

6" HDMI Touchscreen Monitor

1600nits Daylight Viewable



User Manual

Foreword

Thank you for using our 6 inch high bright touch screen monitor. Please read this manual carefully before using the unit. Have a great experience!

Caution

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

Key Features

- ✧ 1920x1080 full HD IPS screen, 1600nits daylight viewable
- ✧ Touch screen + new menu interface, improve shooting efficient
- ✧ User custom 3D LUT import by SD card (up to 32)
- ✧ HDMI input and output, support up to 4K@60Hz
- ✧ With Waveform, Vector scope, Histogram, Focus Assist, Monochrome etc. functions, can help you accurately exposure and

focus every shot.

✎ Stereo Earphone output

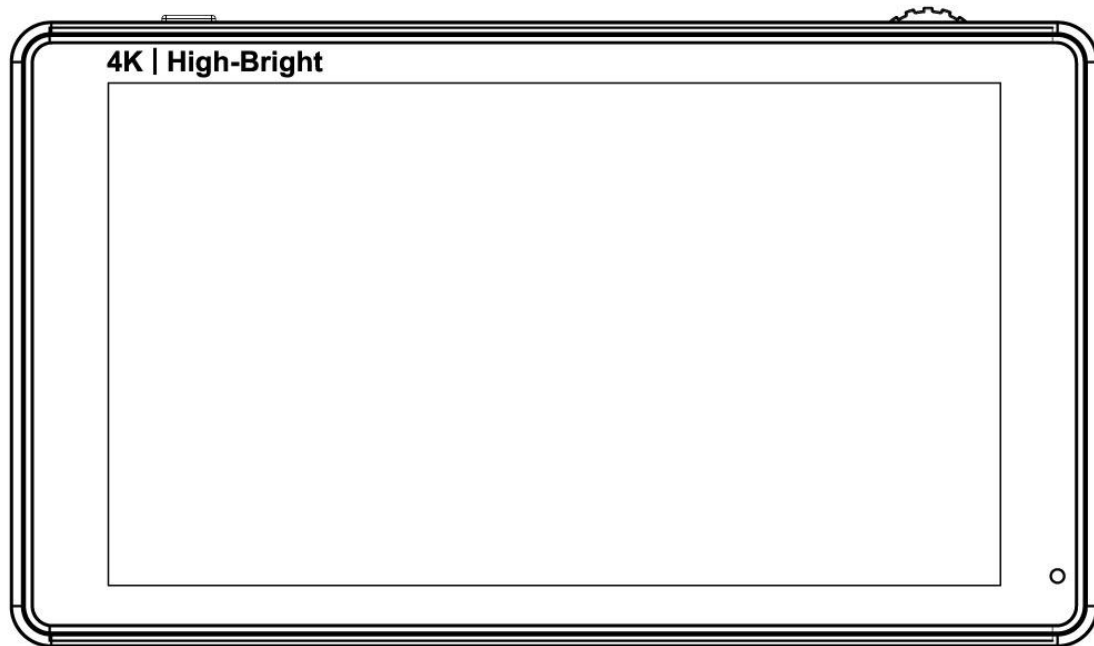
✎ DC 8.4V power out to power your DSLR camera or mirrorless camera

