50, 59.94, 60 Hz	●		1.0	Released
1080p / 23.98, 24, 25, 29.97, 30 Hz	●		1.0	Released

(1) Framestore, Cage, LUTs, & OmniTek options operate only in HD modes

EDID

Extended Display Identification Data is a VESA standard data format that contains basic information about a monitor and its capabilities, including vendor information, maximum image size, color characteristics, factory pre-set timings, frequency range limits. The information is stored in the display and is used to communicate to computer graphics adapter. The system uses this information for configuration purposes, so the monitor and computer system can work together. Cinemage systems shipped before December 1, 2006 did not have the EDID set in DVI input chipsets (see Setting EDID). If you are using an operating system in your computer that allows manual settings for monitor support you should set them to:

Pixel Clk:	154	V Active Lines:	1200
H Active Pix:	1920	V Blank:	35
H Blank:	160	V Sync Offset:	3
H Sync Offset:	48	V Sync Width:	6
H Sync Width:	32	V Image Size:	324
H Image Size:	519	V Border:	0
H border:	0	Min V Rate:	56 Hz
Min H Rate:	30 KHz	Max V Rate:	76 Hz
Max H Rate:	81 KHz		
Max Pxl Clk:	170 MHz		

Setting EDID

Although it is not required to use the DVI input, customers with Cinemage units shipped before December 1, 2006 may want to setup the EDID on their systems. Setting the EDID is accomplished with a field update kit available for loan from Cine-tal. The EDID update kit allows customers to set their EDID without returning the units to the factory. The update kit includes a special DVI cable and WindowsXP based software. System requirements are a WindowsXP based system with a standard RS232 Serial Port. Customers may also return units to Cine-tal for EDID settings. Contact Cine-tal Customer Service (01-317-576-0091) or (support@cine-tal.com) to determine the best method for you.

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