T5+

ON CAMERA Monitor
User Manual

OSEE TECHNOLOGY LTD.

Product Information

Model: T5+ ON CAMERA Monitor
Version: V010000
Release Date: October 24th, 2022

Company

OSEE TECHNOLOGY LTD.

Contact Information

OSEE TECHNOLOGY LTD.

Address: No.22 Building, No.68 zone, Beiqing Road, Haidian District, Beijing, China
Post Code: 100094
Tel: (+86) 010-62434168
Fax: (+86) 010-62434169
Web: http://www.osee-dig.com/
E-mail: sales@osee-dig.com

About this manual

Important

The following symbols are used in this manual:

Tips

- The further information or know-how for described subjects above which helps user to understand them better.

Warning

- The safety matters or operations that user must pay attention to when using this product.

Contents

The user manual applies to the following device types:

- **T5 PLUS**

The images and descriptions of T5+ are adopted as examples in the following document.

Before reading the manual, please confirm the device type.

Contents

Contents I

Chapter 1 Overview 1

Chapter 2 Safety 3

Chapter 3 Unpack and Installation 7

Chapter 4 Features 13

4.1 Parts and Functions 13

4.2 Buttons and Functions 14

4.3 Operations 15

4.4 Power On 18

4.5 ZOOM&PAN 19

4.6 Supported Signal Format 22

Chapter 5 Monitor Settings 25

5.1 Menu Operations 26

5.2 Monitor Menu 27

5.2.1 INPUT 27

5.2.2 Controls 28

5.2.3 Camera Profile 32

5.2.4 System 39

Chapter 6 Scenes and Tools 43

6.1 Scenes Tools Settings 43

6.1.1 Frame Tools 45
6.1.2 Expose Tools 49
6.1.3 Focus Tools 58
6.1.4 Look Tools 60
6.1.5 Analysis Tools 65
6.1.6 Meter Tools 68

6.2 Tools Operations 69
6.2.1 Add a Scene 69
6.2.2 Delete a Scene 70
6.2.3 Add a Tool 71
6.2.4 Load/Close Tool Bar 74
6.2.5 Turn ON/OFF a Tool 75
6.2.6 Tool Settings 76
6.2.7 Delete a Tool 78

Chapter 7 Specifications 81

7.1 Product detailed information 81

7.2 Dimensions 83

Chapter 1 Overview

T5+ is a high-performance UHD HDMI On Camera Monitor to monitor professional 4K HDMI for outdoor photography.
The unit is designed in a high impact plastic frame, and the professional screen glass at full resolution of 1920x1080 with 450nit brightness makes T5+ capable of reproducing a natural color. In addition, the monitor has excellent assistant functionalities, versatile build-in color profiles and easy to use.



Figure 1-1 A Diagram of T5+

Features

- Support 4K HDMI input
- Support output to external cameras, such as SONY, Panasonic, Canon etc.
- Support high qualified waveform, vector scope, histogram and audio meter
- Support multiple assistants: zebra, focus assist, exposure assist, peaking adjust

- Provide a five directions joystick as a navigation tool to scroll between scenes pages and set features
- Support SONY NP-F and Canon LP-E6 series batteries
- Provide optional dummy battery adaptors to output battery DC power to cameras

Functionality

- Provide versatile build-in color profiles, supporting the general profiles for ARRI, BMD, Canon, DCI, EBU, FUJI, NIKON, Panasonic, RED and SONY, etc. And you can upload custom 3D LUTs through SD card and apply to on Camera monitor
- Support Anamorphic Desqueeze functionality in multiple modes: 1.33X, 1.4X, 1.5X, 1.6X, 1.8X, 1.9X, 2X
- Support Image ZOOM functionality to double(2X) or quadruple(4X) the image, and to pan the image in every direction

Chapter 2 Safety

FCC Caution:

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules.
Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.
Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
Consult the dealer or an experienced radio/TV technician for help.

Warnings:

Read, keep and follow all of these instructions for your safety. Heed all

warnings.

Warning

Device

- Install in accordance with the manufacturer's instructions.
- Do not touch the screen with sharp, metallic or abrasive objects.
- Do not make the freeze picture displaying on the screen time too long, otherwise, it will leave the afterimage on the screen.
- If the brightness is adjusted to the minimum, then it might be hard to see the display screen.
- Clean only with dry cloth.
- Do not block any ventilation openings. Leave enough space around the unit for ventilation.
- Do not expose to strong electrical or magnetic fields.
- To reduce the risk of fire or electric shock, do not expose the unit to rain or moisture.
- If the product needs replacement parts, make sure that the service person use replacement parts specified by the manufacture, or those with the same characteristics and performance as the original parts. Use of unauthorized parts can result in fire, electric shock and/or other damage.
- The panel used in this produce is made of glass. Therefore, it can break when it is dropped or applied with impact. Be careful not to be injured by broken glass pieces.
- Refer all servicing to qualified service personnel.
- Specifications are subject to change without notice.

Warning

- Do not use attachments or accessories not recommended by the manufacture. Use of inadequate attachments may result in

serious accidents.

- Do not damage the power cord, place the heavy objects on the power cord, stretch the power cord, or bend the power cord.
- Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the unit.
- Please remember that almost all HDMI cables do not use locking connectors and will simply pull out if they are jerked or tripped over. Please ensure your cables make a secure connection and avoid flexing them excessively to maintain reliability.

Chapter 3 Unpack and Installation

Unpack:

When unpacking the T5+ monitor, please verify that none of the components listed in Table 3.1 are damaged or missing. If there are any components missing, please contact your distributors or OSEE for it.

Table 3-1 Packing List

No.	Item	Quantity
1	T5+	1
2	Sunhood	1
3	Tilt Arm	1
4	HDMI TypeA to HDMI Micro 30cm Cable	1
5	HDMI TypeA to HDMI Mini 30cm Cable	1
6	Warranty Card	1
7	Certificate card	1

Optional Accessories: (sold separately)

When powered by battery, the BATT OUT interface can output battery DC power to external cameras by using the dummy battery adaptors. We provide the following four optional dummy battery adaptors:

Type	Description
T5+-Kit1	Optional, including SONY NP-FW50 dummy battery and HDMI Micro cable

Type	Description
T5+-Kit2	Optional, including SONY NP-FZ100 dummy battery and HDMI Micro cable
T5+-Kit3	Optional, including Panasonic DMW-BLF19 dummy battery and HDMI Micro cable
T5+-Kit4	Optional, including CANON LP-E6 dummy battery and HDMI Mini cable

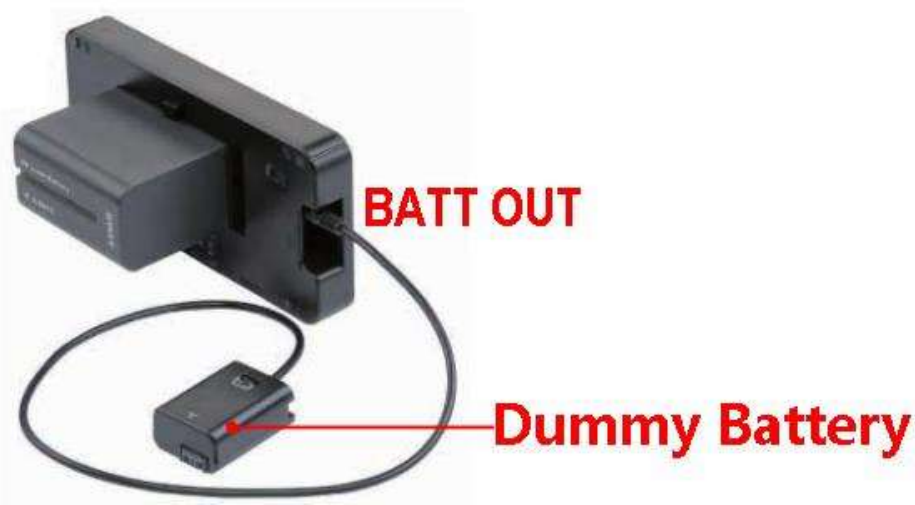


Figure 3-1 Connect BATT OUT to Dummy Battery

Installation:

1. Prepare for installation

Please follow the procedures below before installing T5+:

- Check the package and equipment for any visible damage that may have occurred during transit.
- Confirm all the items listed on the packing list have been received.
- Remove all the packing material including electrostatic-resistant packing.

- Retain these packing materials for future use.

2. Connect required cables for signal input and output.

3. Connect the 5~17VDC power source through DC IN Type-C interface or powered by battery.

4. As a final step, turn on the device by toggling the power switch located on the rear of the unit.

Install Battery:

Only support SONY NP-F series and Canon LP-E6 battery currently. The battery slot is bidirectional, and please take note of the battery installation direction according to the “NP-F” or “LP-E” icon near the slot when mounting the battery. The icons are as shown in the following illustration, slide the battery down into the slot until heard a click.

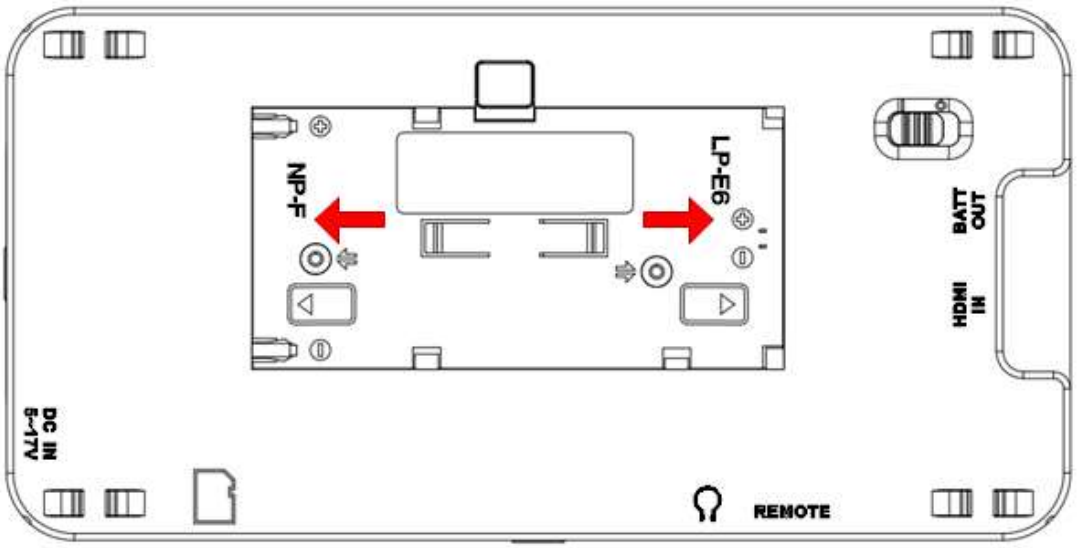


Figure 3-2 Battery Installation

Install Sunhood:

In case of diffusion light and direct illumination, we can use sunhood for the monitor when supervising images.

First, spread the sunhood along the fold lines, then pull the rubber belts into the depressed slots at both sides of the rear panel of the monitor, adapting to the monitor tightly as below:

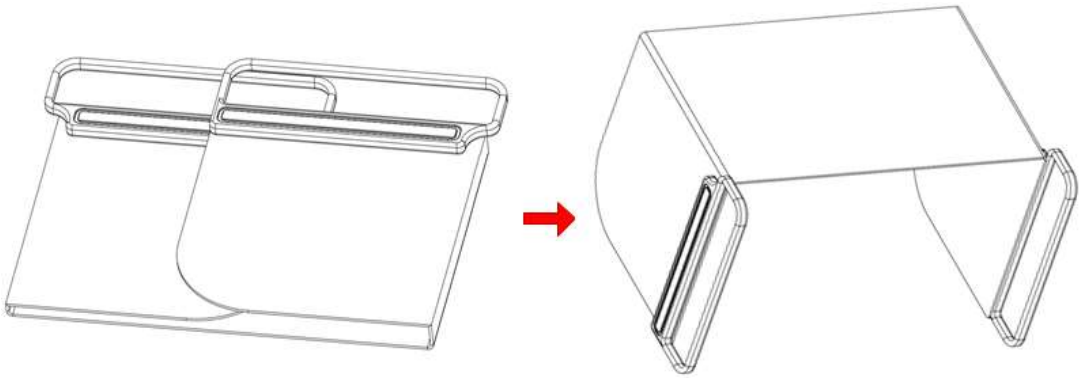


Figure 3-3 Spread Sunhood

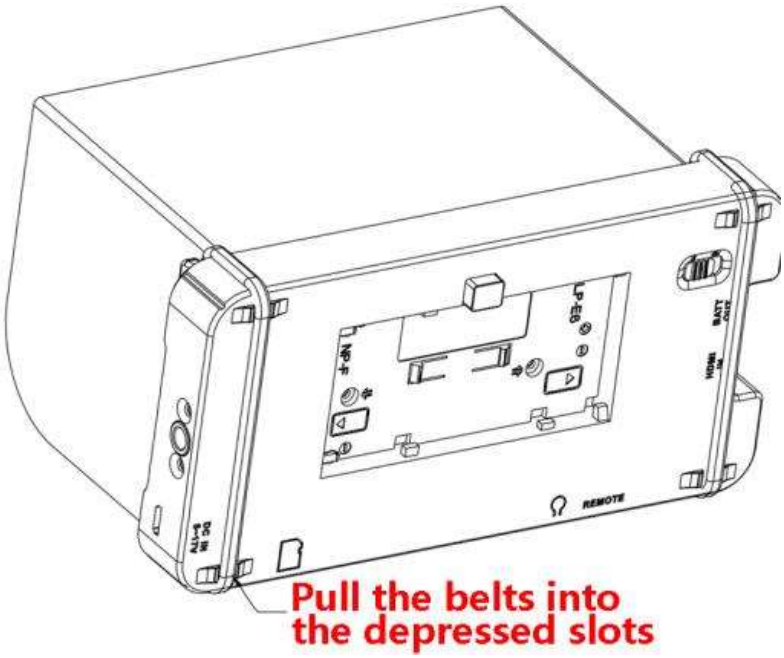


Figure 3-4 Fasten the Belts

Hanger Installation:

There are two 1/4 inch screw holes on the monitor for installing various types of hangers, as shown in the illustration below. Screw the hanger into the screw hole, and fasten it tightly.

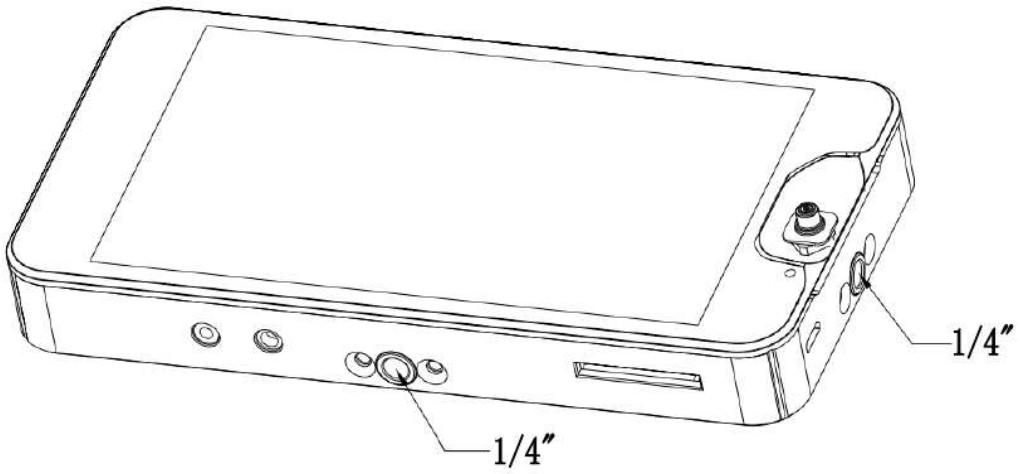
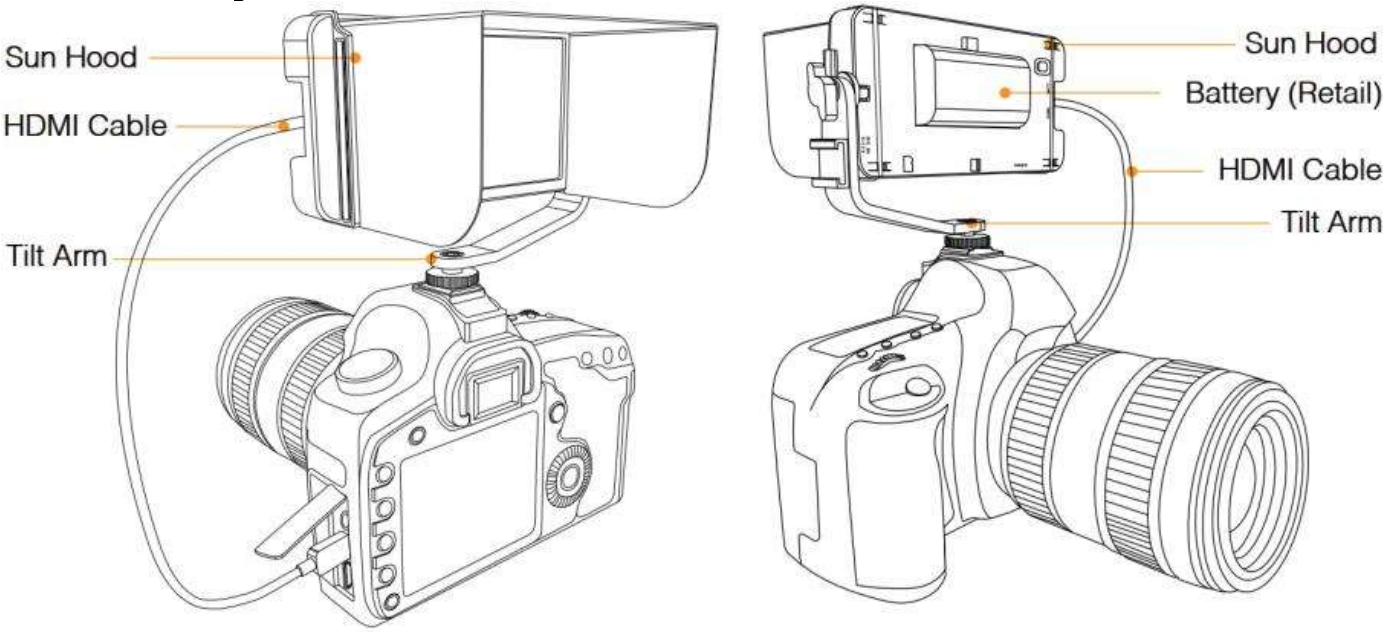


Figure 3-5 Positions for Hanger Installation

Accessory Installation:



Tips

- Connect a standard signal line to the relevant input port.