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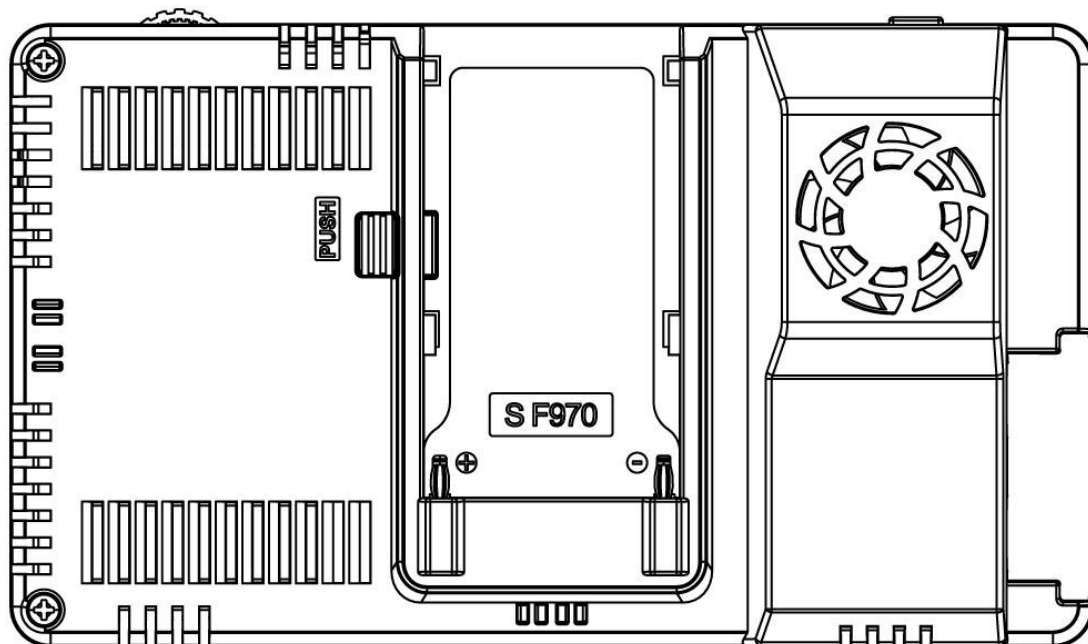
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1. Product Description

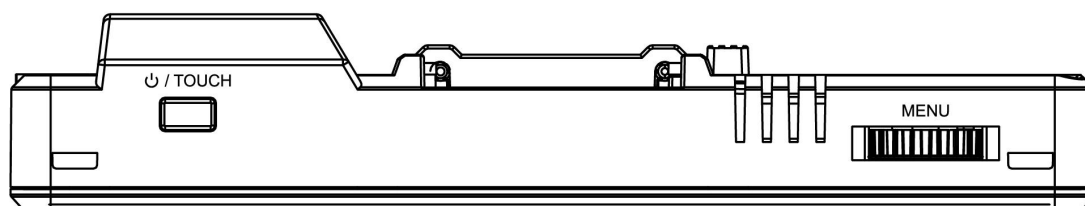
● Front Panel



● Back Panel



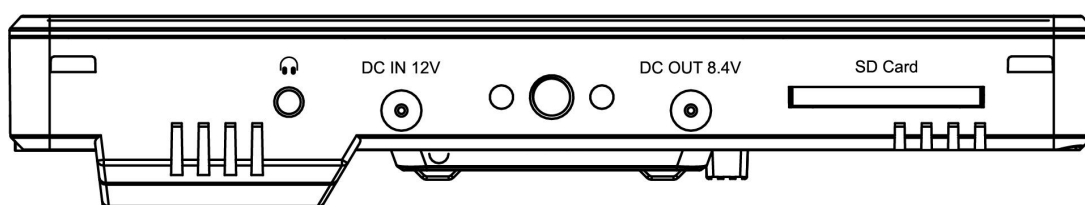
1.1 Button Instructions



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

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

1.2 Port Instructions (Bottom)



🎧 : 3.5mm earphone port output

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

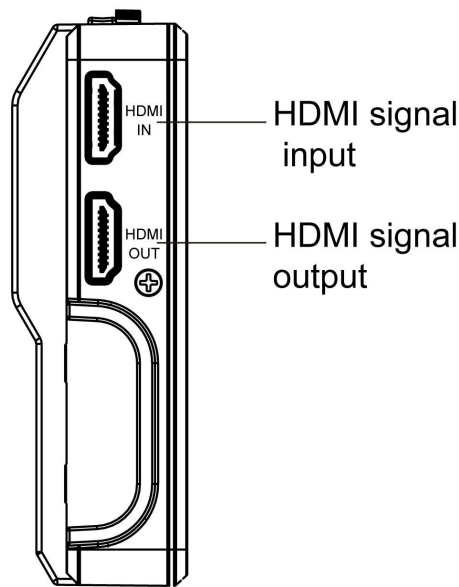
DC OUT 8.4V: DC power output, polarity as the output power

--⊖+

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

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

1.3 Port Instructions (Left)



1.4 Power Supply Way


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

Sony F970 battery plate for battery of Sony DV:

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

Remark: It is recommended to use standard original F970 batteries. Different specifications of the battery have different capability. The working time for the monitor will be different. Higher capability (working time) will be longer. Please take off the battery from the monitor if you don't use the monitor in a long time.

