

Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Help Guide Recommended Pages

### [Basic Operation Procedure](#)

Describes the basic shooting procedure for the camera.

### [Recommended Memory Cards](#)

Provides information about the memory cards supported by the unit.

## Support Information

### [PXW-Z200/HXR-NX800: Support Information](#)

Describes basic information about the camera, information about accessories, and FAQ for troubleshooting.

### [Monitor & Control Help Guide](#)

“Monitor & Control” is an application that connects to a single camera, supports remote control of the camera, and displays/operates the camera clips.

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## How to Use This Help Guide

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This Help Guide describes the functions and use of the PXW-Z200 and HXR-NX800.

The PXW-Z200 is equipped with an SDI OUT connector and a TC IN/OUT connector. Other than the above, the functions and operation of the PXW-Z200 and HXR-NX800 are common. Where the functionality differs, the corresponding model name is stated in the description and title.

Use the Help Guide to find the information you want about using this unit.

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Usage Precautions

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### On condensation

If the unit is suddenly taken from a cold to a warm location, or if ambient temperature suddenly rises, moisture may form on the outer surface of the unit and/or inside of the unit. This is known as condensation. If condensation occurs, turn off the unit and wait until the condensation clears before operating the unit. Operating the unit while condensation is present may damage the unit.

### On LCD panels

The LCD panel fitted to this unit is manufactured with high precision technology, giving a functioning pixel ratio of at least 99.99%. Thus a very small proportion of pixels may be “stuck”, either always off (black), always on (red, green, or blue), or flashing. In addition, over a long period of use, because of the physical characteristics of the liquid crystal display, such “stuck” pixels may appear spontaneously. These problems are not a malfunction. Note that any such problems have no effect on recorded data.

### On OLED panels

- The OLED panel used for the viewfinder fitted to this unit is manufactured with high precision technology, giving a functioning pixel ratio of at least 99.99%. Thus a very small proportion of pixels may be “stuck”, either always off (black), always on (red, green, or blue), or flashing. In addition, over a long period of use, because of the physical characteristics of the organic light-emitting diode, such “stuck” pixels may appear spontaneously. These problems are not a malfunction. Note that any such problems have no effect on recorded data.
- Because of the physical characteristics of the OLED panel, image persistence or low brightness may occur. These problems are not a malfunction, and the OLED panel can be used without problems. Some primary colors may become visible in the viewfinder if you change your line of sight, but this is not a malfunction. These colors are not recorded onto the memory cards.

### Touch panel usage precautions

The LCD monitor of the unit is a touch panel, which you operate directly by touch using your finger.

The touch panel is designed to be touched lightly with your finger. Do not press the panel with force or touch it using sharp-edged or pointed objects (nail, ballpoint pen, pin, etc.).

The touch panel may not respond when touched in the following circumstances. Also note that these may cause a malfunction.

- Operation using the tips of finger nails
- Operation while other objects are touching the screen surface
- Operation with a protective sheet or sticker attached
- Operation with water droplets or condensation on the display
- Operation using wet or sweaty fingers

### Camera CMOS image sensor phenomena

#### Note

- The following phenomena that may occur in images are specific to image sensors. They do not indicate a malfunction.

#### White flecks

Although the image sensors are produced with high-precision technologies, fine white flecks may be generated on the screen in rare cases, caused by cosmic rays, etc.

This is related to the principle of image sensors and is not a malfunction.

The white flecks especially tend to be seen in the following cases:

- When operating at a high environmental temperature

- When you have raised the gain (sensitivity)

### **Flicker**

If shooting under lighting produced by fluorescent lights, sodium lamps, mercury-vapor lamps, or LEDs, the screen may flicker or colors may vary.

### **On consumable parts**

- The fan and battery are consumable parts that will need periodic replacement.  
When operating at room temperature, a normal replacement cycle will be about 5 years. However, this replacement cycle represents only a general guideline and does not imply that the life expectancy of these parts is guaranteed. For details on parts replacement, contact your dealer.
- The life expectancy of the AC adaptor and the electrolytic capacitor is about 5 years under normal operating temperatures and normal usage (8 hours per day; 25 days per month). If usage exceeds the above normal usage frequency, the life expectancy may be reduced correspondingly.
- The battery terminal of this unit (the connector for battery packs and AC adaptors) is a consumable part.  
Power may not be supplied to the unit properly if the pins of the battery terminal are bent or deformed by shock or vibrations, or if they become corroded due to prolonged outdoor use.  
Periodic inspections are recommended to keep the unit working properly and to prolong its usable lifetime. Contact a Sony service or sales representative for more information about inspections.

### **About the built-in rechargeable battery**

The unit has a built-in rechargeable battery for storing the date, time, and other settings even when the unit is turned off. The built-in rechargeable battery will become charged after 24 hours have elapsed if the unit is connected to a power outlet using the AC adaptor or if a fully charged battery pack is attached, regardless of whether the unit is turned on/off. The rechargeable battery will be fully discharged in about 2 months if the AC adaptor is not connected or the unit is used without the battery pack attached. Use your unit after charging the battery. However, even if the rechargeable battery is not charged, the unit operation will not be affected as long as you do not need to record the date.

### **Usage and storage locations**

Store in a level, ventilated place.

Avoid using or storing the unit in the following places.

- In excessive heat or cold (operating temperature range: 0 °C to 40 °C (32 °F to 104 °F)). Remember that in summer in warm climates the temperature inside a car with the windows closed can easily exceed 50 °C (122 °F).
- In damp or dusty locations.
- Locations where the unit may be exposed to rain
- Locations subject to violent vibration
- Near strong magnetic fields
- Close to radio or TV transmitters producing strong electromagnetic fields
- In direct sunlight or close to heaters for extended periods

### **Note on laser beams**

Laser beams may damage the CMOS image sensor. If you shoot a scene that includes a laser beam, be careful not to let the laser beam be directed into the lens of the unit. Specifically, high-power laser beams from medical devices or other devices may cause damage due to reflected light and scattered light.

### **Do not place this product close to medical devices**

This product (including accessories) has magnet(s) which may interfere with pacemakers, programmable shunt valves for hydrocephalus treatment, or other medical devices. Do not place this product close to persons who use such medical devices. Consult your doctor before using this product if you use any such medical device.