Chapter 4 Features

4.1 Parts and Functions

The parts of T5+ is shown as below, there are various input and output interfaces for T5+ monitor, as shown in Figure 4.1-1.

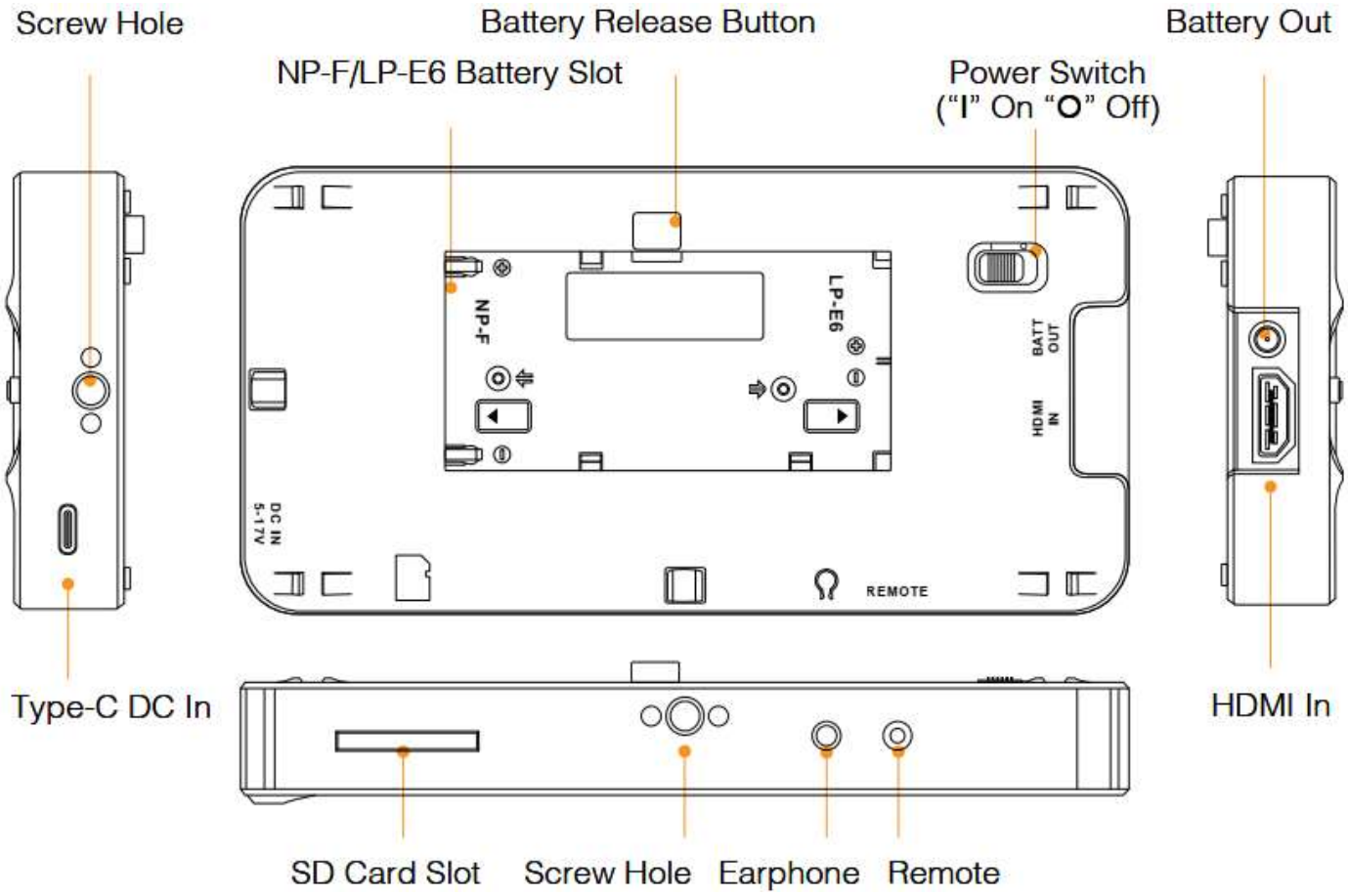


Figure 4.1-1 Parts in Rear Panel

No.	Connector	Description
1	Power Switch	Switch to"|"position to power on; and switch to "○" position to power off

No.	Connector	Description
2		SD card slot, the SD card is used to load the customized LUT tables, and update firmware.
3	HDMI IN	HDMI input interface, supports HDCP, compatible DVI1.0, HDMI 1.4
4	Battery Input	External battery NP-F, 5～17V
5	BATT OUT	Battery output, 5～8.4V
6	DC IN	DC power input, 5～17V, Type-C
7	Remote	Remote control, 2.5mm Jack
8		Headphone output jack, 3.5mm stereo Jack

*** Support SONY NP-F and Canon LP-E6 battery currently.**

4.2 Buttons and Functions

The monitor provides a Joystick at the front panel, as shown in Figure 4.2-1. It is used for monitor settings, adding tools for scenes, tools settings, zoom image and so on.

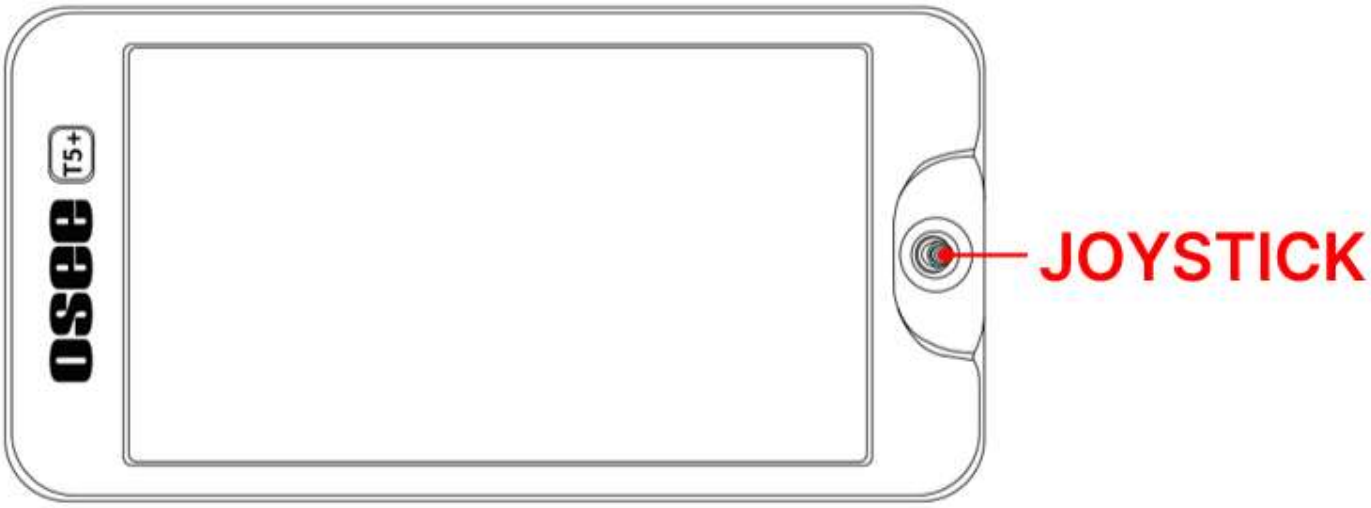


Figure 4.2-1 Buttons in Front Panel

4.3 Operations

Joystick

Use the joystick as a navigation tool to scroll between scenes and set features. The joystick provides multiple functions with five operation directions, **Up, Down, Left, Right** and **Straight Down**, as shown in Figure 4.3-1.

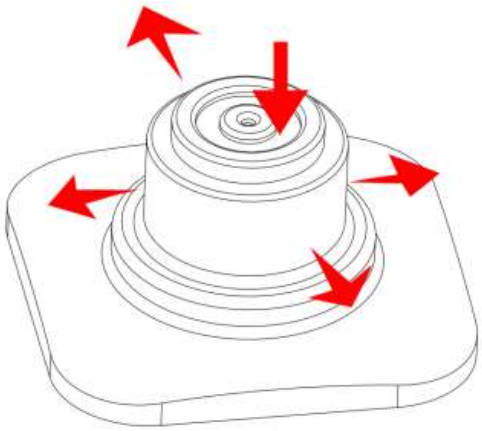


Figure 4.3-1 Five Operation Directions for Joystick

Switch to the **next MySet**



Switch to the **last MySet**

Enter **Add New MySet** menu

Enter **Delete Current MySet** menu

Enter **Tool Bar** menu

Enter **Monitor Settings** menu

Enter **Zoom&Pan** menu

Enter **Backlight Quick Adjust** menu

Direction	Operation
UP	Without any menu, scroll up to access ZOOM mode. Keep scrolling up, and switching among these three modes FULL→2X→4X; In ZOOM 2X or ZOOM 4X editing mode, scroll up the joystick to move the starting position of the enlarged image; In monitor settings, scroll up to select the previous item or increase the item value; In scene tool menu, scroll up to select the previous item or increase the item value. In scene deletion mode, scroll up to close the scene deletion prompt (No.1 scene can't be deleted).
DOWN	In ZOOM mode, scroll down to exit ZOOM mode. In ZOOM 2X or ZOOM 4X editing mode, scroll down the joystick to move the starting position of the enlarged image; In monitor settings mode, scroll down to select the next item or decrease the item value;

Direction	Operation
	In scene tool menu, scroll down to select the next item or decrease the item value; In scene page, scroll down and hold for 2 seconds to prompt the scene deletion command.
LEFT	Without any menu, scroll left and hold for 2 seconds to access the monitor settings menu; In ZOOM 2X or ZOOM 4X editing mode, scroll left the joystick to move left the starting position of the enlarged image; In monitor settings mode, scroll left to return to the previous level menu, or decrease the item value; In a tool bar of a scene, scroll left to return to the previous level menu or the downward adjustment the item value.
RIGHT	Without any menu, scroll right to switch to the next scene, or scroll right and hold for 2 seconds to create a new scene; In ZOOM 2X or ZOOM 4X editing mode, scroll right to move right the starting position of the enlarged image; In monitor settings menu, scroll the joystick right to access the next level menu, or increase the item value; In a tool bar of a scene, scroll right to access the next level menu or the upward adjustment the item value.
STRATIGHT DOWN	In ZOOM 2X or ZOOM 4X mode, press straight down to access editing mode where the zoomed image can be panned up/down/right/left; In ZOOM 2X or ZOOM 4X editing mode, press straight down to exit editing mode; In a scene, press straight down to display the Tool menu; In a tool bar of a scene, press straight down the joystick to enable or disable the selected tool; In monitor settings menu, press straight down the joystick to access the next level menu, or confirm the selection of the last level menu item and return to the previous level

Direction	Operation
	menu.

4.4 Power On

The power switch is on the right corner of the rear panel of T5+. Use it to power the T5+ on or off.

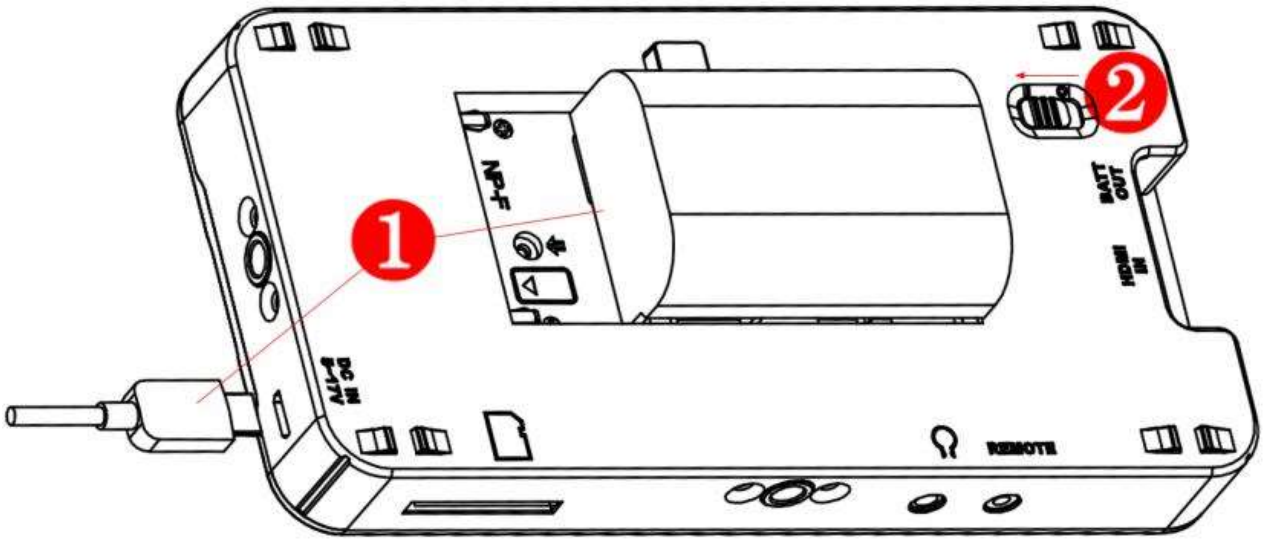


Figure 4.4-1 Power Switch

■ Power Method

There are two methods for powered T5+ as below:
Method 1: Powered by battery. There is a built-in bidirectional battery slot at the rear panel of the monitor. It supports both SONY NP-F series and Canon LP-E6 batteries. (6V～8.4V)
Method 2: Powered by DC power input. Use smart phone charger or power bank to connect external power through the Micro USB DC IN interface. (5～17VDC)

■ Power On Operation

First, install the battery or connect the power cord.

Second, switch the power switch to "|" position, the device is powered on, and the control buttons on the front panel are lit up in highlight white.

Tips

- It will display the boot screen after power on for 3~4 seconds.
- The BATT OUT interface could offer a power output when amounting battery in the device.
- Only use the adapter and the power cord specified by the manufacture for your safety!

4.5 ZOOM&PAN

You can get closer view to your image in ZOOM mode. It provides 2X ZOOM mode and 4X ZOOM mode, that is you can double(2X) or quadruple(4X) the image, and move the starting position of the enlarged image. When in menu clear status and with a signal input, scroll up once to enter Zoom 2X mode, twice to enter Zoom 4X mode.

1. ZOOM 2X

■ **Enter Zoom 2X Mode**

Scroll right the joystick to access a scene, and then scroll up the joystick to access **Zoom 2X** mode, the image is twice as large as the original one. There will be a Zoom 2X icon at the bottom right of the screen, as shown in Figure 4.5-1:



Figure 4.5-1 Zoom 2X Mode

■ **Zoom 2X Pan Mode**

After accessing the Zoom 2X Mode, press straight down the joystick to enter Pan mode, scroll left, right, up or down to pan the image, press again to exit Pan mode.
In Pan mode, you can move the starting position of the enlarged image. There will be a Zoom 2X Editing icon at the bottom right of the screen, as shown in Figure 4.5-2. The small rectangle with four direction arrows in this icon represents the current full screen image in the monitor, you can judge where this area is in the original image.