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

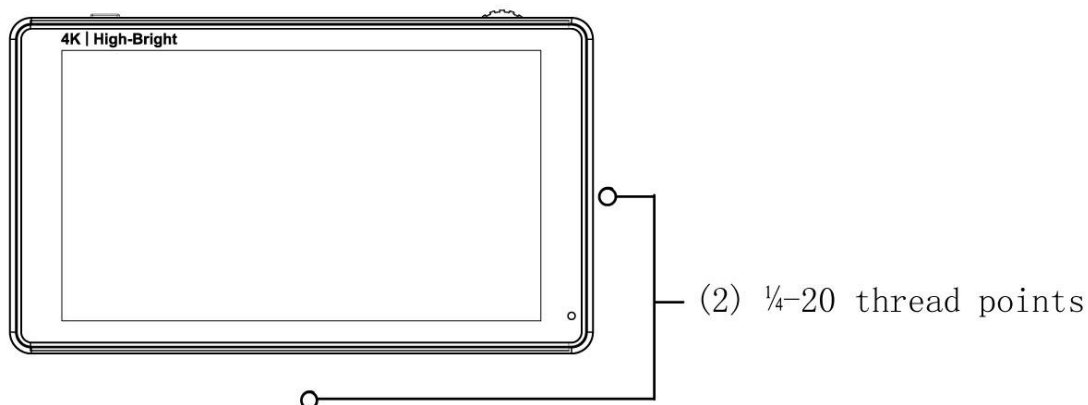
 , Barrel (5.5mm outer, 2.1mm inner) at the bottom of the

monitor, DC 7~24V Input.

1.5 Installation Way

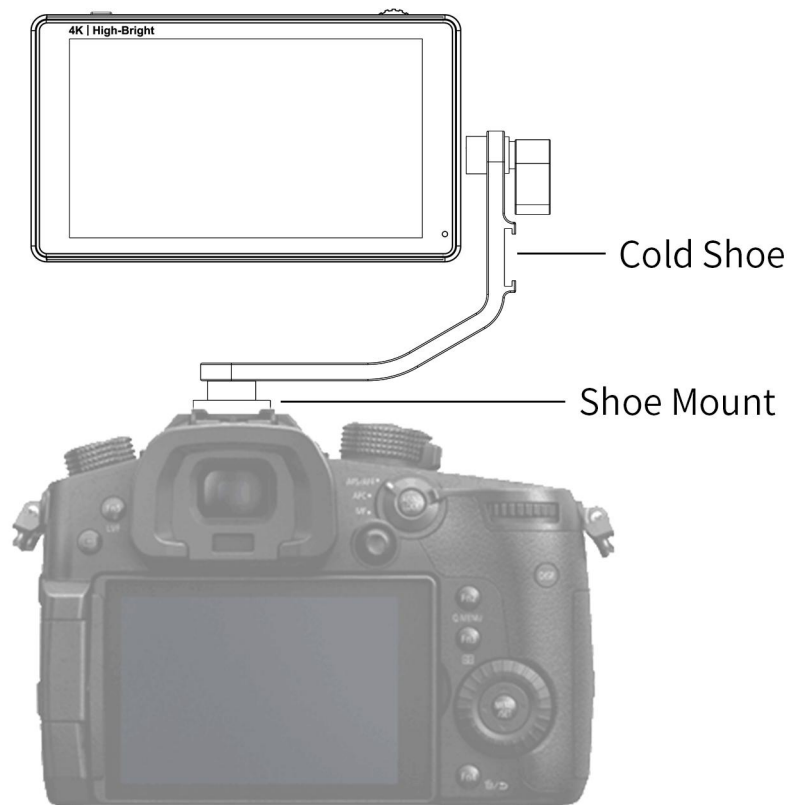
(1) Mount Points

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




(2) Tilt Arm Mounting


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



2. Menu Operation Instructions

After the monitor is properly connected to the power supply, the indicator light is on (red). The monitor default to turn on automatically, the indicator turns Yellow, and then input HDMI signal, the indicator will turn Green.