### **To prevent electromagnetic interference from portable communications devices**

The use of portable telephones and other communications devices near this camera can result in malfunctions and interference with audio and video signals. It is recommended that the portable communications devices near this unit be powered off.

## Security precautions

- SONY WILL NOT BE LIABLE FOR DAMAGES OF ANY KIND RESULTING FROM A FAILURE TO IMPLEMENT PROPER SECURITY MEASURES ON TRANSMISSION DEVICES, UNAVOIDABLE DATA LEAKS RESULTING FROM TRANSMISSION SPECIFICATIONS, OR SECURITY PROBLEMS OF ANY KIND.
- Depending on the operating environment, unauthorized third parties on the network may be able to access the unit. When connecting the unit to the network, be sure to confirm that the network is protected securely.
- Communication content may be unknowingly intercepted by unauthorized third parties in the vicinity of the signals. When using wireless LAN communication or Bluetooth communication, implement security measures properly to protect the communication content.
- When connecting this product to a network, connect via a system that provides a protection function, such as a router or firewall. If connected without such protection, security issues may occur.

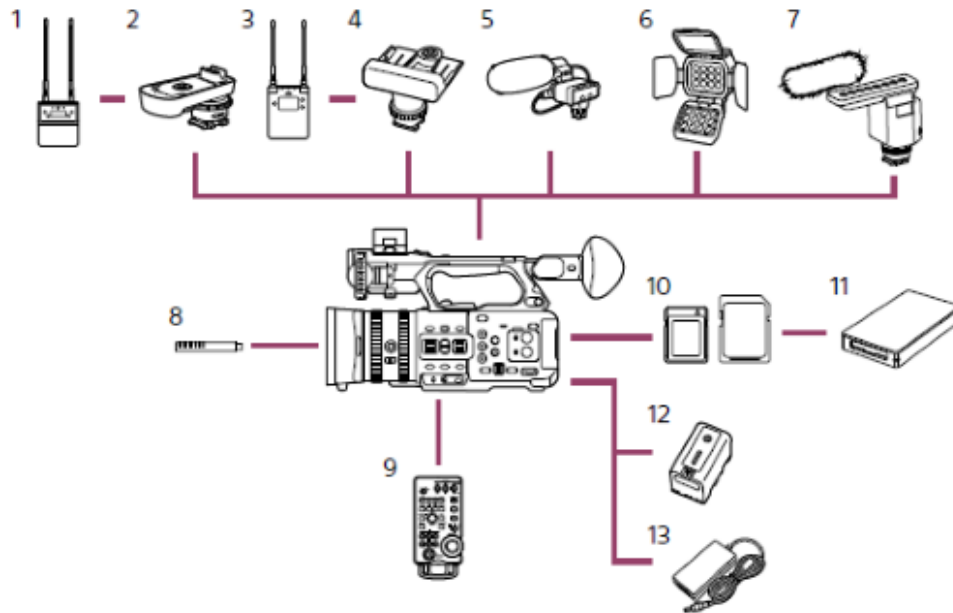
## Note on recording functions

- Always make a test recording, and verify that it was recorded successfully. SONY WILL NOT BE LIABLE FOR DAMAGES OF ANY KIND INCLUDING, BUT NOT LIMITED TO, COMPENSATION OR REIMBURSEMENT ON ACCOUNT OF FAILURE OF THIS UNIT OR ITS RECORDING MEDIA, EXTERNAL STORAGE SYSTEMS OR ANY OTHER MEDIA OR STORAGE SYSTEMS TO RECORD CONTENT OF ANY TYPE.
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PXW-Z200/HXR-NX800

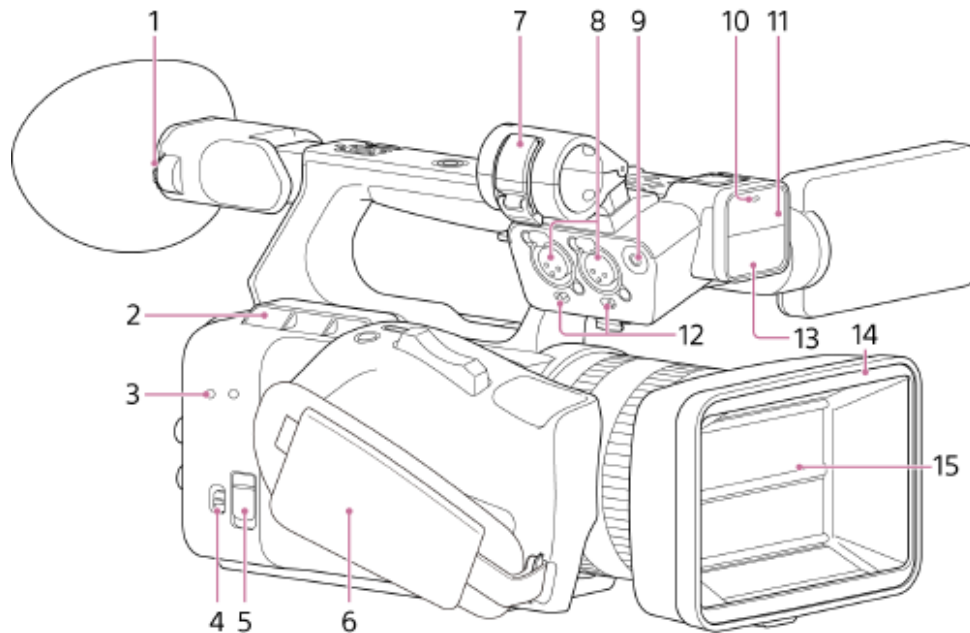
## System Configuration



1. UWP-D21/UWP-D22 Wireless Microphone Package
2. SMAD-P5 Multi Interface Shoe Adaptor
3. URX-P03D Wireless Microphone Receiver
4. SMAD-P3D Multi Interface Shoe Adaptor
5. XLR-K2M/XLR-K3M XLR Adaptor Kit
6. HVL-LBPC Video Light
7. ECM-B1M Shotgun Microphone
8. ECM-VG1/ECM-MS2 Microphone
9. RM-30BP Remote Control Unit
10. CFexpress Type A memory cards/SDXC memory cards
11. CFexpress Type A card reader/SD card reader
12. BP-U35/BP-U70/BP-U100 Battery Pack
13. AC adaptor (supplied)

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**Left Side/Front Side**



**1. Diopter adjustment dial**

Turn the knob to adjust the viewfinder image so that is clearest.