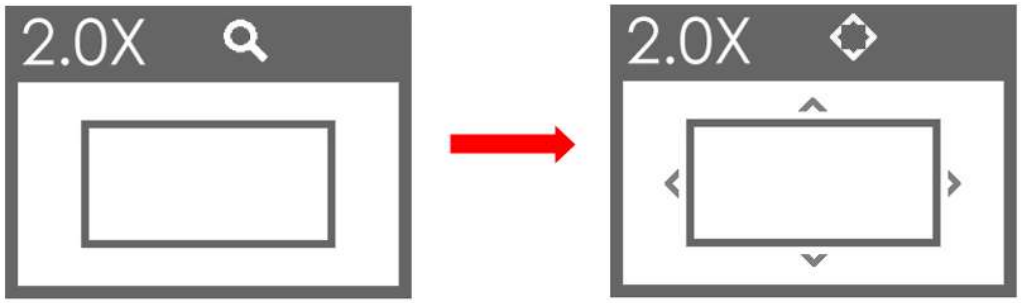


Figure 4.5-2 Zoom 2X Pan Mode

2. ZOOM 4X

■ **Enter Zoom 4X Mode**

Scroll up the joystick to show the **Zoom 2X** mode, and then keep scrolling the up the joystick to show the **Zoom 4X** mode, the image is four times as large as the original one. There will be a Zoom 4X icon at the bottom right of the screen, as shown in Figure 4.5-3:



Figure 4.5-3 Zoom 4X Mode

■ **Zoom 4X Pan Mode**

After accessing the Zoom 4X Mode, press straight down the joystick to enter Pan mode, scroll left, right, up or down to pan the image, press again to exit Pan mode.
In Pan mode, you can move the starting position of the enlarged image. There will be a Zoom 4X Editing icon at the bottom right of the screen, as shown in Figure 4.5-4. The small rectangle with four direction arrows in this icon represents the current full screen image in the monitor, you can judge where this area is in the original image

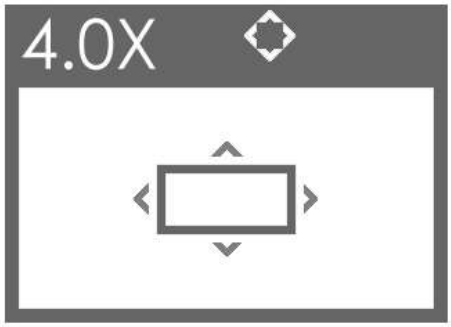


Figure 4.5-4 Zoom 4X Editing Mode

3. Original Image Mode

■ Original Image Mode

In Zoom 2X mode or Zoom 4X mode, press down to recover and display the original image.

Tips

- The scene tools are not editable in ZOOM 2X or ZOOM 4X mode.

4.6 Supported Signal Format

The supported signal format for this device is as shown in Table 4.6-1:

Table 4.6-1 Supported Signal Format

Signal Format		HDMI
4KP	4KP30/29.97	√
	4KP25	√
	4KP24/23.98	√
2160P	2160P30/29.97	√
	2160P25	√
	2160P24/23.98	√
1080P	1080P60/59.94	√
	1080P50	√
	1080P30/29.97	√
	1080P25	√
	1080P24/23.98	√
1080I	1080I60/59.94	√
	1080I50	√

Signal Format		HDMI
720P	720P60/59.94	√
	720P50	√
576P50	576P50	√
480P60	480P60	√

Chapter 5 Monitor Settings

The chapter describes the structure and functionality of the monitor settings, and introduces how to modify and customize the monitor settings.

Monitor settings contains the settings on input, volume, backlight, display rotate, anamorphic, status display menu, LUTs, language, color management and so on, as shown in Figure5-1.

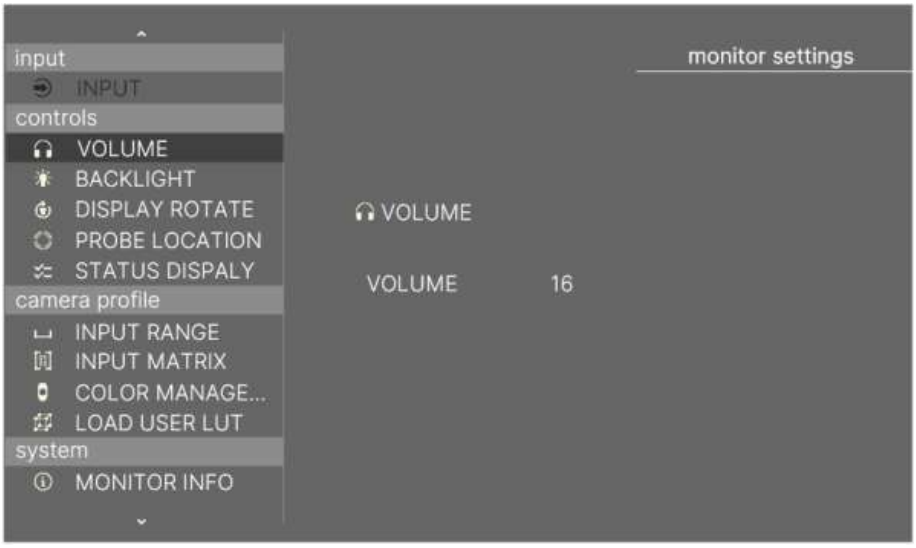


Figure 5-1 Monitor Settings Menu

The features on the screen are as shown in Figure 5-2:



Figure 5-2 Tools for T5+ Monitor

And there could be multiple accessorial objects on screen, such as status display information, aspect area, safe area, crosshair, waveform, audio meter, histogram, focus assist, false color and so on.
Please refer to the relevant sections for the details in this chapter.

5.1 Menu Operations

Display the Monitor Settings Menu

Scroll left and hold for 2s to display the monitor settings menu on screen, as shown in Figure 5.1-1:

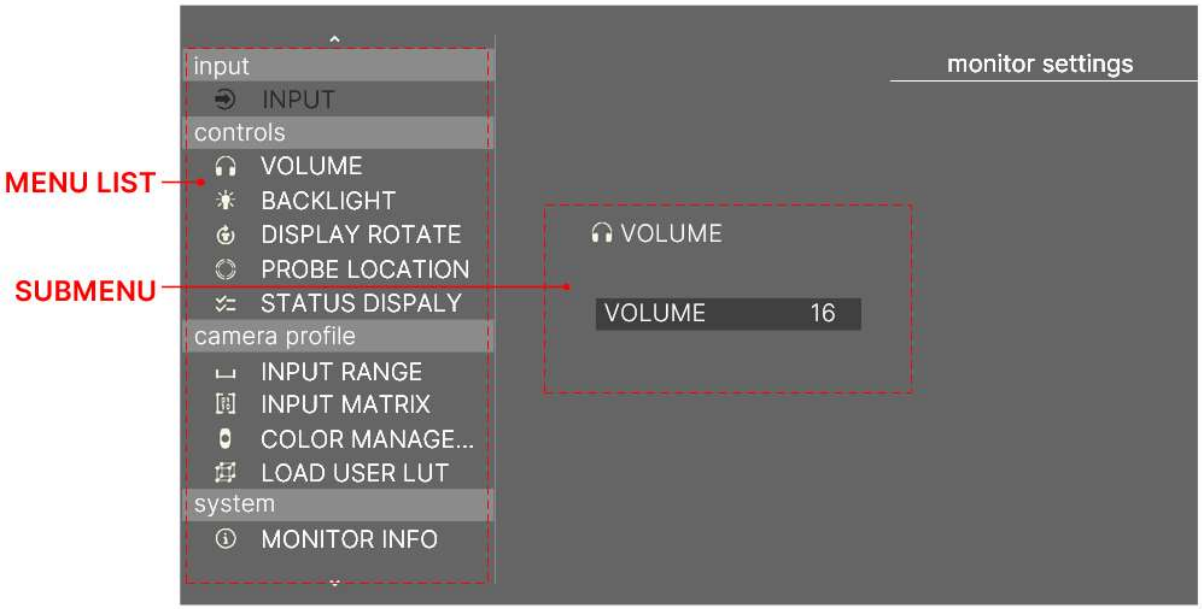


Figure 5.1-1 Structure of the Monitoring Settings Menu

The menu interface is divided into two parts: **Menu List** and **Submenu** panes. Follow the instructions below:

Menu List for Monitor Settings

It is the main menu list for monitor settings on the left side of the menu, including **input output**, **controls**, **user**, and **system**.
Scroll up and down the **Joystick** to navigate the list of the monitor settings and select a menu item. The selected menu item will be highlighted in a control icon.

Submenu for Monitor Settings

The details of the selected menu item are located at the center right of the screen. You can check the content of the current menu item.

Scroll straight down the joystick, it will access the submenu, and the control icon followed. Then, scroll up or down to select the submenu item, after that, scroll left or right to switch or adjust the value of the selected submenu item. At last, scroll straight down to return to the previous menu and confirm the setting.

Tips

- The control icon is displayed as a highlight white rectangle at the background of the current active item.

5.2 Monitor Menu

The following will introduce the contents and functionality of these menu items in sorts.

5.2.1 INPUT

The **INPUT** menu provides HDMI input, as shown in Table 5.2-1:

Table 5.2-1 Description of INPUT Menu

Menu	Items	Description
INPUT	HDMI	Select the input signal source

Tips

- The **INPUT** menu can't be modified.

5.2.2 Controls

The **CONTROLS** menu items are used to adjust volume, backlight, rotating image, set probe position and status bar. The menu items are as shown in Figure 5.2-1:

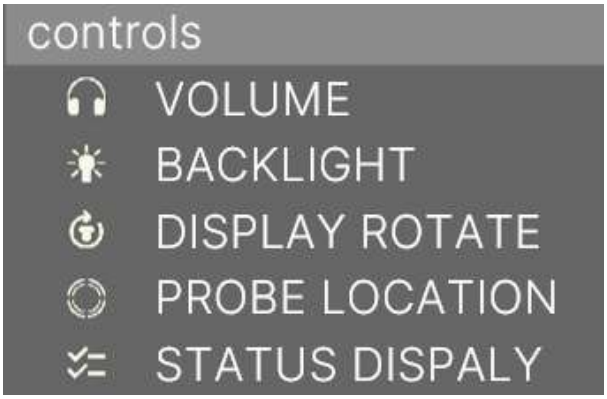


Figure 5.2-1 Controls Menu

Table 5.2-2 Description of Controls Menu Items

Menu	Items	Default	Domain Range	Description
VOLUME	VOLUME	16	0～31	Adjust the volume
BACKLIGHT	BACKLIGHT	8	0～10	Adjust the backlight
DISPLAY ROTATE	SCREEN ROTATE	AUTO	AUTO/0/180	Rotate the image and menus
	IMAGE ROTATE	180	0/180	Rotate the image in vertical direction
	IMAGE MIRROR	OFF	OFF/ON	Rotate the image in horizontal direction
PROBE LOCATION	OPTIONS	AFTER LUT	AFTER LUT/BEFORE LUT	Set the probe before or after LUT loading. This probe will affect the collecting data from the

Menu	Items	Default	Domain Range	Description
				input signal to the appearance of waveform, vector, histogram, false color and zebra.
STATUS DISPLAY	OPTIONS	OFF	OFF/ON/ BAT ONLY	Enable/disable the status bar at the top of the screen

1. Adjust Volume

Select **controls→VOLUME** item, scroll straight down to confirm the selection and display the VOULME menu, as shown in Figure 5.2-2. Scroll left to decrease the volume, or scroll right to increase the volume. Scroll it down to return to the previous level menu.



Figure 5.2-2 Volume Menu

2. Adjust Backlight

Select **controls→BACKLIGHT** item, scroll straight down to confirm the selection and display the BACKLIGHT menu, as shown in Figure 5.2-3. Scroll left to decrease, or scroll right to increase the backlight.



Figure 5.2-3 Backlight Menu

3. Display Rotate

- **Screen Rotate**

Set **controls→Display Rotate→ Screen Rotate** item to be **180, 0** or **AUTO**, the input image and on-screen menus will reverse vertically with the menus, as shown in Figure 5.2-4:

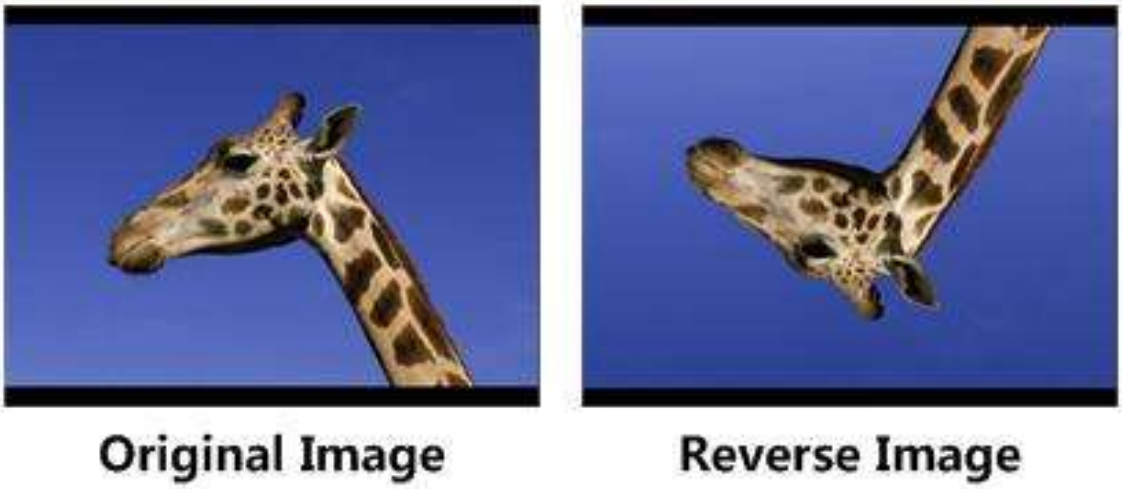


Figure 5.2-4 Vertical Rotate

- **Image Rotate**

Set **controls→Display Rotate→ Image Rotate** item to be **180** or **0**, only the input image will reverse vertically.

- **Image mirror**

Set **controls→Display Rotate→ Image MIRROR** item to be **ON** or **OFF**, only the input image will reverse horizontally, as shown in Figure 5.2-5:

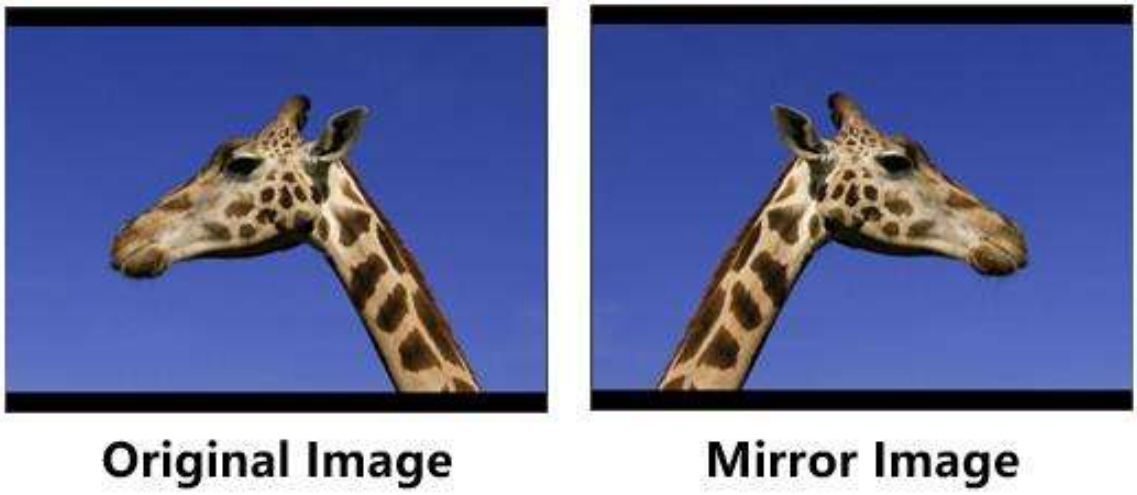


Figure 5.2-5 Horizontal Rotate

4. STATUS BAR

Set **controls→STATUS DISPLAY** item to be **ON**, it will display the Status bar at the top of the screen, including these information from left to right: Input source format, gamut and the battery capacity indication.