You can also set the power to Manually in menu **System--Power setting**. After setting, you need to long press  / TOUCH to turn on the monitor when plug the power supply.

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

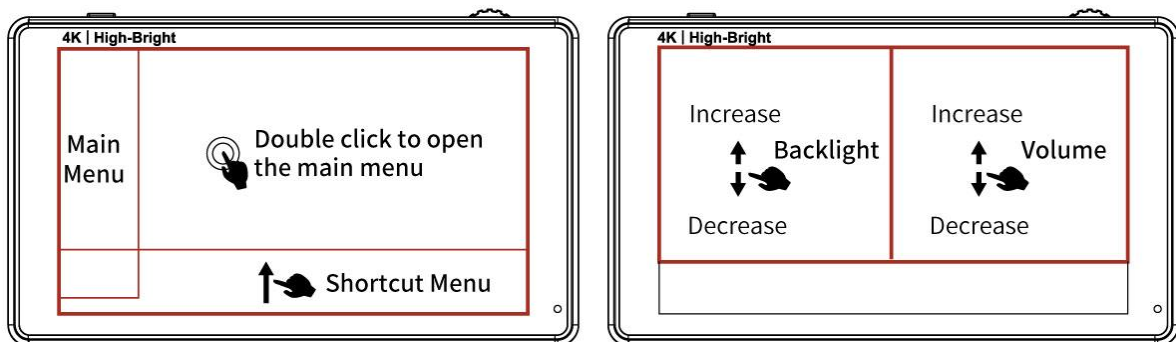
2.1 Touch screen menu operation (default touch screen is on)

- ①. Double-click on the screen to open the main menu (show on the left side of the screen) and click on the corresponding menu to

display the secondary menu. You can enter the corresponding function option and click directly to select or set. Click the touch screen to exit the menu.

- ②. When the menu is not displayed, swipe up from the bottom of the screen to open the shortcut menu, swipe left or right select the needed function and click on the corresponding menu box to turn on or turn off the corresponding function.
- ③. When the menu is not displayed, on the left side of the screen (1/2 split screen), you can directly adjust the brightness of the screen backlight; on the right side of the screen (1/2 split screen), you can directly adjust the volume.

Figure:



2.2 MENU Wheel Menu Operations

- ①. When the menu is not displayed, directly rotate menu knob to adjust the volume or backlight. You can set in the **Left Right**