**2. Air outlet**

**Note**

- Do not cover the air outlet.
- Exercise caution as the area near the air outlet will be hot.

**3. Accessory attachment screw holes**

M3 size screw hole. Use a screw of length 8 mm or shorter.

**4. TC IN/OUT switch**

Switches the TC IN/OUT connector between input and output. Available on the PXW-Z200 only.

**5. REMOTE connector**

Connect to general-purpose LANC jack accessory.

**6. Grip belt**

**7. Microphone holder**

**8. INPUT 1/INPUT 2 (audio input) connectors**

Audio input connectors. Set the INPUT 1/INPUT 2 switches for the devices connected to the INPUT 1/ INPUT 2 connectors, respectively.

**9. INPUT 3 connector**

Connect to a 3.5 mm stereo mini jack (3-pole) microphone.

**10. Recording/tally lamp (front)**

Lights up when recording starts. Flashes when the remaining capacity on the recording media or battery is low.

**11. Night shot infrared light**

## 12. INPUT 1/INPUT 2 (LINE/MIC/MIC+48V) switches

Switches the audio devices connected to the INPUT 1/INPUT 2 connectors.

LINE: External audio device (e.g. mixer)

MIC: Dynamic microphone, battery-operated microphone

MIC+48V: +48 V phantom power microphone

## 13. Handle internal microphone

## 14. Lens hood

## 15. Lens hood shutter

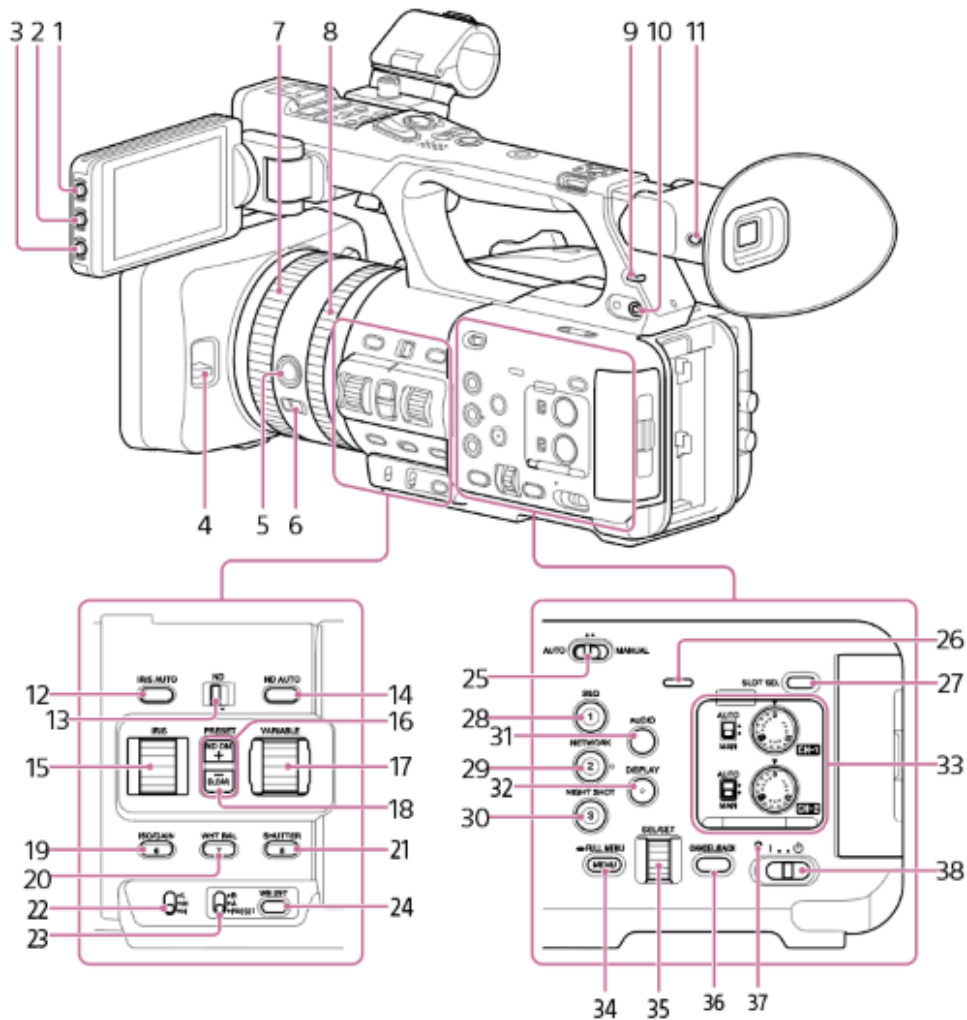
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### Related Topic

- [Adjusting the Angle of the Viewfinder](#)
- [Synchronizing Timecode with an External Device \(PXW-Z200 only\)](#)
- [Using a Mobile Device or LANC Remote Control](#)
- [Removing the Microphone Holder](#)
- [Setting the Audio to Record](#)
- [Basic Operation Procedure](#)
- [Shooting in Dark Locations](#)
- [Attaching the Lens Hood \(supplied\)](#)

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**Right Side**



- 1. PEAKING button**  
Sets peaking settings.
- 2. ZEBRA button**  
Sets zebra pattern settings.
- 3. ASSIGN (assignable) 11 button**
- 4. Lens hood shutter open/close switch**
- 5. FOCUS PUSH AUTO button**  
In manual focus mode: Activates auto focus mode while the button is pressed.  
In auto focus mode: Activates manual focus mode while the button is pressed.
- 6. FOCUS switch**  
Switches between auto focus mode and manual focus mode.
- 7. Focus ring**
- 8. Zoom ring**
- 9. Recording/tally lamp (rear)**  
Lights up when recording starts.
- 10. Headphone jack**