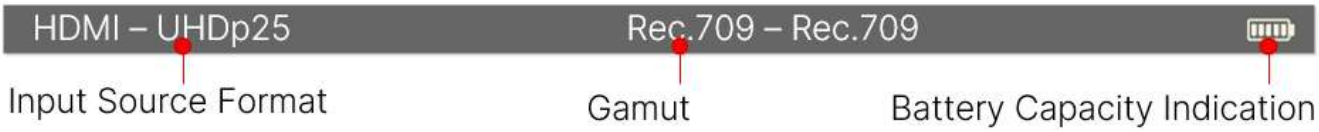


Figure 5.2-6 Status Bar

■ INPUT FORMAT

The **Signal Format** usually displays as the following situations:

- ☐ **UNKNOWN**: appears if an unsupported signal is input.
- ☐ **NO SIGNAL**: appears if no signal is detected.
- ☐ **Normal**: the signal format is displayed as HDMI 1080i59.94, etc. when the input is supported by the monitor.

5.2.3 Camera Profile

The **camera profile** menu items are used to set the Input Range, Input Matrix, Color Management and Load User LUT, the menu items are as shown in Figure 5.2-7:

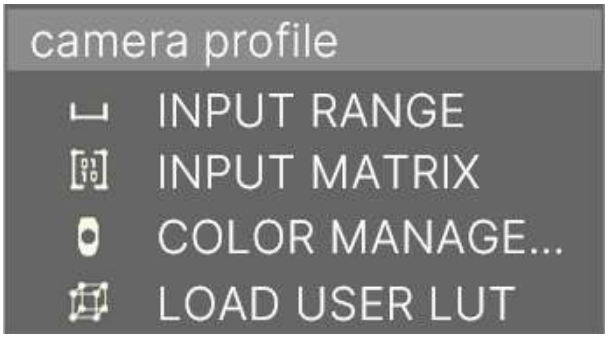


Figure 5.2-7 Camera Profile Menu

Table 5.2-3 Description of Camera Profile Items

Menu	Items	Default	Domain Range	Description
INPUT RANGE	OPTIONS	AUTO	AUTO/ 64~940/ 0~1023	Set color range
INPUT MATRIX	OPTIONS	AUTO	AUTO/ Rec 601(SD)/ Rec 709(HD)/ Rec 2020(UHD)	Set color matrix
COLOR MANAGEMENT	LOG/HDR	ON	ON/OFF	Enable/disable LOG/HDR function
	COLOR PROFILE	EBU	EBU/DCI/ ARRI/BMD/ Canon/FUJI/ Nikon/ Panasonic/ RED/SONY	Select a color profile, refer to Table 5.2-4 for the relationship among color profile, gamma and gamut

Menu	Items	Default	Domain Range	Description
	GAMMA	--	Refer to Table 5.2-4	Set Gamma
	GAMUT	--	Refer to Table 5.2-4	Set Gamut
LOAD USER LUT	EXECUTE LOAD LUT FILE	--	LUT1~ LUT10	Load a color look profile from SD card

1. COLOR PROFILE

The monitor is equipped with versatile color profiles for different requirements. We provide the following color profiles:
Set **camera profile→ COLOR MANAGEMENT→ LOG/HDR** item **ON** and select **camera profile→ COLOR MANAGEMENT→ COLOR PROFILE** item to choose a camera, then choose GAMMA and GAMUT according to your device, as shown in Figure 5.2-8:

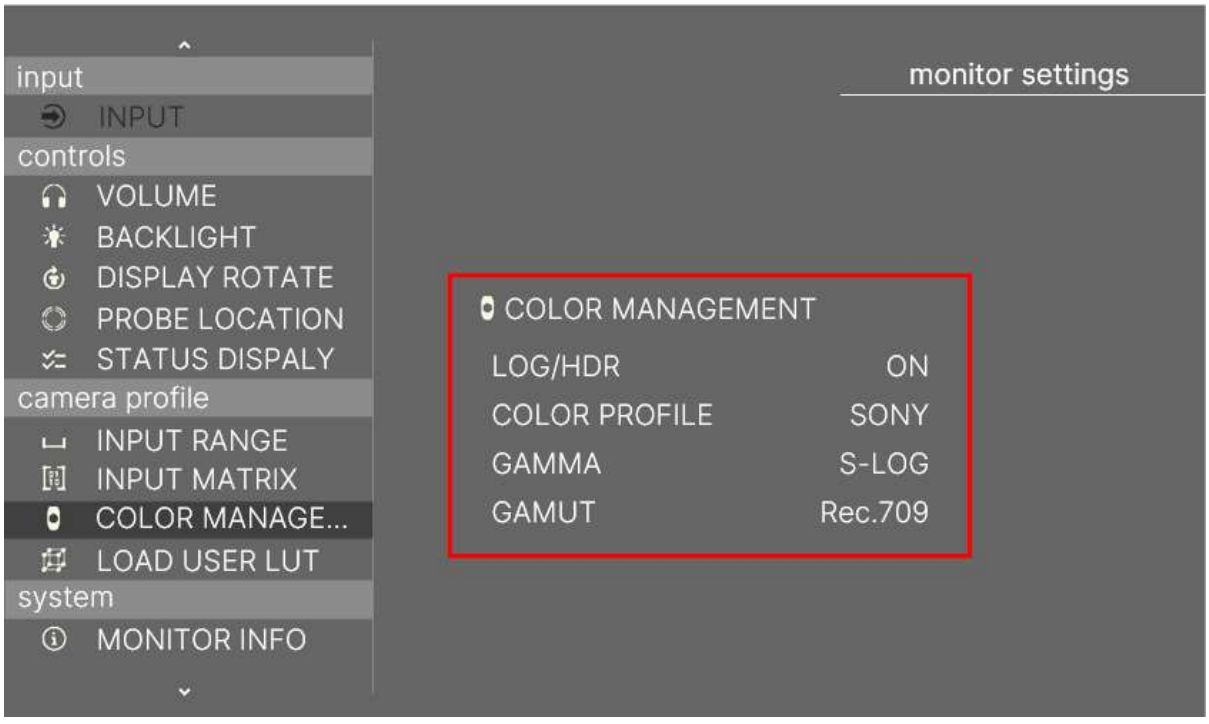


Figure 5.2-8 COLOR MANAGEMENT SETTINGS

■ Color Profile (For Versatile CAMERAs)

There are versatile color profiles for cameras of various brands, supporting ARRI, BMD, Canon, DCI, EBU, FUJI, NIKON, Panasonic, RED and SONY, etc.

Table 5.2-4 COLOR PROFILES FOR CAMERAS

PROFILE	GAMMA	GAMUT
EBU	2.2	Rec 709
	2.4	Rec 709
	HLG	Rec 709, Rec 2100
	PQ	Rec 709, Rec 2100
DCI	2.6	P3 D65, DCI-P3
ARRI	EI160	Rec.709, ALEXA Wide Gamut
	EI200	
	EI250	
	EI320	
	EI400	
	EI500	
	EI640	
	EI800	
	EI1000	
	EI1280	
	EI1600	
BMD	BMD Film	BMD 4K Film, BMD 4.6K Film, BMD Pocket 6K Film
	BMD 4K Film	
	BMD 4.6K Film	

PROFILE	GAMMA	GAMUT
Canon	C LOG	Rec.709, Canon Cinema, Rec 2100, DCI-P3, DCI-P3+
	C LOG2	
	C LOG3	
FUJI	F-LOG	Rec.709, F-Gamut
NIKON	N-Log	Rec 2100
Panasonic	V-LOG	Rec.709, V-Gamut
RED	Redlogfilm	Rec.709, DRAGONcolor, DRAGONcolor2, REDcolor2, REDcolor3, REDcolor4, REDWideGamut
	Log3G12	
	Log3G10	REDWideGamut
Sony	S-LOG	Rec.709, S-Gamut, S-Gamut3, S-Gamut3.Cine, Rec 2100
	S-LOG2	
	S-LOG3	

Tips

- The preset color profiles are constantly under development.
- Please confirm your LOG/HDR settings before shooting videos, then activate it through **DE-LOG** tool in scene.

2. Load User LUT File

The monitor could be equipped with versatile color lookup profiles for different image effect requirements. Add these customized LUT files from SD card through **LOAD USER LUT** item in monitor setting, then select and apply USER LUT through USER LUT tool in the scene.
First, write the designated LUT file to the monitor.
Operation: Select **camera profile→ LOAD USER LUT → LUT*** item

to choose a LUT file from SD card, the User LUT file list is as shown in Figure 5.2-9, you can only see LUT ID without profile name in the list for the first time.

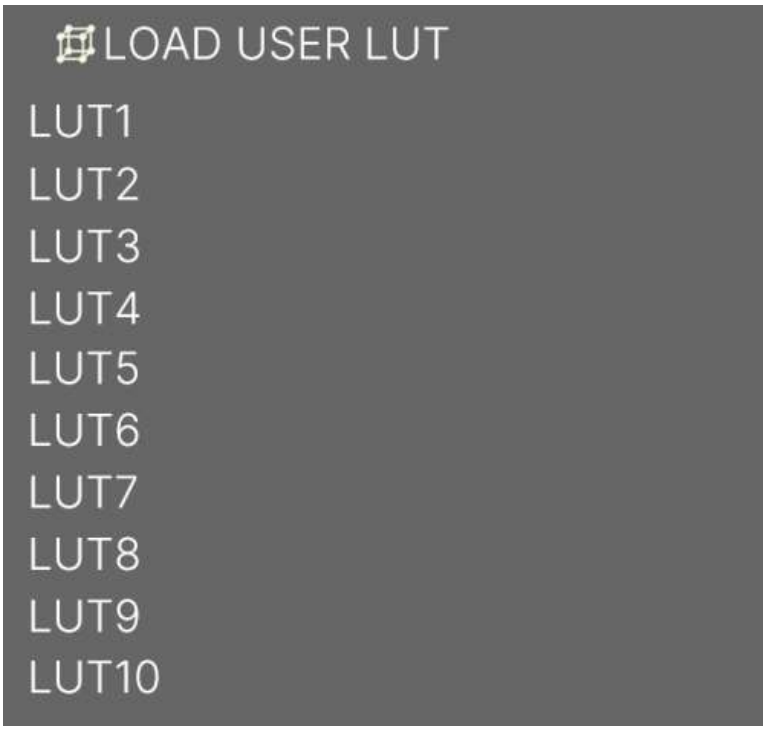


Figure 5.2-9 LUT Storage Directory

Scroll the joystick down to select **LOAD USER LUT** item, and press it straight down to enter the list, then scroll down to select a designated LUT file, and press the joystick straight down to confirm the selection. Then, it will pop up a prompt for reminding you overwriting operation for LUT file, as shown in Figure 5.2-11, press **OK** and select the target LUT from SD card, the file should be a LUT file with ".cube" suffix, and specify its storage directory, please don't cut off the power during loading.

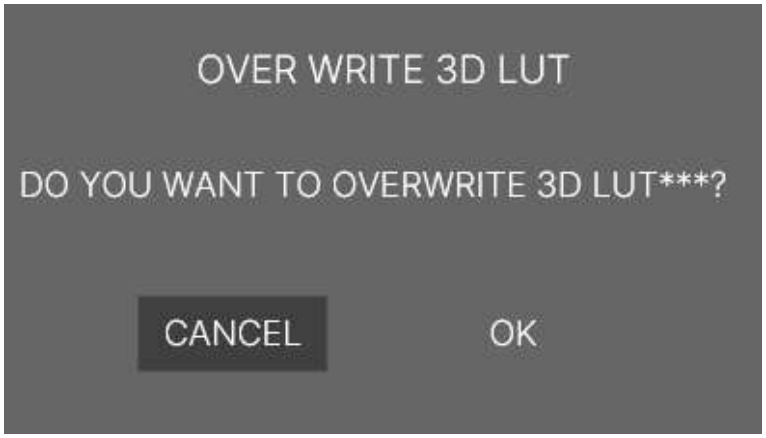


Figure 5.2-10 Prompt for Overwriting LUT

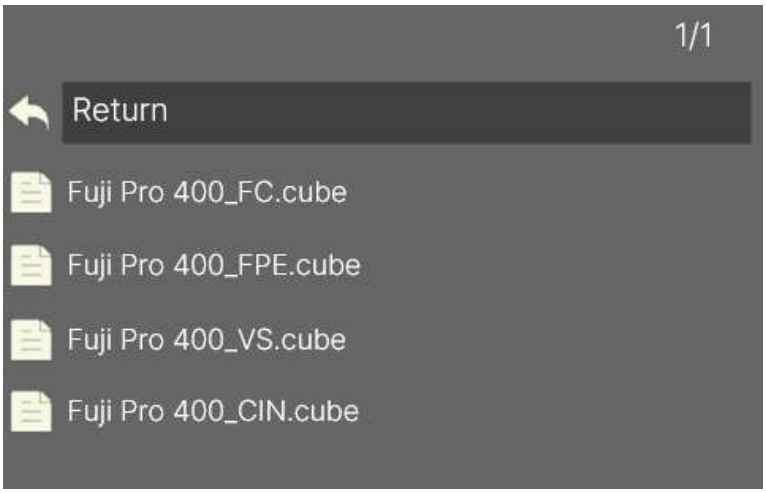


Figure 5.2-11 Calibration USER LUT Directory

For example: Load a LUT file to **LUT1**, scroll down to select **LUT1** in the LUT list, press the joystick straight down to confirm the selection, it will pop up a series of directories for navigating to the designated LUT file, as shown in Figure 5.2-11, then choose a target USER LUT to be stored. Press the joystick straight down to confirm the selection, it will write the specified LUT file into the monitor from the SD card, it will prompt the writing status, as shown in Figure 5.2-12, then it will prompt file write complete after file loading. At last, you can see the profile name is on the left side of the current LUT ID in the list.

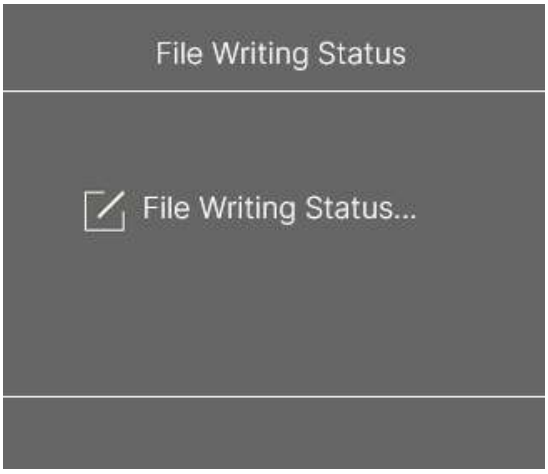


Figure 5.2-12 Prompt for File Writing

Second, use **USER LUT** tool to activate LUT to current scene.
Operation: scroll the joystick right to access a scene, and press straight down to load the **Tools** pane for the scene. Then, add the **USER LUT** tool, press stratight down to enable this tool, for example, select **ID** item as **LUT1**, and **INTENSITY** as **100%**, thus, it will apply **LUT1** to current scene display, as shown in Figure 5.2-13:



Figure 5.2-13 User LUT Tool

After activating a LUT file, it will be loaded to the image display immediately, as shown in Figure 5.2-14:

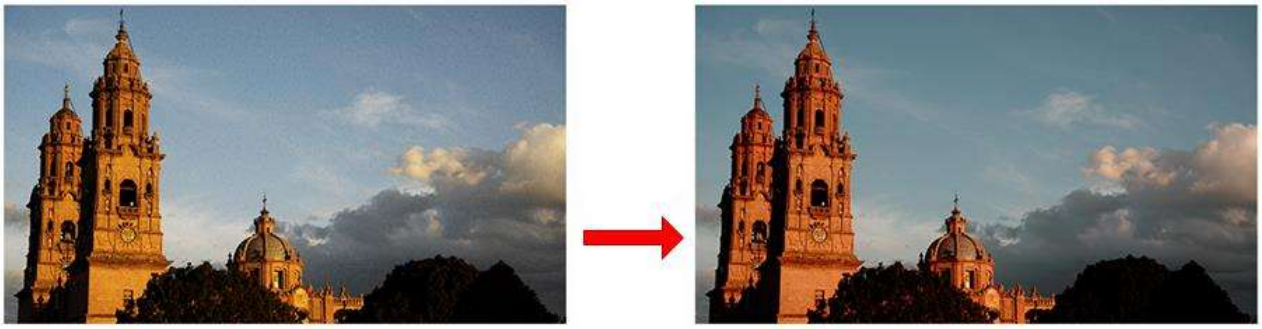


Figure 5.2-14 Output Image Applied with a LUT File

Tips

- There will a “File format not support!” prompt for unavailable LUT file when executing file writing operation.
- Refer to “6.1.4 Look Tools” for the details about applying the 3D LUT file.
- Make sure your SD card is FAT32 format, otherwise, it will not be supported in this monitor.
- T5+ supports color management software CalMAN currently, the customized 3D LUT profiles (*.cube) produced by these software could be loaded to SD card by a control computer.

☐ If detecting no SD card during the operation, it will prompt ”**No Media**”; if any other wrong happened, it will pop up the relevant prompt, please check it according to this prompt.