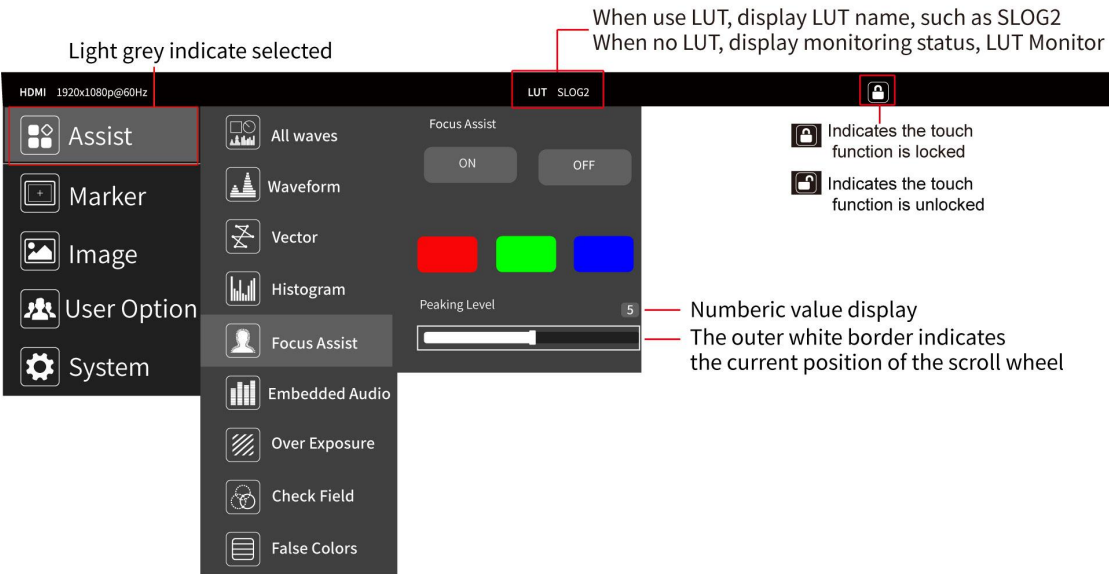
Key Set of menu User Option 

- ②. When the main menu is not displayed, press and hold the scroll wheel button to bring up the shortcut menu. Rotate the scroll

wheel to select the desired function, then press the scroll wheel to confirm and activate the corresponding function.

- ③. Gently press the MENU wheel to open the main menu (on the left side of the screen). Rotate the wheel to select the secondary function menu. After selecting it, press the wheel, then rotate the wheel to select or set the option function.
- ④. Long press the MENU wheel to return or exit the menu

2.3 MENU Interface Instruction







3. Menu Function Instructions



Assist


	On, Off
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<p>All Waves</p>	<p>After turning on, waveform, vector, histogram and embedded audio will be shown.</p>
<div data-bbox="292 450 381 539" data-label="Image"> </div> <p>Waveform</p>	<p>On, Off Mode : RGB、YUV、Y Position X: 0~100 (moving the waveform horizontally) Position Y: 0~100 (moving the waveform vertically) Waves Trans. : Off, 25%, 50%, 75%</p> <p>This essential feature assists with the calibration of professional video cameras. It shows the overall brightness of the image assisting the video professional in correcting exposure. The waveform feature also checks the evenness of the lighting when lighting a chromakey or background.</p>
<div data-bbox="296 938 392 1032" data-label="Image"> </div> <p>Vector</p>	<p>On, Off Position X: 0~100 (moving the Vector horizontally) Position Y: 0~100 (moving the Vector vertically)</p> <p>shows how saturated the image is and where the pixels in the image land on the color spectrum.</p>
<div data-bbox="300 1247 389 1337" data-label="Image"> </div> <p>Histogram</p>	<p>On, Off Mode: RGB1、RGB2、Y Position X: 0~100 (moving the histogram horizontally) Position Y: 0~100 (moving the histogram vertically)</p> <p>RGB Histogram:It can display the graphic of color tone distribution, can intuitively display the exposure status of the image, and display overlapping histograms in red, green, and blue channels</p> <p>Y Histogram: A quantitative tool to check the picture brightness, display different color for different brightness.</p>
<div data-bbox="308 1888 400 1982" data-label="Image"> </div> <p>Focus Assist</p>	<p>On, Off Color : (Red, Green, Blue) Peaking Level : you can adjust the peaking level after</p>

	<p>turning on (1 ~ 10)</p> <p>It highlights the areas that are in focus so you are able to quickly focus the camera and not miss crucial shots.</p>
 <p>Embedded Audio</p>	<p>On, Off</p> <p>Position X: 0~100 (moving the audio level horizontally)</p> <p>Position Y: 0~100 (moving the audio level vertically)</p> <p>The Audio Level Meters provide numerical indicators and headroom levels.</p>
 <p>Zebra Pattern</p>	<p>On, Off</p> <p>Threshold Value :you can adjust the threshold value after turning on (10~100)</p> <p>Areas of the image over a certain threshold are filled with a striped pattern to dramatically highlight areas where too much light is falling on the image sensor.</p>
 <p>Check Field</p>	<p>On, Off</p> <p>Mode : Red, Green, Blue, Mono</p> <p>When enabled, hue and saturation adjusted quickly and accurately</p>
 <p>False Colors</p>	<p>On, Off</p> <p>Mode: Normal, ARRI</p> <p>An image that depicts an object in colors that differ from those a photograph (a true color image) would show.</p>