- 11. VF/LCD select button**  
Switches the display screen between the viewfinder and LCD monitor.
- 12. IRIS AUTO button**  
Switches the iris adjustment mode.
- 13. ND switch**  
Switches the ND filter adjustment mode. Preset mode in the left position, and variable mode in the right position.
- 14. ND AUTO button**  
Sets ND auto mode. Enabled in ND variable mode only.
- 15. IRIS dial**  
Adjusts the iris value in IRIS manual mode.
- 16. ND FILTER POSITION up/down buttons**
- 17. ND VARIABLE dial**  
Adjusts the ND filter density in ND manual mode.
- 18. ND CLEAR indicator**  
Lit when the ND filter is in the CLEAR position.
- 19. ISO/GAIN / ASSIGN (assignable) 6 button**
- 20. WHT BAL / ASSIGN (assignable) 7 button**
- 21. SHUTTER / ASSIGN (assignable) 8 button**
- 22. ISO/GAIN switch**  
Switches the gain value of the video amplifier. The gain values corresponding to each switch position can be configured on the [Camera] status screen or using the full menu.
- 23. WHT BAL (white balance memory select) switch**  
Switches the white balance adjustment mode.
- 24. WB SET button**  
When the WHT BAL switch is set to A or B and the WB SET button is pressed, auto white balance is activated and white balance data is saved in internal memory.
- 25. AUTO/MANUAL switch**  
Switches between FULL AUTO shooting mode and MANUAL shooting mode.
- 26. Built-in speaker**
- 27. SLOT SELECT button**  
When two memory cards are inserted, press the SLOT SELECT button to switch between memory card slots.
- 28. S&Q / ASSIGN (assignable) 1 button**  
Sets Slow & Quick Motion settings.
- 29. NETWORK / ASSIGN (assignable) 2 button**
- 30. NIGHTSHOT / ASSIGN (assignable) 3 button**
- 31. AUDIO button**  
Displays the [Audio] status screen.
- 32. DISPLAY button**  
Shows/hides the status and settings of the unit.
- 33. Audio adjustment switch**
  - AUTO/MAN switch  
Switches the CH-1/CH-2 audio recording level between auto mode and manual mode.
  - AUDIO LEVEL (CH1/CH2) dials  
Adjusts the CH-1/CH-2 audio recording level manually in manual mode.



### 34. MENU button

Press and release to display the status screen. Press and hold to display the full menu screen.

### 35. Multi-function dial

Press when viewing the image on the LCD monitor/viewfinder to display the direct menu.

Turn the dial when a menu is displayed on the LCD monitor/viewfinder to move the cursor up/down to select menu items or settings. Press to apply the selected item.

When the menu is not being displayed, the dial functions as an assignable dial.

### 36. CANCEL/BACK button

Press to return to the previous menu. Any unconfirmed changes are canceled.

### 37. Power lamp

### 38. Power switch

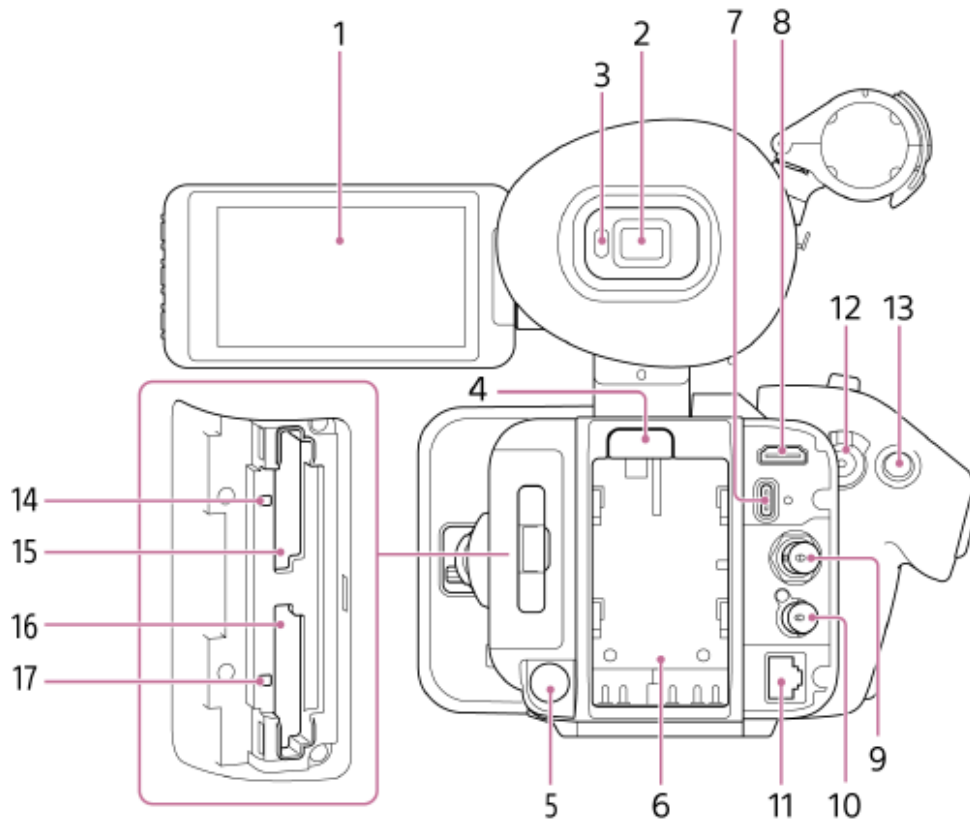
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#### Related Topic

- [Assignable Buttons](#)
- [Attaching the Lens Hood \(supplied\)](#)
- [Using Auto Focus Temporarily](#)
- [Adjusting the Focus Manually](#)
- [Adjusting the Focus Automatically](#)
- [Zooming using the Zoom Ring](#)
- [Basic Operation Procedure](#)
- [Switching Between the LCD Monitor/Viewfinder Display](#)
- [Adjusting the Iris](#)
- [Adjusting the Light Level](#)
- [Adjusting the Gain](#)
- [Adjusting the White Balance Manually](#)
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**Rear Side/Connector Block/Card Slots**



**1. LCD monitor/Touch panel**

**2. Viewfinder**

**3. Eye sensor**

Detects whether your eyes are close to the viewfinder or not, and controls the screen display on the LCD monitor/viewfinder.

**4. BATT RELEASE (battery release) button**

Press the button to remove the battery.

**5. DC IN (DC power input) connector**

Standard DC jack.

**6. Battery compartment**

**7. USB-C® connector**

USB Type-C cable connector. The screw hole on the right side of the USB-C connector is for a screw lock Type-C cable.

**8. HDMI output connector**

Outputs an HDMI signal.

**9. SDI OUT connector (BNC type)**

Outputs an SDI signal. Available on the PXW-Z200 only.

**10. TC IN/OUT connector (BNC type)**

Timecode input/output connector. Available on the PXW-Z200 only.