5.2.4 System

The **system** menu provides monitor info, language selection and factory reset operations, as shown in Figure 5.2-15:



Figure 5.2-15 System Menu

Table 5.2-5 Description of System Menu Items

Menu	Items	Default	Domain Range	Description
MONITOR INFO	VERSION	--	--	Show the firmware versions
	BUILD INFO	--	--	Show build information
	SERIAL NUMBER	--	--	Show serial number
	MODEL	--	--	Show device model
LANGUAGE	OPTIONS	ENGLISH	ENGLISH/ Franais/ Espanol	Select a language mode
FACTORY RESET	EXECUTE FACTORY RESET	--	--	Revert the factory settings

1. FIRMWARE UPDATE

Insert the SD card with your upgrade file whose format should be with ".bin" suffix, power on the device and it will upgrade automatically, then after successfully upgraded, it will prompt as shown in Figure 5.2-16:



Figure 5.2-16 UPDATE

At last, please restart the device by manual.

2. FACTORY RESET

Select **system→ FACTORY RESET→ EXECUTE FACTORY RESET** item to initialize the settings to default values, it will pop up a prompt, as shown in Figure 5.2-17 , scroll right to select **RESET** command, and press the joystick straight down to confirm the selection.
Please pay some patience during the reset operation, and it lasts about one minute. The device will be in black screen mode for a short time after confirming reset operation, and then it will display the Boot Screen for successful reset operation, as shown in Figure 5.2-18. At last, please restart the device by manual.

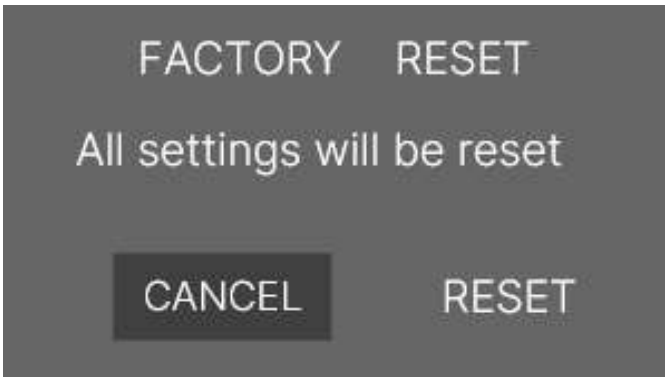


Figure 5.2-17 Prompt for Factory Reset



Figure 5.2-18 Boot Screen

Tips

- It lasts about one minute for restarting operation, please don't do any operations during restarting the device.

Chapter 6 Scenes and Tools

6.1 Scenes Tools Settings

You can create customized scenes pages with different features and settings in T5+. In a scene, press the joystick straight down, and select **ADD NEW TOOL** command, and press the joystick straight down again, it will display the Tools Menu, as shown in Figure 6.1-1.

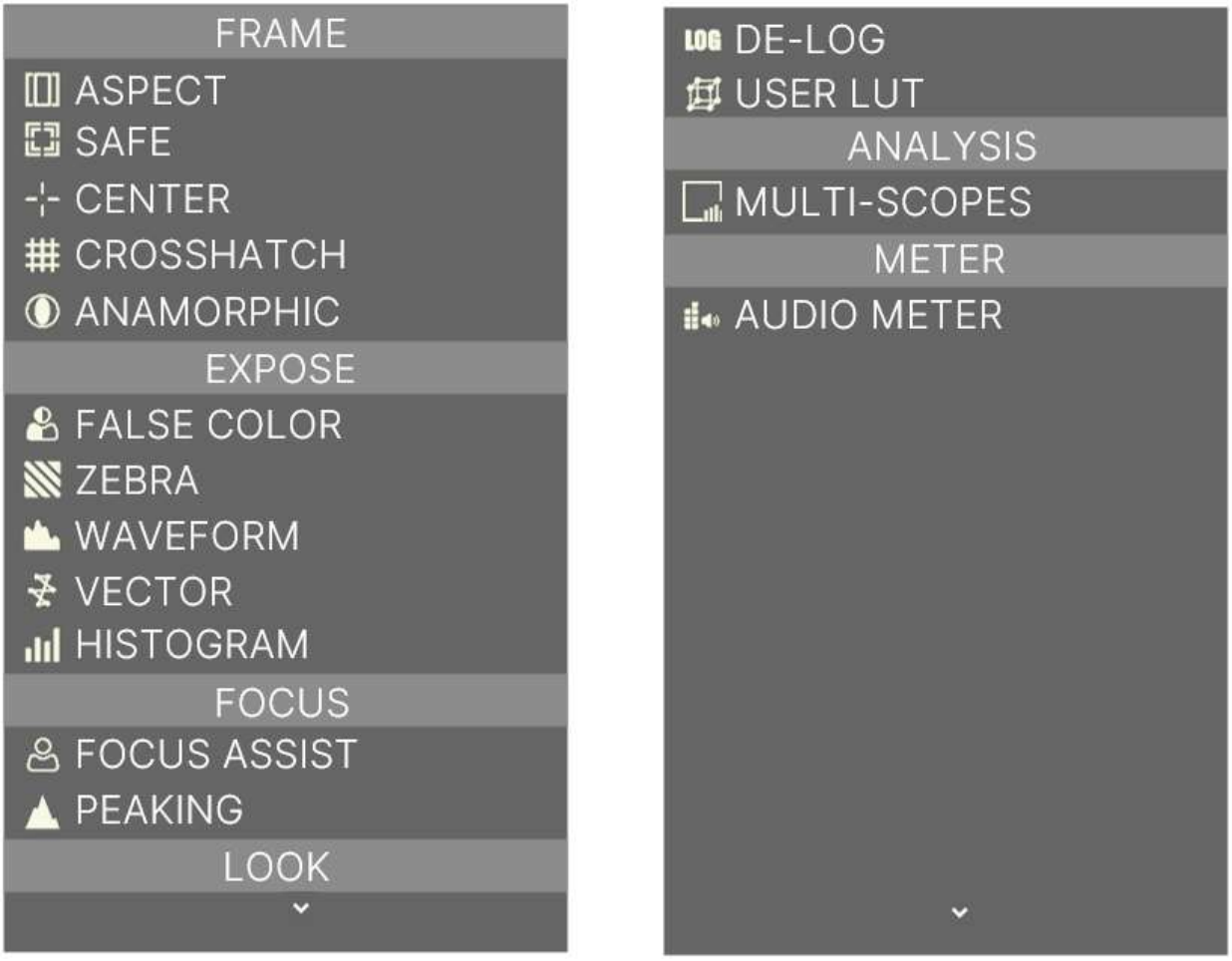


Figure 6.1-1 Tools Menu for Scene

The tools menu provides access to tools aiding in composition, focus and exposure for a scene, you can add several tools on a scene, and then they will be listed in a tool bar, as shown in Figure 6.1-2. After adding tools

to the tool bar of a scene, you can edit the tool's attributes by its tool settings menu, as shown in Figure 6.1-3:



Figure 6.1-2 Tool Bar for A Scene



Figure 6.1-3 Tool Settings Menu

It will introduce the tools and their attributes in the following section, and refer to "6.2 Tools Operations" for the details about tools operation.

6.1.1 Frame Tools

Frame tools assist to set viewing frame, including aspect area, safe area, center and crosshatch. Show or hide these markers by their switches easily, and their display style and transparency are adjustable.

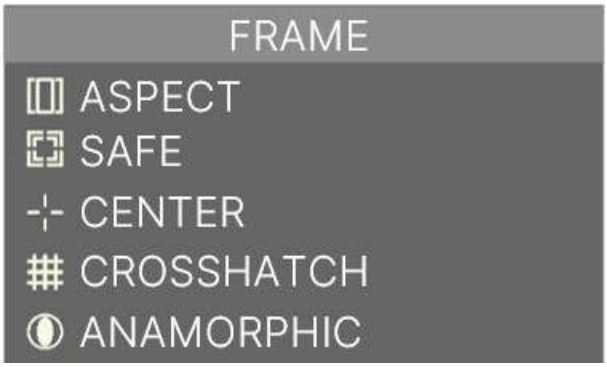


Figure 6.1-4 Frame Tools

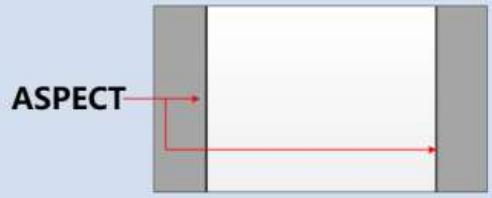
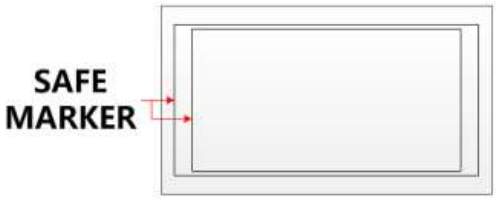
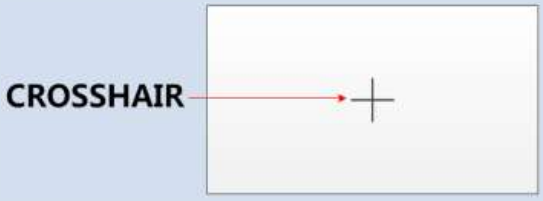
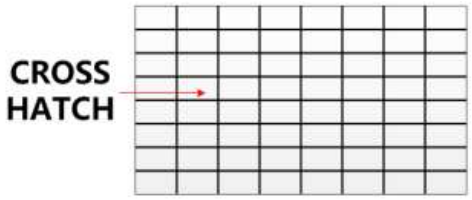
Table 6.1-1 Description of Frame Tools

Tool	Items	Default	Domain Range	Description
ASPECT	RATIO	16:9 (HD TV)	9:16 (Phone)/ 4:5/1:1/ 4:3 (SD TV)/ 1.375:1(Cinema)/ 16:9 (HD TV)/ 1.85:1(Cinema)/ 2.37:1(Cinema)/ CUSTOM	Select the display ratio of the marker
	CUSTOM RATIO	1:1	3:1 ~1:3	Set the width of the matte area in CUSTOM mode, the step is 0.02
	TRANSPARENCY	0	25% 50% 75% 100%	Set the transparency of the matte darken area

Tool	Items	Default	Domain Range	Description
SAFE	ACTION	OFF	OFF/ON	The safe marker is displayed as an outside frame, proportional to 92% of the ASPECT RATIO
	TITLE	OFF	OFF/ON	The safe marker is displayed as an inside frame, proportional to 80% of the ASPECT RATIO in horizontal direction, and 90% of the ASPECT RATIO in vertical direction.
CENTER	---	---	---	Enable/Disable crosshair display
CROSSHATCH	REGIONS	2X2	2X2/3X3/4X4/ 5X5/6X6/7X7/ 8X8/9X9	Set the cross line number
ANAMORPHIC	MAGNIFY	OFF	OFF/ON	Enable/Disable magnify the image, that is to draw the image full screen after de-squeezing the image with the selected anamorphic ratio, cut the part which extend outside the screen
	OPTIONS	1.33X	1.33X/1.4X/ 1.5X/1.6X/1.8X/ 1.9X/2X	Set the anamorphic ratio

1. Marker

Marker	Illustration	Description

Marker	Illustration	Description
ASPECT (AREA MARKER)		This marker identifies an area with a specified aspect ratio and a covered matte, and the area's transparency could be adjusted.
SAFETY MARKER		This marker displays a rectangle to identify the safety area with a specified percentage in Area Marker.
CENTER MARKER		This marker enables easier checking the center portion's focus.
CROSS HATCH		This marker displays multiple vertical and horizontal lines to help when users check the composition of a picture.

2. Area Marker

Set the area marker **FRAME→ASPECT → RATIO** item as **CUSTOM**, the **WIDTH** and the **HEIGHT** of the marker are adjustable as your requirement.

And the outside area of the area maker is filled with **MATTE** with two white lines labeled the area marker. For example, the outside area of marker is 50% transparency of the background with two white lines, as shown in Figure 6.1-5:



Figure 6.1-5 Area Marker

3. Set Anamorphic Ratio

This feature enables you to de-squeeze signals coming from camera utilizing anamorphic lenses that may not have a built-in de-squeeze feature of their own. This is quite useful in applications, such as outdoor post production, onset monitoring, real-time de-squeezing, etc.

The valid area which will fill the screen is controlled by the ratio selection, set **FRAME→ ANAMORPHIC→ OPTIONS** item, scroll left or right to cycle through these anamorphic ratios: 1.33X, 1.4X, 1.5X, 1.6X, 1.8X, 1.9X, 2X. At last, scroll straight down to confirm the selection. There will be black blank area at the surrounding of the image.

The resolution of the input and output are as shown in Table 6.1-2:

Table 6.1-2 Resolution Relationship Between Input and Output

ANAMORPHIC	INPUT SIGNAL	INPUT	OUTPUT
1.33X	1080P/1080I	1920x1080	1920x812
	720P	1280x720	1920x812
1.4X	1080P/1080I	1920x1080	1920x771
	720P	1280x720	1920x771
1.5X	1080P/1080I	1920x1080	1920x720
	720P	1280x720	1920x720

ANAMORPHIC	INPUT SIGNAL	INPUT	OUTPUT
1.66X	1080P/1080I	1920x1080	1920x650
	720P	1280x720	1920x650
1.8X	1080P/1080I	1920x1080	1920x600
	720P	1280x720	1920x600
1.9X	1080P/1080I	1920x1080	1920x568
	720P	1280x720	1920x568
2X	1080P/1080I	1920x1080	1920x540
	720P	1280x720	1920x540

- MAGNIFY

This item will magnify the image of anamorphic ratio to full-fill the screen. Set **FRAME→ ANAMORPHIC→ MAGNIFY** item as **ON**, it will enlarge and display the image at full screen, removing those useless blank bars, as shown in Figure 6.1-6:



Figure 6.1-6 MAGNIFY

6.1.2 Expose Tools

Expose tools provide false color, zebra, histogram, waveform and vector, as shown in Figure 6.1-7:



Figure 6.1-7 Expose Tools

Table 6.1-3 Description of Expose Tools

Tool	Items	Default	Domain Range	Description
FALSE COLOR	STYLE	Spectrum	FOLLOW CAMERA/ SPECTRUM /CUSTOM	Set the type of the false color display
	BLACK CLIP	3%CV	1-99%CV	Set black clip, the step is 1%
	NEAR BLACK	4%CV	2-100%CV	Set near black, the step is 1%
	TONE1 MIN	46%CV	0-99%CV	Set minimum of tone1, the step is 1%
	TONE1 MAX	55%CV	1-100%CV	Set maximum of tone1, the step is 1%
	TONE2 MIN	77%CV	0-99%CV	Set minimum of tone2, the step is 1%
	TONE2 MAX	90%CV	1-100%CV	Set maximum of tone2, the step is 1%
	NEAR WHITE	96%CV	0-98%CV	Set near white, the step is 1%

Tool	Items	Default	Domain Range	Description
	WHITE CLIP	98%CV	1-99%CV	Set white clip, the step is 1%
ZEBRA	TONE1 MIN	0%CV	0-99%CV	Set the TONE1 minimum reference level of detecting luminance.
	TONE1 MAX	4%CV	1-100%CV	Set the TONE1 maximum reference level of detecting luminance.
	TONE2 MIN	97%CV	0-99%CV	Set the TONE2 minimum reference level of detecting luminance.
	TONE2 MAX	100%CV	1-100%CV	Set the TONE2 maximum reference level of detecting luminance.
WAVE FORM	STYLE	LUMA	LUMA/RGB/ PARADE	Set the type of the waveform
	SIZE	SMALL	SMALL/ LARGE/ BOTTOM	Set the size of the waveform
	POSITION	TOP RIGHT	TOP RIGHT/ BOTTOM RIGHT/ TOP LEFT/ BOTTOM LEFT	Set the position of the waveform, only available for small size waveform
	DENSITY	50%	1~100%	Set the density of the waveform, the step is 1%
	TRANSPARENCY	100%	25% 50% 75% 100%	Set the transparency of the waveform

Tool	Items	Default	Domain Range	Description
VECTOR	POSITION	TOP RIGHT	TOP RIGHT/ BOTTOM RIGHT/ TOP LEFT/ BOTTOM LEFT	Set the position of the vectorscope
	GAIN	X1	X1/X2	Set the gain of vector
	DENSITY	50%	1~100%	Set the density of the waveform, the step is 1%
	TRANSPARENCY	100%	25% 50% 75% 100%	Set the transparency of the vectorscope
HISTOGRAM	STYLE	LUMA	LUMA: luminance histogram RGB: RGB histogram	Set the type of the histogram
	POSITION	TOP RIGHT	TOP RIGHT/ BOTTOM RIGHT/ TOP LEFT/ BOTTOM LEFT	Set the position of the histogram
	TRANSPARENCY	100%	25% 50% 75% 100%	Set the transparency of the histogram

1. FALSE COLOR

FALSE COLOR is also known as EXPOSURE ASSIST, this function generates an artificial luminance map of the input signal that can be

useful to identify over exposed areas (exposure). This is a quick way to gauge the exposure levels of an image in a clear way.
Choose **FLASE COLOR** tool to the current scene, and activate the **FALSE COLOR** tool. You can customize some parameters such as **BLACK CLIP**, **NEAR BLACK** in **CUSTOM** style.
For example: Add and Enable a **FALSE COLOR** tool, set **FALSE COLOR→ SETTING** item as **SPECTRUM**, as shown in Figure 6.1-8:

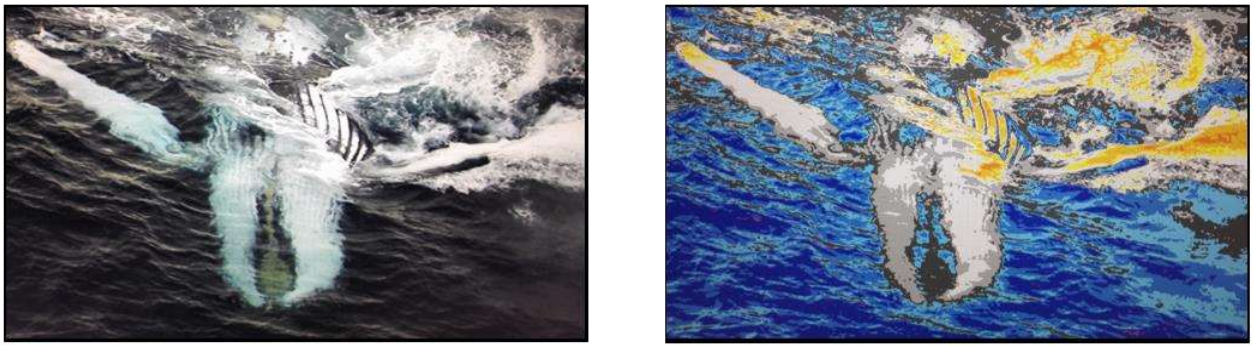


Figure 6.1-8 Comparison Mode- Original Image and Normal Mode Image

Tips

- The LOOK tool is incompatible with the False Color tool. That is, enable the LOOK tool, the False Color tool will be disabled automatically, and enable the False Color tool, the LOOK tool will be disabled automatically.