Marker





 <p>Grids</p>	<p>On, Off</p> <p>Mode: 2x2,3x3,4x4,5x5,6x6,7x7,8x8,9x9, Custom</p> <p>Rows: 2~9</p> <p>Columns: 2~9</p>
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	<p>When selecting Custom, you can custom the rows and columns of the grid</p> <p>Color: Red, Green, Blue, Black, White, Gray</p> <p>The area of the picture can be divided into 4, 9, 16, 25, 36, 49, 64, 81 equal grids.</p>
 <p>Safe Frames</p>	<p>On, Off</p> <p>Mode: 80%, 85%, 90%, 93%, 96%, 2.35:1, 9:16</p> <p>Color: Red, Green, Blue, Black, White, Gray</p>
 <p>Center Marker</p>	<p>On, Off</p> <p>Color : Red, Green, Blue, Black, White, Gray</p>
 <p>Ratio Marker</p>	<p>On, Off</p> <p>Mode: 4:3, 13:9, 14:9, 15:9, 16:9, 1.66:1, 1.85:1, 2.35:1, 9:16</p> <p>Color: Red, Green, Blue, Black, White, Gray</p> <p>Modified Mark : 0~5</p>




Image




 <p>Scan Mode</p>	<p>Under Scan, Over Scan</p>
 <p>Aspect Ratio</p>	<p>Auto, 16:9, 16:10, 4:3, 5:4, 1.85:1, 2.35:1, Full Screen</p> <p>Provides a wide variety of aspect ratio to match different camera anamorphic lenses.</p>
 <p>Anamorphic</p>	<p>On, Off</p> <p>Mode: 1.33X, 1.6X, 2.0X, 2.0X MAG, User</p> <p>Under the User, can be customized (1.20X~2.00X)</p>


	Allows you to use anamorphic lenses or adapters and see the image unsqueezed, even if your camera does not de-squeeze in camera.
 Image Flip	Auto, Manual (when select Manual, you can set below options) On, Off Mode: H Flip, V Flip, H_V Flip
 Zoom Mode	On, Off Mode: 2X、4X、9X、16X、User Under the User , can be customized (100%~200%) It is HD signal in any part, an amplification for high quality close-up.
 Image Freeze	On, Off
 P2P	On, Off Enable the filmmaker to check the image from the 1:1 signal source without scaling. This feature is essential for capturing optimum detail.



User Option




 LUT	On, Off After the LUT Switch is turned on, you can use the Lut (SLOG2, SLOG3, LOGC, VLOG). Lut Import: Confirm Lut Table Show the 4 built-in Lut and the custom load Lut (up to 32) The Lut item is displayed after the Lut Switch is turned on.
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	<p>LUT is a table for quickly looking up and output specific color data. By loading different 3D-LUT tables, it can quickly recombine color tone to form different color styles</p>
 HDR	<p>On, Off</p> <p>Mode: HLG1, HLG2, HLG3</p> <p>HDR can provide more dynamic range and the details of image, it is better to reflect the visual effects in the real environment.</p>
 Display Adjustment	<p>Backlight: 0~100, default to 80</p> <p>Adjust the screen brightness (0~100), default to 60</p> <p>Brightness: 0~100, default to 50</p> <p>Adjust the image brightness</p> <p>Contrast: 0~100, default to 50</p> <p>Adjustment of the ratio between the brightest and darkest parts of the image . When adjusting, pay attention to the sense of hierarchy in the image. If the proportion is too large or too small, it can cause the image to lose its colorful appearance.</p> <p>Saturation: 0~100, default to 50</p> <p>Adjustment of color concentration</p> <p>Tint: 0~100, default to 50</p>
 Color Adjustment	<p>Display Range: Auto, Limit, Full</p> <p>This feature allows for the selection of a grayscale range. The Limited grayscale range is 16-235, and the Full grayscale range is 0-255. (Grayscale represents changes in image brightness, using varying gray levels to depict brightness in different image areas. In grayscale, brightness increases from black to white, typically denoted by a numerical range from 0 to 255, where 0 signifies black and 255 indicates white, and intermediate numbers indicate varying grayscale levels.)</p> <p>1. If the dark part of the picture lost, the details cannot be seen</p>