Used for the following applications, depending on the TC IN/OUT switch setting.

IN: Reference timecode signal input when locking the timecode of the unit to an external device.

OUT: Timecode signal output from the unit when locking the timecode of an external device to the timecode of the unit.

**11. LAN connector**

Wired LAN connector.

**12. Record START/STOP button / HOLD switch (grip)**

Press the record START/STOP button, turning the light on, to start recording. Press again, turning the light off, to stop recording.

When the HOLD switch is in the HOLD position, the record START/STOP button cannot be pressed.

**13. Multi selector**

Used for auto focus operation and menu operation. Moves the cursor in 8 directions and selects values when pressed.

**14. Access indicator A****15. CFexpress Type A/SD card slot (A)****16. CFexpress Type A/SD card slot (B)****17. Access indicator B**

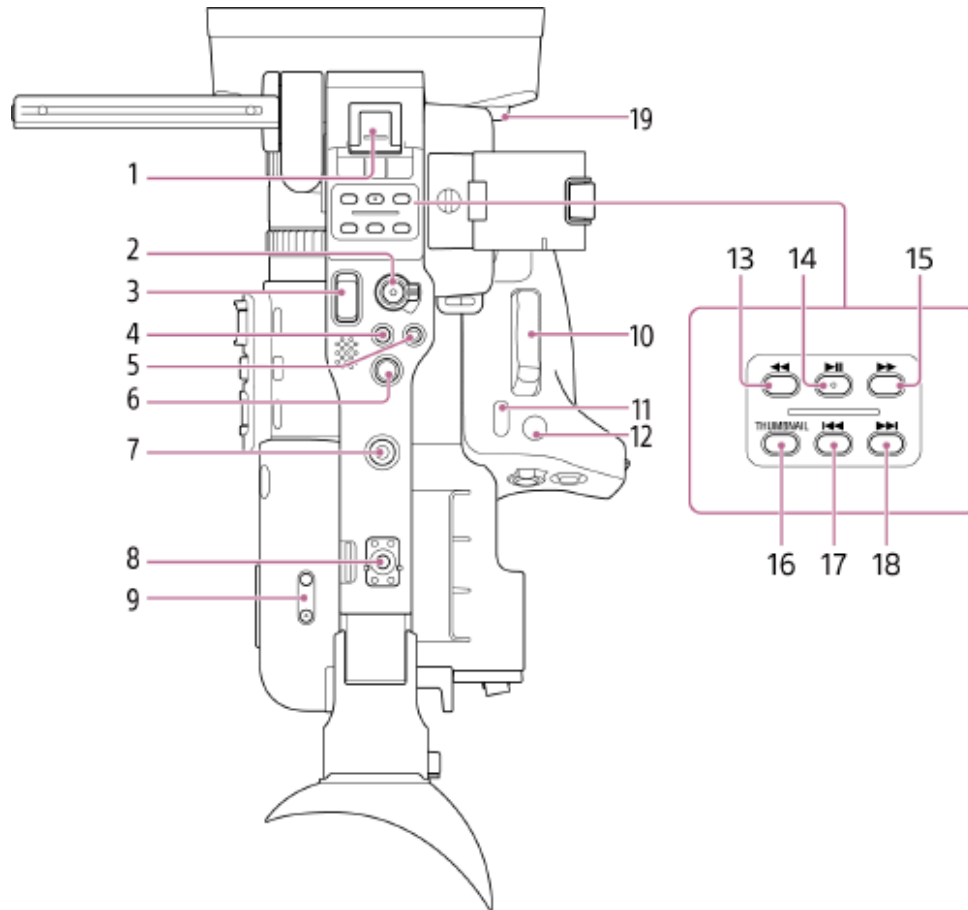
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**Related Topic**

- [Adjusting the Angle of the LCD Monitor](#)
- [Using the Touch Panel](#)
- [Attaching the Large Eyecup](#)
- [Adjusting the Angle of the Viewfinder](#)
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- [Connecting an External Device to the HDMI Output](#)
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- [Connecting an External Device to the SDI Output \(PXW-Z200 only\)](#)
- [Synchronizing Timecode with an External Device \(PXW-Z200 only\)](#)
- [Connecting to the Internet via Wired LAN](#)
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- [Inserting a Memory Card](#)

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**Top Side/Handle**



**1. Multi interface shoe**



For details about accessories supported by the multi interface shoe, contact your sales representative.

**2. Record START/STOP button / HOLD switch (handle)**

Press the record START/STOP button, turning the light on, to start recording. Press again, turning the light off, to stop recording.

When the HOLD switch is in the HOLD position, the record START/STOP button cannot be pressed.

**3. Handle zoom lever**

Adjusts the zoom between wide angle and telephoto. Move it slightly to zoom slowly, and move it further to zoom faster.

**4. ASSIGN (assignable) 9 button**

**5. ASSIGN (assignable) 10 button**

**6. Multi selector**

Used for auto focus operation and menu operation. Moves the cursor in 8 directions and selects values when pressed.

**7. Accessory attachment screw hole**

1/4 inch screw hole compatible with 1/4-20 UNC screws (length of 6 mm or shorter).

**Note**

- Use of screws longer than 6 mm may damage exterior parts.

#### **8. Accessory shoe mount/Accessory attachment screw hole**

Compatible with 1/4 inch screws.

#### **9. Volume button**

Adjusts the volume of headphones/built-in speaker.

#### **10. Zoom lever (grip)**

Adjusts the zoom between wide angle and telephoto. Move it slightly to zoom slowly, and move it further to zoom faster.

#### **11. DIRECT MENU / ASSIGN (assignable) 5 button**

#### **12. FOCUS MAG / ASSIGN (assignable) 4 button**

#### **13. F REV button**

Plays video in the reverse direction at high speed. Press the button again to increase the speed (3 steps).

#### **14. PLAY/PAUSE button**

Pauses playback. Press again to resume normal playback.

#### **15. F FWD button**

Plays video in the forward direction at high speed. Press the button again to increase the speed (3 steps).

#### **16. THUMBNAIL button**

Press the button during shooting mode or playback mode to display the thumbnail screen. Press again to return to shooting mode.

#### **17. PREV button**

Jumps to the first image of the clip. If already positioned at the first image, it jumps to the start of the previous clip. When the F REV button is pressed while the PREV button is pressed, it jumps to the start of the first clip on the recording media.