2. ZEBRA

The **ZEBRA** function is used to display images on the screen with a zebra pattern to adjust the camera exposure parameter. It will compare the signal luminance with the zebra parameters. You can set two limitations as **TONE1** and **TONE2. TONE1** is limited between **TONE1 MIN** and **TONE1 MAX**, **TONE2** is limited between **TONE2 MIN** and **TONE2 MAX**. The relevant image area will be filled with a white and black stripe zebra pattern if the luminance is in the range of **TONE1.** Besides, it will be filled with a white and blue stripe zebra

pattern if the luminance is in the range of **TONE2**.
For example, set **TONE1 MIN** as 0% and **TONE1 MAX** as 4%, **TONE2 MIN** as 97% and **TONE2 MAX** as 100%, the compared results are as shown in Figure 6.1-9, the special Area is filled with a zebra pattern.

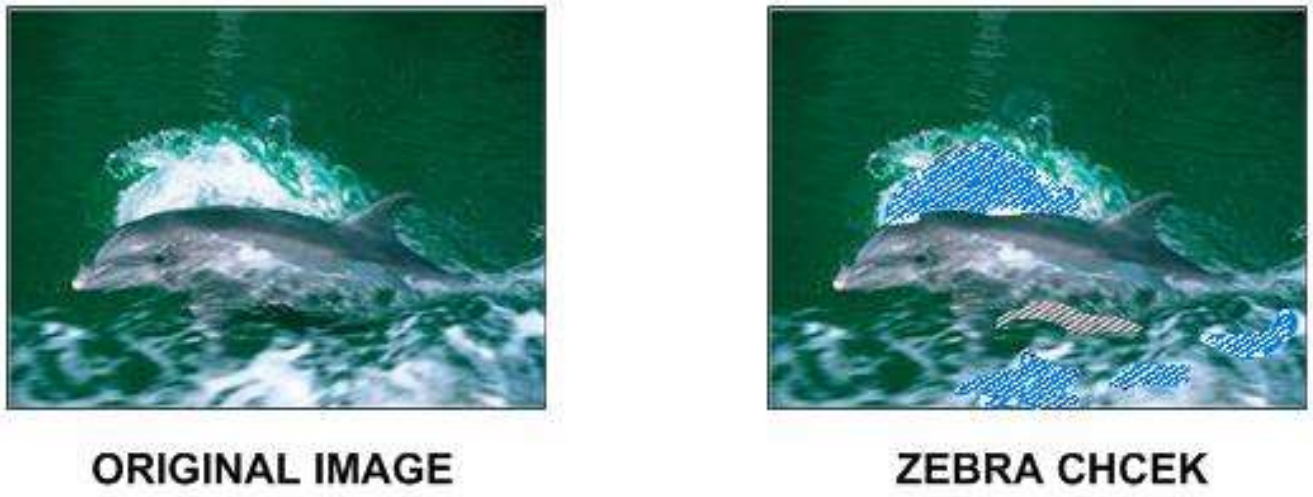


Figure 6.1-9 Illustration for ZEBRA Function

3. WAVEFORM

Waveform displays the luminance level of the input signal on a graph, matching with the image from left to right.

■ WAVEFORM SIZE

Set **EXPOSE→WAVEFORM→SIZE** item to adjust the size of the waveform, there are three kinds of sizes for waveform:

- ☐ Small size waveform: set **SIZE** item as **SMALL,** and this kind of waveform could be located in any one of the 4 positions listed in **LOCATION** item;

- ☐ 75% waveform: set **SIZE** item as **LARGE,** and this kind of waveform is located in the center of the screen, and it can't be moved;

- ☐ Full size waveform: set **SIZE** item as **BOTTOM,** and this kind of waveform is located in the bottom of the screen from left to right, and it can't be moved.

■ WAVEFORM TYPE

Set **EXPOSE→WAVEFORM→STYLE** item to display the following three kinds of waveform as LUMA, RGB, PARADE, as shown in Figure 6.1-10:

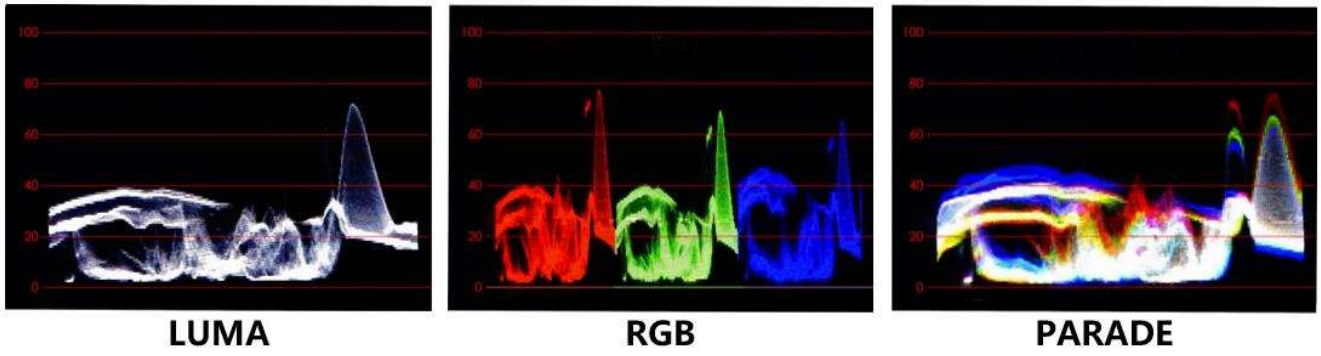


Figure 6.1-10 LUMA and RGB and PARADE Waveform

4. VECTORSCOPE

Select **EXPOSE→VECTOR** item to add a vector.

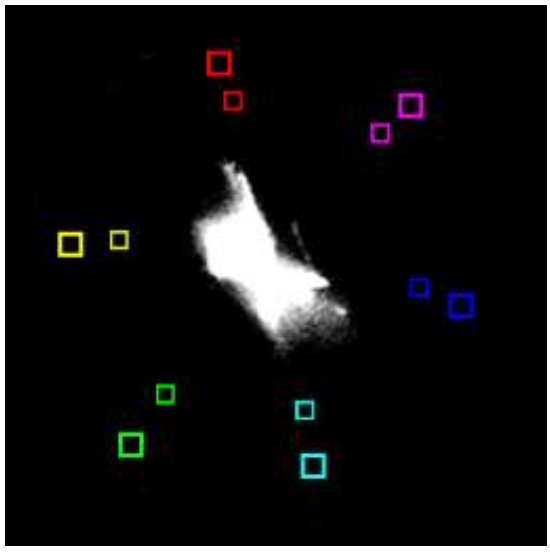


Figure 6.1-11 VECTOR

5. HISTOGRAM

Histogram assists in judging the distribution of luminance in the image.

■ **Histogram Type**

Set **EXPOSE→HISTOGRAM→STYLE** item as LUMA or RGB, these two histogram types are as shown in Figure 6.1-12:

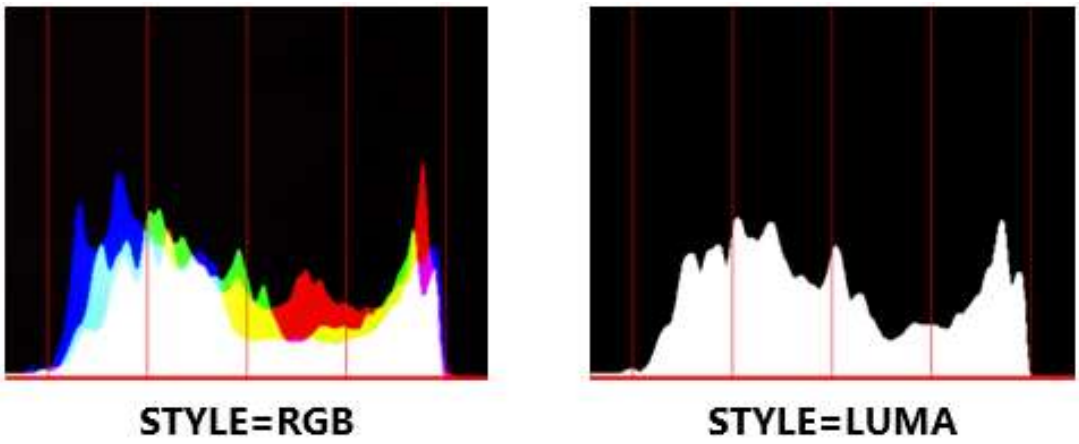


Figure 6.1-12 RGB and LUMA Histogram

6. POSITION

There are 4 positions for display the histogram, waveform and vectorscope on the screen, as shown in Table 6.1-4 and Figure 6.1-13. Move them through the **POSITION** item.

Table 6.1-4 POSITION SETTINGS

Locations	
TOP RIGHT	TOP LEFT
BOTTOM RIGHT	BOTTOM LEFT



Figure 6.1-13 Position of the Assistant Elements

7. TRANSPARENCY

There are 4 degrees of opacity for display the histogram, waveform and vectorscope on the screen. Set the transparency through the **TRANSPARENCY** item.

- 100%: when opacity set to 100%, the assistant element (histogram, waveform or vectorscope) is opaque, not transparent.
- 75%: when opacity set to 75%, the assistant element (histogram, waveform or vectorscope) is proportional to 75% opacity.
- 50%: when opacity set to 50%, the assistant element (histogram, waveform or vectorscope) is proportional to 50% opacity.
- 25%: when opacity set to 25%, the assistant element (histogram, waveform or vectorscope) is proportional to 25% opacity.

For example: set **EXPOSE→HISTOGRAM→ TRANSPARENCY** as 100%, 75%, 50%, 25% separately, the comparisons are as below:

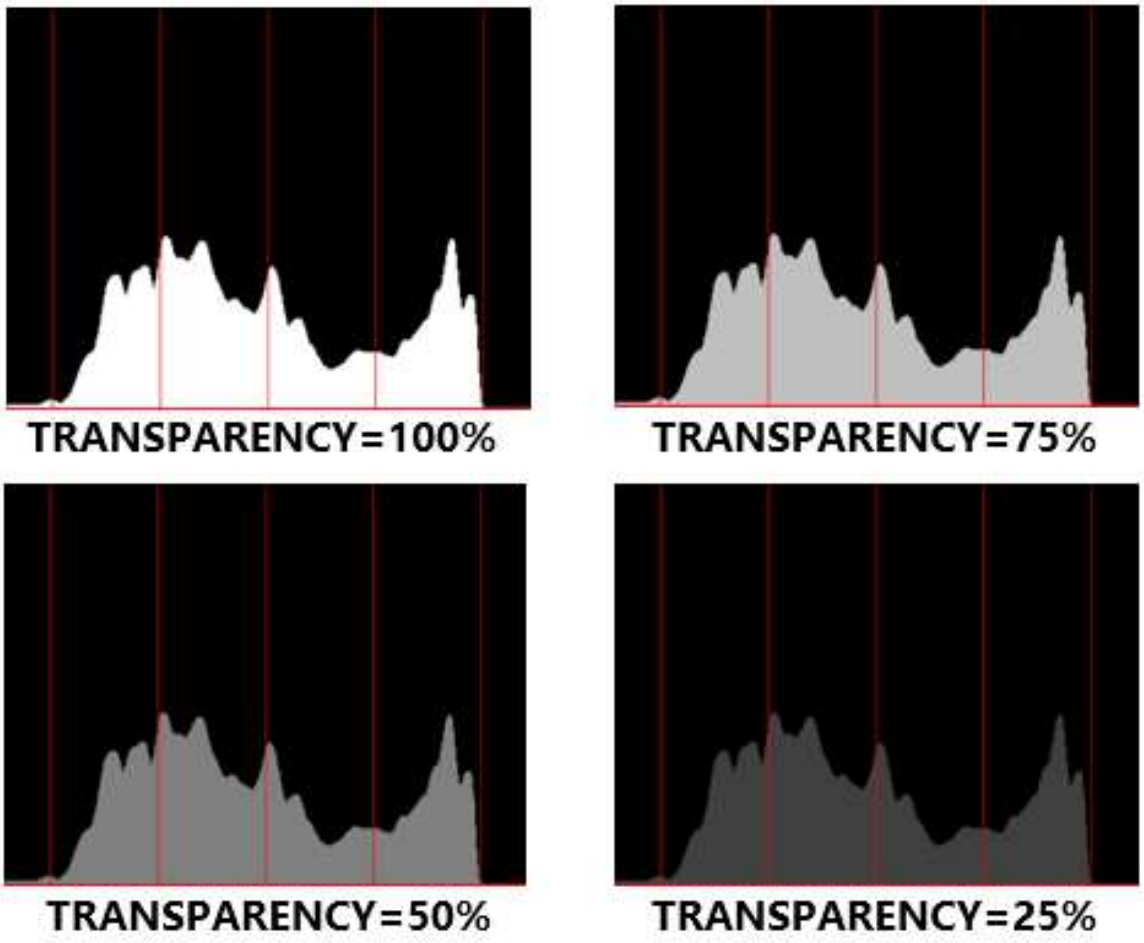


Figure 6.1-14 Different Transparency for Histogram

6.1.3 Focus Tools

Focus tools provide the focus assist function and the peaking function. Set display color, sensitivity and display type for focus assist, and set intensity for peaking detecting.



Figure 6.1-15 Focus Tools

Table 6.1-5 Description of Focus Tools

Tool	Items	Default	Domain Range	Description
FOCUS ASSIST	COLOR	RED	WHITE /RED /GREEN /BLUE	Select the color of the focus assist edge. The intensified edges highlight in selected color.
	SENSITIVITY	5	1～10	Set the edge difference value between the edges in an image, and take this value as the reference value. Larger value means more detail detection.
	BACKGROUND	OFF	COLOR: COLOR MODE B&W: BLACK &WHITE MODE	Set the Focus Assist display mode: color mode or black&white mode.
PEAKING	INTENSITY	5	1～10	Set the sharpness level of the image. The higher the value, the sharpener the image.

1. FOCUS ASSIST

The FOCUS ASSIST function is used to display images on the screen with intensified edge to help camera focus operation. The intensified edges are those areas whose difference value exceeds the reference focus level (**SENSITIVITY**), and the intensified edge are displayed in the designated color set by **COLOR**.