	<p>clearly. For example, the input signal is in the range of 0-255, but the monitor is set Auto or Limit, the brightness of 0-15 and 236-255 is removed, resulting the dark part details unclear. You can set to Full.</p> <p>2. If the picture is gray, the black part turned gray. For example, the input signal is in the range of 16-235, but the monitor is set Full , resulting the black part turn gray. At this time,you can set to Auto or Limit.</p> <p>Color Temp.: 5600K, 6500K, 9300K, User</p> <p>Under the User, the red, green and blue of the image can be adjusted (0~255), made the colors of the image achieve your favorite.</p>
 <p>Left Right Key Set</p>	<p>Volume, Backlight</p>



System

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

OSD Option	Adjust the transparency of the menu picture background on the screen No Signal: Red, Green, Blue, Black, White, Gray Can be change the background color of screen when no signal
 EDID Settings	EDID Settings: 2.0, 1.4 Compatible with resolution of different camera/device Default to 2.0 (if set 1.4 manually, then input 4K60 signal, you need to set to 2.0 again)
 Volume	On, Off 0~100 Adjusting the speaker volume
 Cooling Fan	ON, OFF Mode:1~5 Note: the fan default to ON and with 3 mode
 Power Settings	Power on: Auto, Manual Default to Auto. If set Manual, please press power key to turn on after the power plug in.
 Reset	Select Reset and press MENU button Confirm , the system back to original setting.
 Firmware Update	Firmware Version (display the version number) Firmware Update Confirm

4. How to Load LUT

4.1 SD card format

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

4.2 Max Files Limit Maximum 32 Lut files

4.3 File requirements

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

Remark: LUT file name must be English or Arabic numerals

4.4 Steps for loading

4.4.1 Make sure the SD card correctly insert


4.4.2 Enter main menu --LUT--**Lut Import** -- click **Confirm** to load

the monitor will auto detect the SD card

If there is valid lut file in sd card, the monitor will load lut files and show “[n] name. The [n] shows the quantity number. The “name” should in lut files’ name.

If load successful, the screen will show “complete[n]”. [n] Stands for the quantity number for lut files should under 32.

PS: How to clear up the imported LUTs?

Insert a empty SD card to the monitor, enter main menu --LUT--**Lut Import** -- click **Confirm**, the imported LUTs will be clear up.

5. Support Formats

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

Panel Size	6" touch screen
Resolution	1920 x 1080 pixels
Dot Pitch	0.069(L) x 0.069(W) (mm)
Aspect Ratio	16:9
Brightness	1600cd/m ²
Contrast	1000:1
Viewing Angle	80°/80°(L/R) 80°/80°(U/D)
Backlight	LED
Input	HDMI
Output	HDMI
Audio	3.5mm Stereo Headphone
Power Out	DC OUT 8.4V, Barrel (5.5mm outer, 2.1mm inner; Power DSLR or mirrorless camera)
Input Voltage	7~24V
Power Consumption	≤ 10W
Unit Size	162Lx93.2Hx29D (mm)
Unit Weight	300g
Mount Points	(2) ¼-20 thread points (right, bottom)
Working Temperature	-20℃~50℃
Storage Temperature	-30℃~60℃

7. Trouble Shooting

7.1 Only black and white or monochrome picture:

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

7.2 NO Image after put on the power

- ① Check if signal cable connecting is in good condition.

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

7.3 Earphone No sound

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

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