#### **18. NEXT button**

Jumps to start of next clip.

If viewing the last clip, it jumps to the end of the clip. When the F FWD button is pressed while the NEXT button is pressed, it jumps to the end of the last clip on the recording media.

#### **19. Lens hood release button**

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#### **Related Topic**

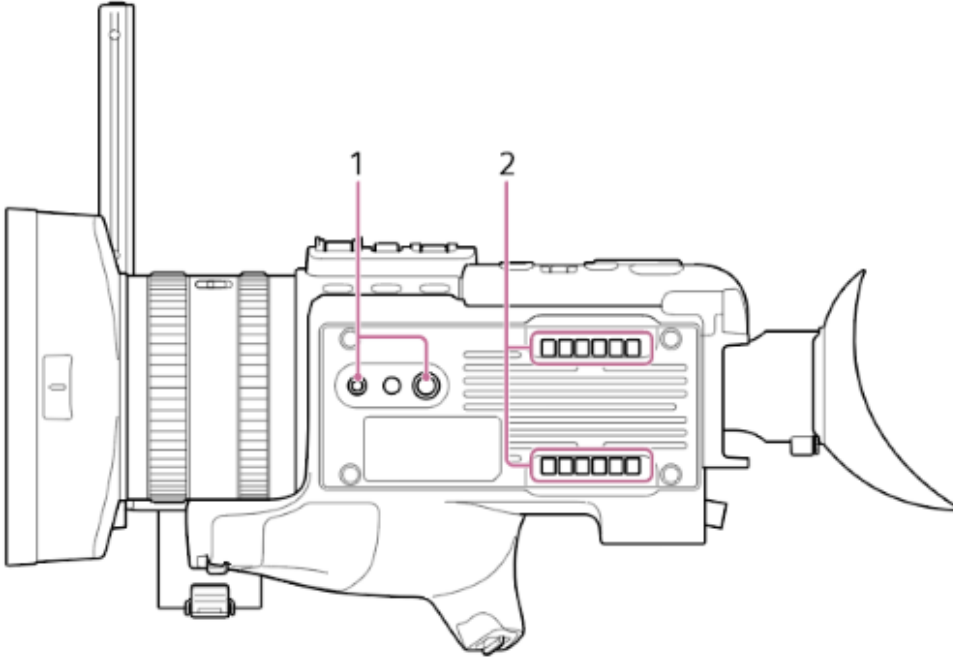
- [Setting the Audio to Record](#)
- [Selecting the Audio Input Device](#)
- [Adding Audio Input Connectors](#)
- [Basic Operation Procedure](#)
- [Recording to Both Memory Cards A and B](#)
- [Zooming using the Zoom Lever](#)
- [Assignable Buttons](#)
- [Direct Menu](#)
- [Focusing using Magnified View](#)
- [Playing a Clip](#)
- [Attaching the Lens Hood \(supplied\)](#)

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PXW-Z200/HXR-NX800

## Bottom Side

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### 1. Tripod screw holes

Compatible with 1/4 inch (1/4-20 UNC) and 3/8 inch (3/8-16 UNC) screws. Attach to a tripod (option, screw length of 5.5 mm or shorter).

### 2. Air inlet

**Note**

- Do not cover the air inlet.

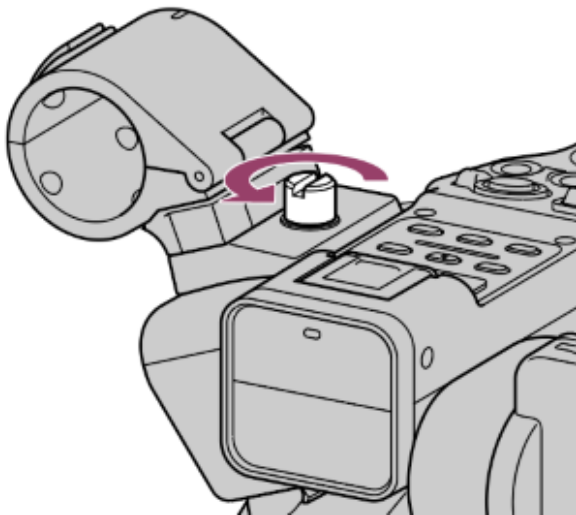
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## Removing the Microphone Holder

You can remove the microphone holder of the unit to reduce the space required for storage.

- 1 Unscrew the screw to remove the microphone holder.



### Note

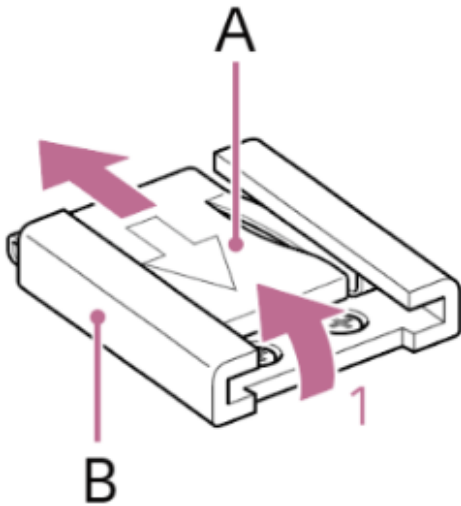
- When attaching the microphone holder, tighten the screw securely to prevent the microphone from falling.

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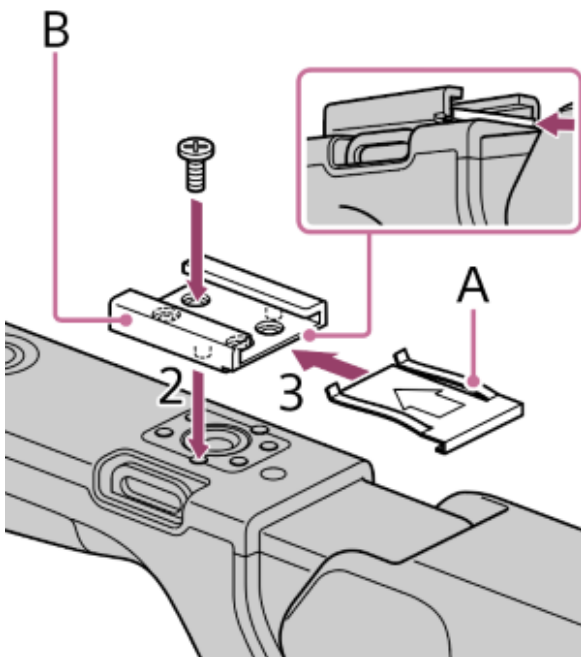
## Attaching the Accessory Shoe

- 1 Lift the front edge of the shoe spring (A), and pull the spring in the opposite direction to the arrow engraved on the spring.