■ FOCUS ASSIST MODE

☐ **COLOR MODE**: Set **FOCUS →FOCUS ASSIST → BACKGROUND** item as **COLOR**, the image is in color mode, then set **FOCUS →FOCUS ASSIST →COLOR** to color the intensified edge.

- **B$W MODE**: Set **FOCUS →FOCUS ASSIST → BACKGROUND** item as **B&W**, the image is in black and white mode, that is removing all colors and only leaving the luminance data of the signal.



Figure 6.1-16 Illustration for FOCUS ASSIST Function



Figure 6.1-17 Illustration for FOCUS ASSIST Function

6.1.4 Look Tools

Look tools provides loading 3D USER LUT and DE-LOG mode to current scene, as shown in Figure 6.1-18



Figure 6.1-18 Look Tools

Table 6.1-6 Description of Look Tools

Tool	Items	Default	Domain Range	Description
DE-LOG	TYPE	SDR	SDR/ HDR	Select the de-log type
USER LUT	ID	LUT1	LUT1~LUT10	Select a user LUT ID
	INTENSITY	100%	1~100%	Set the intensity of the LUT effected to current display
	USER LUT NAME	--	--	Display the user LUT name selected in ID

1. DE-LOG & COLOR MANAGEMENT

The monitor is equipped with DE-LOG tool to active HDR or SDR to current input signal for different dynamic range. Before activating DE-LOG, you should select a camera profile and active the LOG/HDR item on in monitor settings at first:

As the precondition for **DE-LOG** switch, set **camera profile→ COLOR MANAGEMENT → LOG/HDR** item in monitor settings to be **ON** and select **camera profile→ COLOR MANAGEMENT → COLOR PROFILE/ GAMMA/ GAMUT** items according to your camera connected with T5+, the settings pane is as shown in Figure 6.1-19:

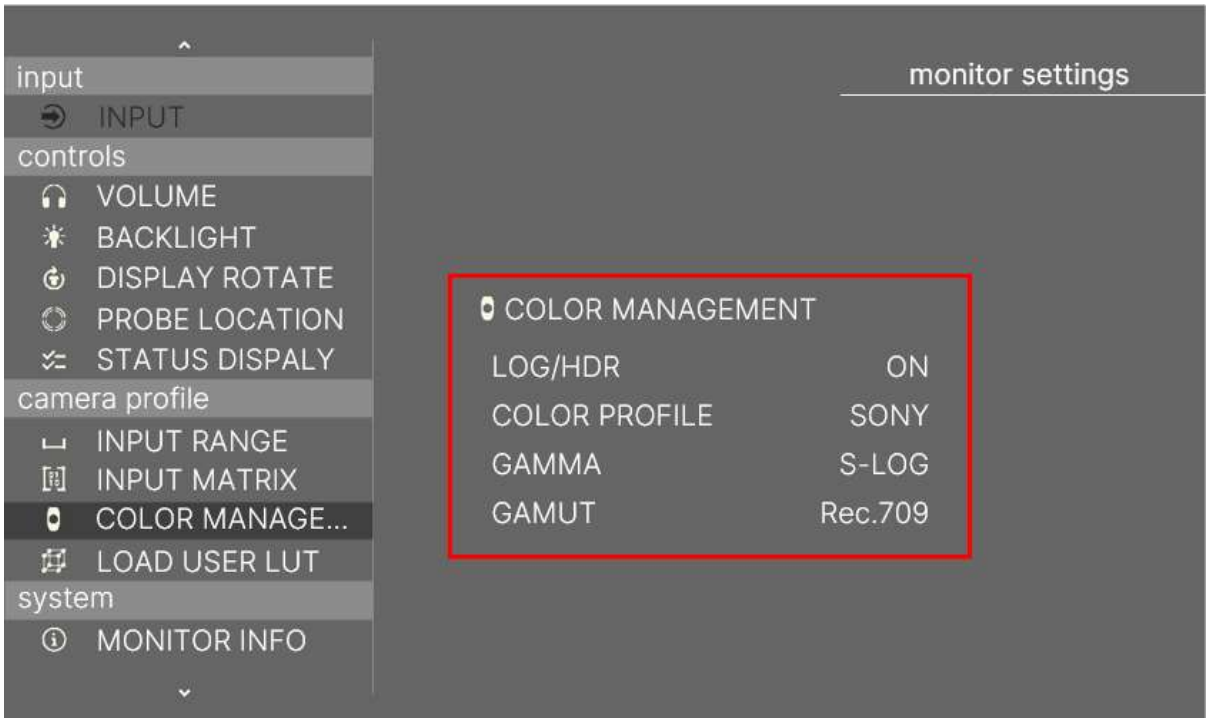


Figure 6.1-19 COLOR MANAGEMENT SETTINGS

After that, add a **DE-LOG** tool in scene, and press the tool again to enable it, then switch **HDR** or **SDR** through **TYPE** item, as shown in Figure 6.1-20:



Figure 6.1-20 DE-LOG SETTINGS

Tips

- Refer to “5.2.3 Camera Profile” for the details of the COLOR MANAGEMENT settings and versatile color profiles.

2. User LUT File

If you want to apply a USER LUT tool to current signal displayed on screen, you should load the USER LUT in monitor settings at first. First, write the designated LUT file to the monitor.
Operation: Select **camera profile→ LOAD USER LUT → LUT*** item in monitor settings, thus you can choose a LUT file from SD card, and you can see LUT ID in the list. Choose one LUT ID, then it will pop up a prompt for reminding you overwriting operation for LUT file, as shown in Figure 6.1-21, press **OK** and select the target LUT from SD card, the file should be a LUT file with “.cube” suffix, and specify its storage directory, please don’t cut off the power during loading.

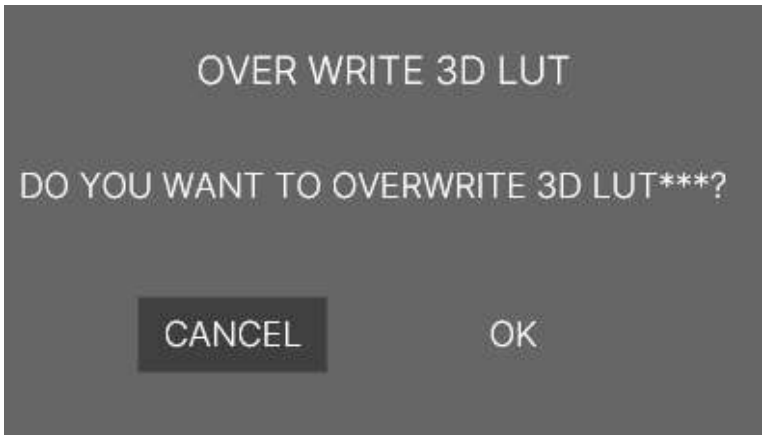


Figure 6.1-21 Prompt for Overwriting LUT

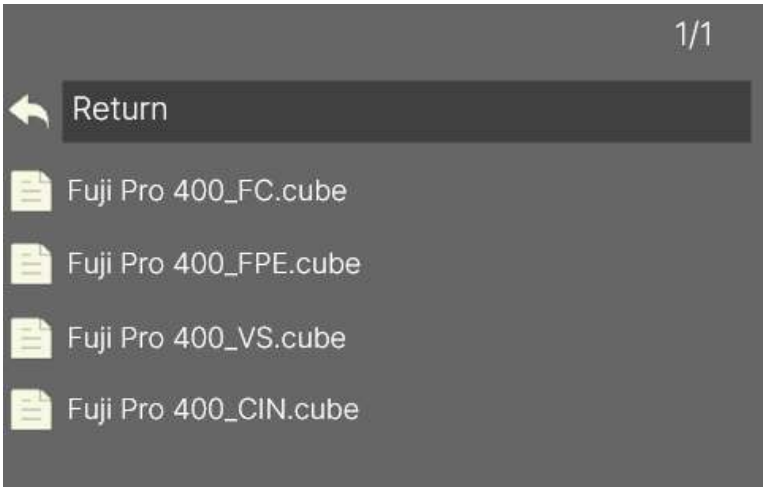


Figure 6.1-22 Calibration USER LUT Directory

It will prompt file write complete after file loading. Then, you can see the profile name is on the left side of the current LUT ID in the list. You can load up to 10 USER LUTs into the device, for example as shown in Figure 6.1-23.



Figure 6.1-23 User LUT List

Second, apply USER LUT in the tool. Select and enable a USER LUT tool in a scene, and select **ID** item to your designated, the LUT name will be displayed in **USER LUT NAME** in gray, as shown in Figure

6.1-24:



Figure 6.1-24 User LUT Tool

Then, you can adjust intensity of this LUT effectiveness on screen through the **INTENSITY** item.

Tips

- T5+ supports color management software CalMAN currently, the customized 3D LUT profiles (*.cube) produced by these software could be loaded to SD card by a control computer.
- The LOOK tool and False Color tool are mutually exclusive. That is, enable the LOOK tool, the False Color tool will be disabled automatically, and enable the False Color tool, the LOOK tool will be disabled automatically.

6.1.5 Analysis Tools

Analysis tool is used to swiftly display or hide all common used analysis

charts on screen, including audio meter, waveform, histogram and vector, as shown in Figure 6.1-25 and Figure 6.1-26:



Figure 6.1-25 Analysis Tools

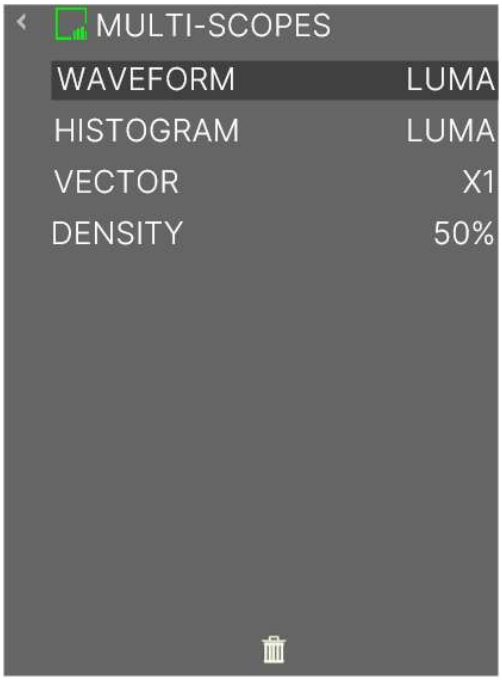


Figure 6.1-26 MULTI-SCOPES Pane

Table 6.1-7 Description of Scale Tools

Tool	Items	Default	Domain Range	Description
MULTI-SCOPES	WAVEFORM	LUMA	LUMA/RGB/ PARADE	Set the type of the waveform
	HISTOGRAM	LUMA	LUMA/RGB	Set the type of the histogram
	VECTOR	X1	X1/X2	Set the gain of vector
	DENSITY	50%	1~100%	Set the density of current waveform, histogram and

				vector displayed on screen, the step is 1%

1. MULTI-SCOPES

This tool puts multiple analysis charts and the image together.

■ Activate Analysis Tools

Select **ANALYSIS→ MULTI-SCOPES** tool and enable it, it will zoom out to display the signal on the top left area, and show all common used analysis tools including vector, histogram, waveform and audio meter which are all activated. The layout of these tools on screen are as shown in Figure 6.1-27:

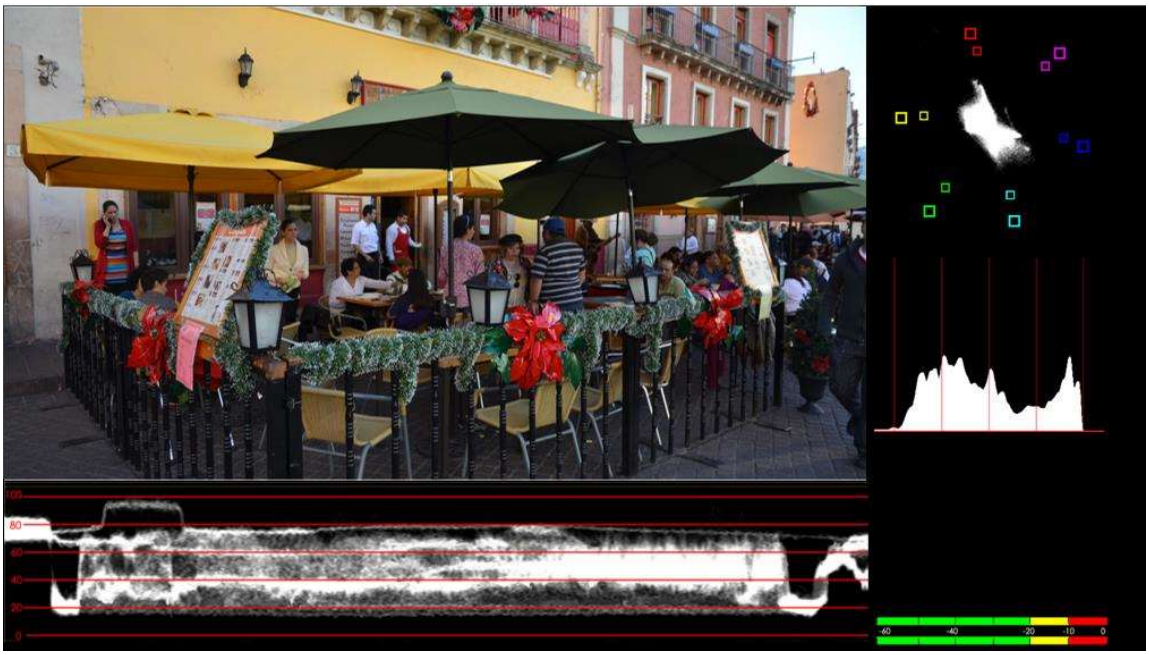


Figure 6.1-27 Analysis Tools

■ Type & Density

You can choose different types for these charts through their corresponding items in this tool, but their positions can't be modified. Adjust density of these tools all together through the **DENSITY** item.

6.1.6 Meter Tools

Meter tools provides adding audio meter to current scene, as shown in Figure 6.1-28:



Figure 6.1-28 Meter Tools

Table 6.1-8 Description of Meter Tools

Tool	Items	Default	Domain Range	Description
AUDIO METER	POSITION	BOT LEFT	BOT LEFT/ BOT RIGHT	Set the position of the audio meter
	TRANSPARENCY	100%	25% 50% 75% 100%	Set the transparency of the audio meter

1. AUDIO METER

Select **METER→AUDIO METER** tool and enable the display of Audio Meter on screen.The audio meter could be displayed at the left bottom or right bottom of the screen, and the transparency could be set from 25% to 100%. Refer to “6.1.2 Expose Tools - TRANSPARENCY” for the details about TRANSPARENCY.
The volume in normal range appears in green, above -20dB but below -10dB appears in yellow, and above -10dB appears in red, as shown in Figure 6.1-29:



Figure 6.1-29 Audio Meter

6.2 Tools Operations

It will introduce how to edit scene and its tools in this section.

6.2.1 Add a Scene

You can customize up to 8 scenes in T5+ for various requirement, and switch swiftly among these scenes by joystick operations.
Scroll the joystick right and hold for 2 seconds to add a new scene when in menu clear status, it will prompt **Add New MySet**  command in the center of the screen, as shown in Figure 6.2-1, press the joystick straight down to confirm the operation.
The scene will be numbered in sequence, and the name (a scene icon followed by a number) will be displayed at the left bottom of the screen, as shown in Figure 6.2-2:



Figure 6.2-1 Add New MySet



Figure 6.2-2 A New Scene

Tips

- T5+ supports up to 8 customized scenes.
- No.1 scene exists by default and undeletable.
- Factory has 3 MySets (frame, exposure, focus) preset, you can edit them to your preferences.

Scroll the joystick left or right to switch between scenes.

6.2.2 Delete a Scene

Scroll the joystick down and hold on for 2 seconds in a scene, it will display the DELETE command at the bottom center of the current screen, as shown in Figure 6.2-3. Press the joystick straight down to confirm deletion, and there will be a waiting prompt during the deletion. Wait until the prompt disappeared, then the scene deletion is completed.



Figure 6.2-3 Prompt for Delete a Scene

Tips

- No.1 scene can't be deleted.

6.2.3 Add a Tool

After creating a scene, add some tools to assist in composition, for example, add a marker, waveform, histogram or audio meter, etc.

Tips

- Each scene supports up to 8 scene tools.
- You can add more than one of the same tool in a scene.

Scroll the joystick down, it will pop up the **ADD NEW TOOL** command, as shown in Figure 6.2-4. Press the joystick straight down to confirm, and it will pop up the **Tools Menu** on screen, as shown in Figure 6.2-5:



Figure 6.2-4 Add a New Tool



Figure 6.2-5 Tools Menu for Scene

Scroll the joystick up or down to select your desired scene tool, and press the joystick straight down to confirm, the selected tool will be added to the **Tool Bar** of the current scene.