- 2 Position the accessory shoe (B) on the accessory shoe mount, aligning the protrusions on the shoe with the corresponding points on the mount, and tighten the four screws.

- 3 Insert the shoe spring (A) in the direction of the arrow so that the U-shaped portion fits onto the end of the accessory shoe.



### Hint

- To remove the accessory shoe, remove the shoe spring as described in step 1, unscrew the four screws, and remove the accessory shoe.





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## Using the Touch Panel

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### Touch panel usage precautions

The viewfinder of the unit is a touch panel, which you operate directly by touch using your finger.

The touch panel is designed to be touched lightly with your finger. Do not press the panel with force or touch it using sharp-edged or pointed objects (nail, ballpoint pen, pin, etc.).

The touch panel may not respond when touched in the following circumstances. Also note that these may cause a malfunction.

- Operation using the tips of finger nails
- Operation while other objects are touching the screen surface
- Operation with a protective sheet or sticker attached
- Operation with water droplets or condensation on the display
- Operation using wet or sweaty fingers

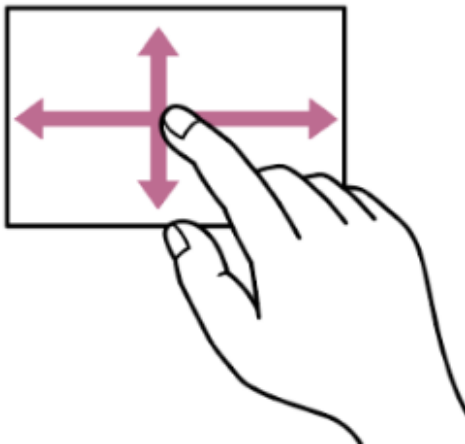
### Touch panel gestures

#### Tap

Lightly touch an item, such as an icon or menu item, using your finger and then immediately remove your finger.

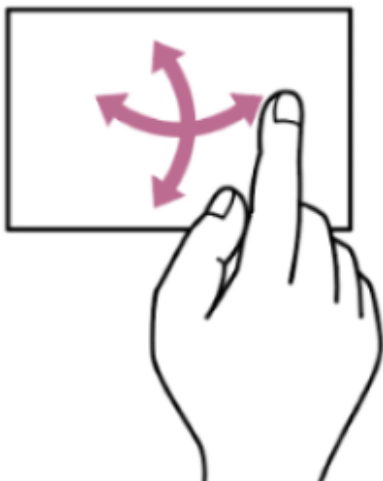
#### Drag

Touch the screen and slide your finger to the desired position of the screen, and then remove your finger.



#### Flick/swipe

Touch the screen and quickly flick/swipe your finger up, down, left, or right.



## Hint

- If the display content continues beyond the edges of the screen, you can drag or flick the display content to scroll.

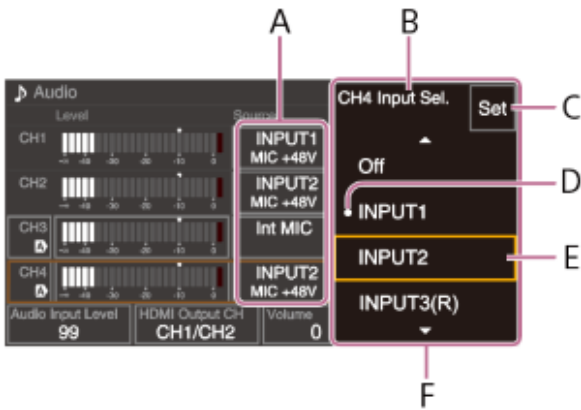
## Configuring the touch panel

Touch panel operation can be enabled/disabled using [Technical] – [Touch Operation] in the full menu.

### Using touch-enabled setup screens

This section describes operation of the status screen as an example using touch operation.

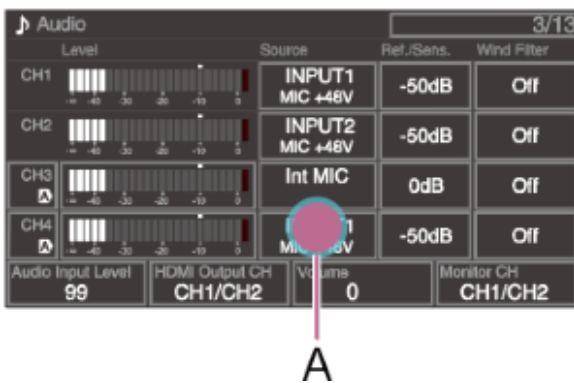
#### Screen layout



- A: Setup item
- B: Setup item name
- C: [Set] (apply) button
- D: Mark indicating the previous value
- E: Value selection cursor (orange frame)
- F: Value selection options

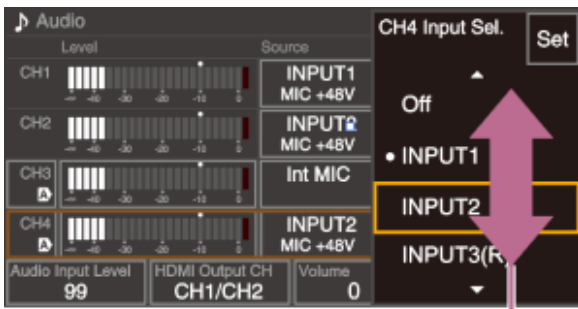
#### Operation

1. Tap a setup item (A).



The selection options for the value appear.

2. Drag or flick a setting to select a value (B).



B

### 3. Tap [Set] or the value selection cursor.

The value is applied and the display returns to the previous screen.

#### Hint

- Press the CANCEL/BACK button to return to the previous value.
- You can also use the multi-function dial or multi selector.
- Touch operation can also be disabled.