For example: Add histogram to Tool Bar

Scroll the joystick up or down to **HISTORGRAM** item, as shown in Figure 6.2-6, press the joystick straight down to confirm the selection, the **HISTORGRAM**，tool will be added in the tool bar, as shown in Figure 6.2-7:



Figure 6.2-6 Choose Histogram Tool



Figure 6.2-7 Histogram in the Tool Bar

Continue to add other tools for the scene, and you can add up to 8 tools in a scene.

6.2.4 Load/Close Tool Bar

In a scene, after added the tools, you can load the tool bar or close the tool bar. The instructions are as below:

- **Load Tool Bar**

First, scroll the joystick right to access a scene;
Second, press the joystick straight down to load the tool bar for the current scene, the tool bar will be displayed the leftmost of the screen, as shown in Figure 6.2-8. The bar labeled in the red rectangle are the tool bar for the current scene.



Figure 6.2-8 Tool Bar for A Scene

- **Close Tool Bar**

☐ After loading a tool bar, scroll left to close the tool bar.

☐ When in tool setting pane, press the joystick down to return to tool bar, then scroll left to close the tool bar.

6.2.5 Turn ON/OFF a Tool

In tool bar, follow the instructions below to turn on or off a tool swiftly:

- **Turn on a Tool**

  After adding a tool, press the joystick down to turn on the tool in tool bar, the icon will turn from gray to highlight green.

- **Turn off a Tool**

  After turning on a tool, press it down again to turn off this tool in tool bar, the icon will turn from highlight green to gray.

- **Open tool setting pane**

  After adding a tool, scroll the joystick right to access tool settings pane, as shown in Figure 6.2-9

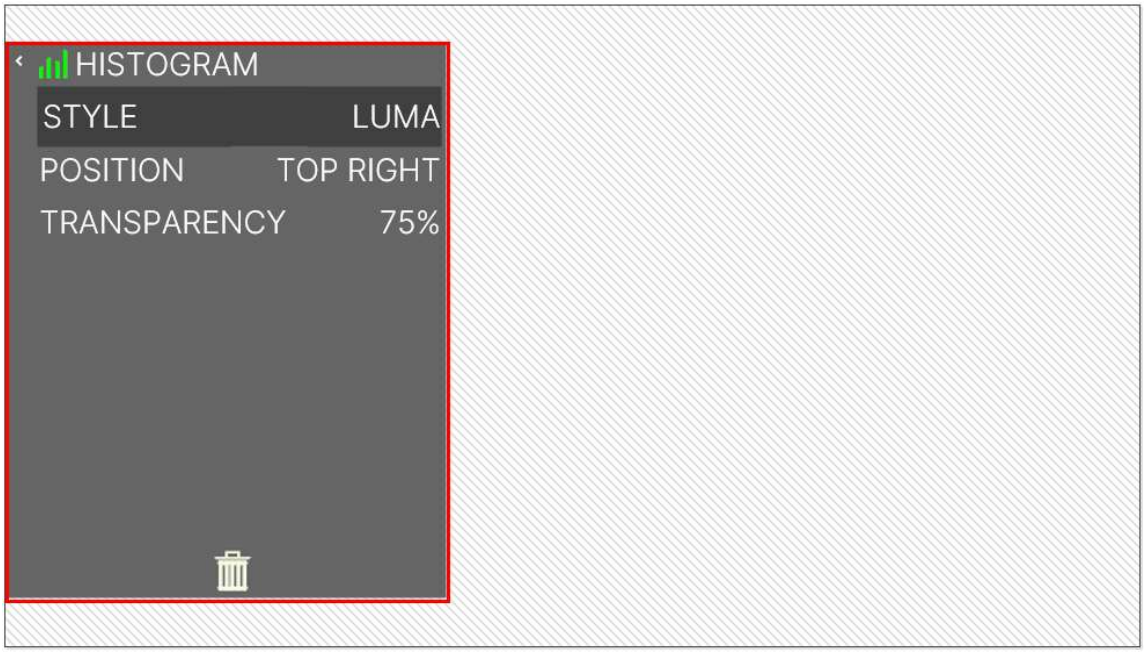


Figure 6.2-9 Tool Setting Pane

Press the joystick down to return to the tool bar.

Tips

- The tool could only be turned on or off in the tool bar displayed status.

6.2.6 Tool Settings

Add tools for a scene through tools menu, then, set a tool's attributes by scrolling the joystick right, it will display the tool settings pane.
Scroll the joystick left or right to switch among different scenes. The tool bar is hidden when switching to a scene by default. You should press the joystick straight down to display the tool bar for the current scene.
Operate the tool bar to display each tool settings menu, and set tool's attributes. Refer to "6.1 Scenes Tools Settings" for the details of each tool.
For example: Display histogram on a scene.
In a scene, press the joystick straight down to display the tool bar at the left side of the screen. Scroll up or down to move the cursor onto Add button, as shown in Figure 6.2-11:



Figure 6.2-10 Add Button

Then press it straight down to display the Tools menu, scroll down to

select **HISTOGRAM** tool in the list, press it straight down to add it, as shown in Figure 6.2-11:



Figure 6.2-11 Select HISTOGRAM

Press the joystick straight down to turn on **HISTOGRAM** and the histogram icon is lit in highlight green, as shown in Figure 6.2-12.



Figure 6.2-12 Display the Histogram

Or press the joystick straight down again to turn off **HISTOGRAM**.
Scroll right to access the Tool Settings menu, it will display the histogram settings pane, as shown in Figure 6.2-13. It lists the characteristics of histogram in this menu, such as STYLE, POSITION, TRANSPARENCY and ENABLE switch. After finish the parameter settings, scroll the joystick left to return to the tool bar.



Figure 6.2-13 Settings Menu for Histogram

Tips

- The parameters of the tool could not be modified until the tool is opened.

6.2.7 Delete a Tool

In a scene, press the joystick straight down to display the tool bar for current scene, and scroll the joystick up or down to select the tool which you want to delete, then scroll right to access the tool setting menu, and scroll down to select **DELETE** command at the end of the menu list, as shown in Figure 6.2-14.



Figure 6.2-14 Delete a Tool

Press the joystick straight down to confirm the selection, and it will pop up a prompt to confirm the deletion, as shown in Figure 6.2-15, press straight down to delete, then the tool will be deleted from its tool bar.



Figure 6.2-15 Prompt for Deleting a Tool

Tips

- The effect or window displayed on the current scene will be closed after the relevant tool is deleted.

Chapter 7 Specifications

7.1 Product detailed information

Specification	Values
Model	T5+
Display	
Dimension	5.5”
Aspect Ratio	16:9
Viewing Angle (HxV)	160°（H)*160°（V)
Resolution	1920×1080
Contrast	1000:1
Brightness	1000nits
Input Signal Formats	
HDMI	3840X2160p(30/29.97/25/24/23.98)
	1080P(60/59.94/50/30/29.97/25/24/23.98)
	1080i(60/59.94/50)
	720p(60/59.94/50)
	576p/576i/480p/480i
Connector Type	
HDMI	HDMI 1.4
Audio	3.5mm Mini Jack

Specification	Values
Control	2.5mm Jack
Power	
Input Voltage	DC IN 5～17V, Type-C
Battery Types	Sony L Series / Canon LP-E6
Battery Output	BATT OUT (5～8.4VDC)
Consumption	5.5W
Environmental	
Operating Temperature	0° C~50° C
Dimensions(Bare Monitor）	157.5(mm) ×79.0(mm) ×20.0(mm)
Weight (without Battery)	175g
Features	
Image Scale	Yes
Anamorphic De-squeeze	Yes
Image Rotate	Yes
Cross Hatch	Yes
Center Marker	Yes
Safe Marker	Yes
Area Marker	Yes
Focus Assist	Yes
Peaking	Yes

Specification	Values
Pixel Zoom(2X & 4X)	Yes
False Color	Yes
Zebra	Yes
Waveform	Yes
Vectorscope	Yes
RGB Parade	Yes
Histogram	Yes
Audio Meters	Yes
Color Profiles for Cameras	Yes
LUT Loaded via SD Card	Yes
Firmware Upgrading	Yes
Language	Yes

*The unit about the appearance attributes in above table is mm.

7.2 Dimensions

The description of the T5+ dimensions are as shown in the following figures(Unit: mm):

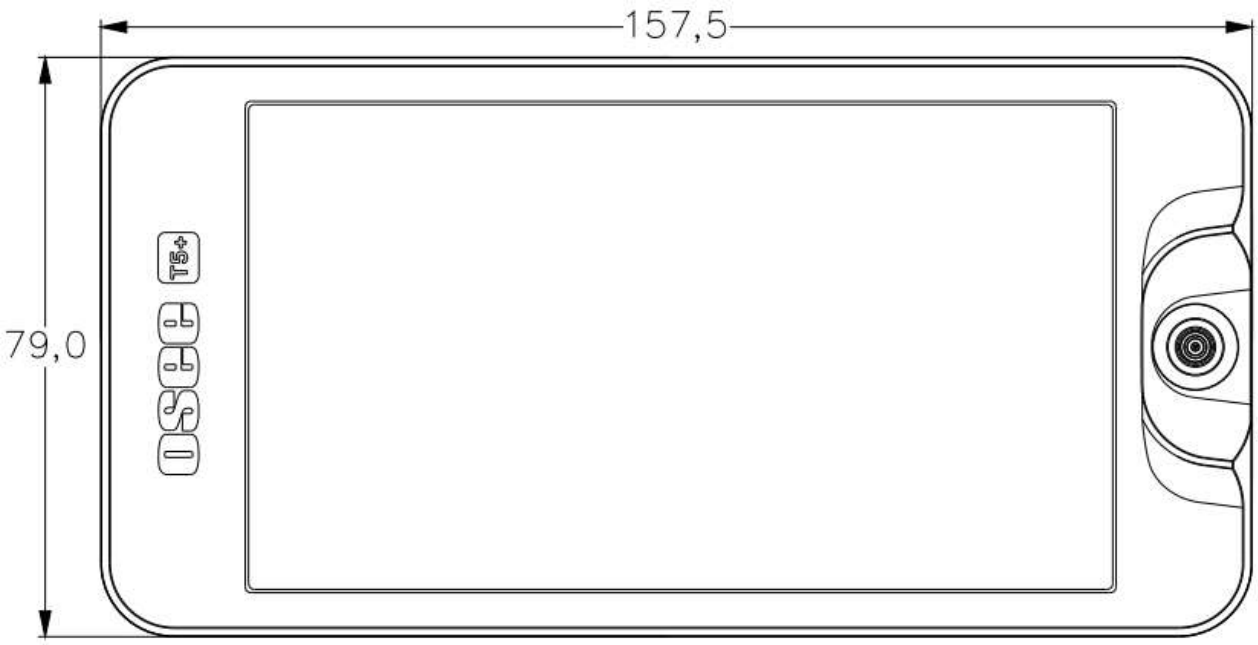


Figure 7.2-1 Front View(Unit: mm)

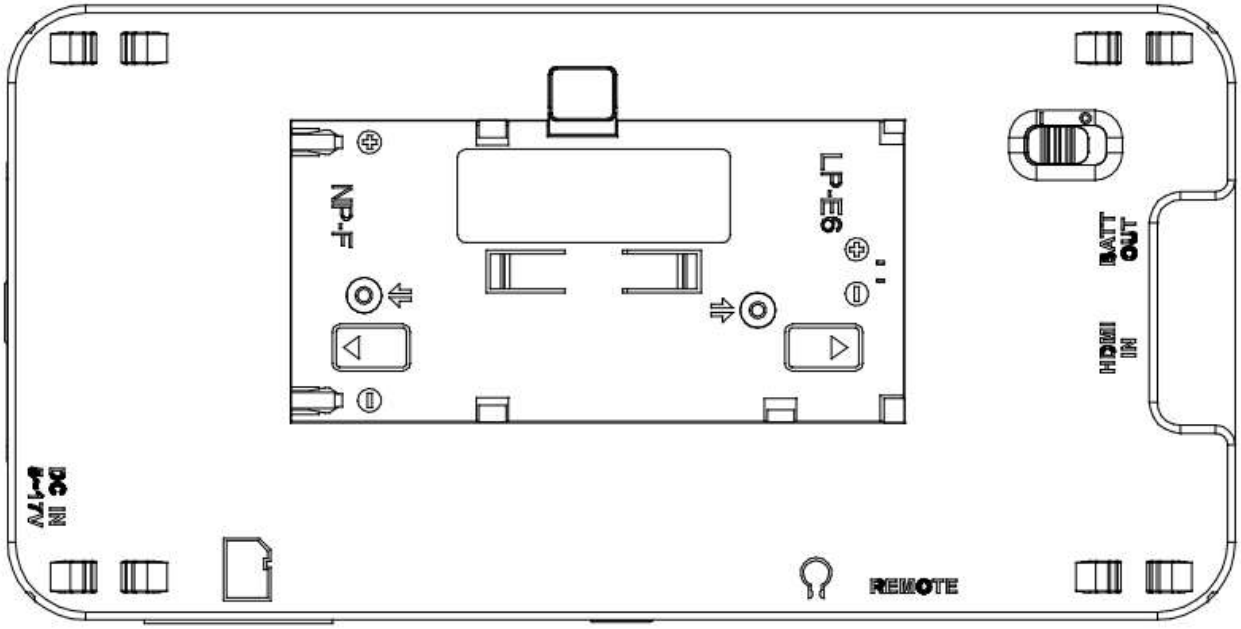


Figure 7.2-2 Back View(Unit: mm)

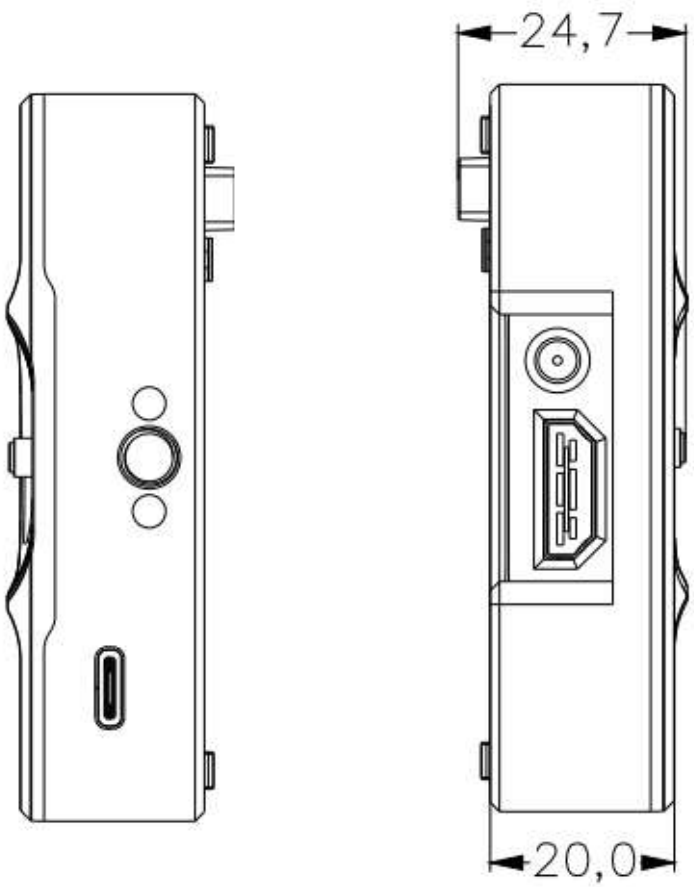


Figure 7.2-3 Side View(Unit: mm)

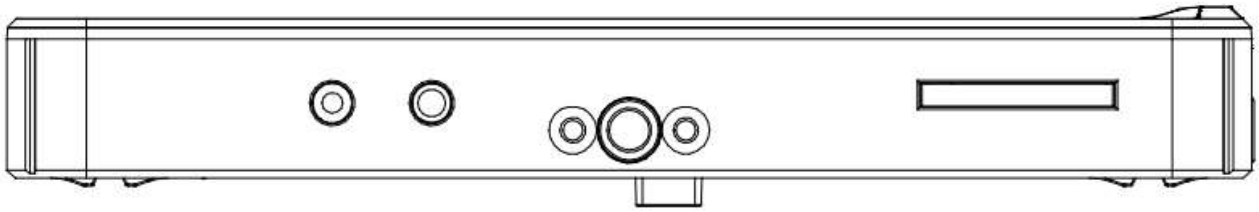


Figure 7.2-4 Top View (Unit: mm)

Tips

- Specifications are subject to change without notice.

----------No Text Below----------



FOR MORE INFORMATION PLEASE VISIT: http://www.osee-dig.com/

OSEE TECHNOLOGY LTD.

Address: No.22 Building, No.68 zone, Beiqing Road, Haidian District, Beijing, China

Tel: (+86) 010-62434168

Fax: (+86) 010-62434169