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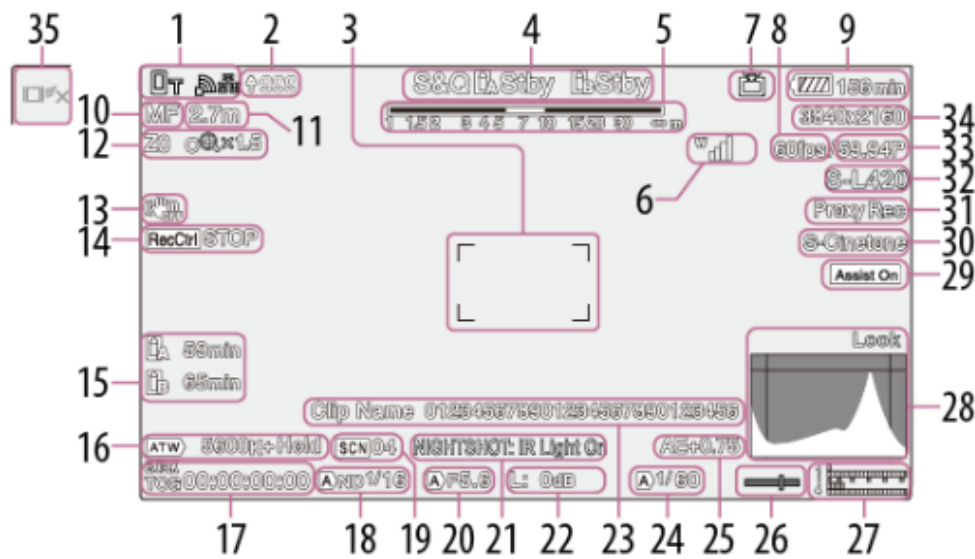
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## Screen Display

During shooting (recording/standby) and playback, the status and settings of the unit are superimposed on the image. You can show/hide the information using the DISPLAY button. Even when hidden, the display will appear while performing direct menu operations.

You can also select to show/hide each item independently.

### Information displayed on the screen while shooting



**1. Network status**

Displays the network connection status as an icon.

**2. Upload progress/Remaining files**

**3. Focus area**

Displays the focus area for auto focus.

**4. Slot A/B recording mode/Operating status**

Display	Meaning
● Rec	Recording
Stby	Recording standby

**5. Depth of field**



**6. UWP-D series status**

Displays the RF level signal strength as an icon when a UWP-D series device is connected to the MI shoe configured for digital audio transfer.

**7. Streaming status**

For SRT streaming, the ARC bit rate is also displayed.








Display	Meaning
	Streaming transmitting status

Display	Meaning
	Switching to streaming transmitting status
	Streaming not transmitting status due to an error

**8. Slow & Quick Motion shooting frame rate**

**9. Remaining battery capacity/DC IN voltage**

**10. Focus mode**

Display	Meaning
Focus Hold	[Focus Hold] mode
MF	MF mode
AF	AF mode
	Realtime tracking AF mode
Subject recognition AF (AF/  /Only/  /!  )	
	Human detection icon
Only	Human only detection AF icon
	Saved tracking face icon
	AF paused icon <sup>1)</sup>

1) Displayed during auto focus operation when auto focus operation cannot continue and temporarily stops. The icon disappears when the cause for stopping auto focus operation is resolved and then auto focus operation resumes.

**11. Focus position**


Displays the focus position.

**12. Zoom position**

Displays the zoom position in the range 0 (wide angle) to 99 (telephoto).

The display can be changed to a bar indicator.

The following items are added to the display when Clear Image Zoom is enabled.




Display	Meaning
	Clear Image Zoom is enabled
Magnification value	When using Clear Image Zoom


**13. Image stabilization mode**

**14. SDI output/HDMI output [Rec Control] status**

Displays the output status of the SDI/HDMI output signal.


**15. Remaining recording media capacity**

Display	Meaning
	Mounting/mount status ([Media(A)])
	Mounting/mount status ([Media(B)])
	Mounting/mount status ([Media(B)]) <sup>1)</sup>


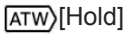
Display	Meaning
 (Flashing)	Mount status (non-recordable) ([Media(B)]) <sup>1) 2)</sup>

1) Recording proxy clip only

2) An error or insufficient remaining capacity warning occurred at the start of recording or during recording.

A  (Protected) icon appears if the memory card is write-protected.


## 16. White balance mode

Display	Meaning
	Auto mode
	Auto mode paused
W:P	Preset mode
W:A	Memory A mode
W:B	Memory B mode

## 17. Timecode external lock/Time data

Displays “EXT-LK” when locked to the timecode of an external device.

## 18. ND filter

Display	Meaning
	Auto mode

## 19. Scene file



## 20. Iris

Displays the iris position (F value).

## 21. [NIGHTSHOT] status/Video level warning

## 22. Gain

In [Custom] shooting mode, it displays the gain value or ISO value. In log shooting mode, it displays the ISO value.

Display	Meaning
	Auto mode
H	Preset H mode
M	Preset M mode
L	Preset L mode
	Temporary adjustment mode

## 23. Clip name

Displays the name of the clip being recorded or to record next.

## 24. Shutter

## 25. AE mode/AE level

## 26. Spirit level

Displays the horizontal level in  $\pm 1^\circ$  increments up to  $\pm 15^\circ$ .

### 27. Audio level meter

Displays the audio level of CH1 to CH4.

### 28. Video signal monitor

Displays a waveform, vectorscope, and histogram.

The orange line indicates the set value of the zebra level.

In log shooting mode, the monitor target LUT application status is displayed above the display. When [LUT Off] is selected, the color gamut setting is displayed. When [LUT On] is selected, "Look" is displayed regardless of the applied LUT type.

### 29. Gamma display assist/Base look

In [Custom] shooting mode, it displays the gamma display assist status. The gamma display assist function can be turned on/off using an assignable button assigned with [Gamma Display Assist].

In log shooting mode, it displays the base look setting.

### 30. Recording video indicator

Displays the video signal for recording on the memory cards. In [Custom] shooting mode, it displays the base look setting.

In log shooting mode, it displays the color gamut setting.

### 31. Proxy status

Display	Meaning
Proxy	Proxy recording on
Proxy Rec	Proxy recording
Proxy Rec (flashing)	Proxy recording not ready
PxChunk	Proxy chunk recording on
PxChunk Rec	Proxy chunk recording
PxChunk Rec (flashing)	Proxy chunk recording not ready

### 32. Recording format (codec) indicator

Displays the name of the format for recording on the memory cards.

### 33. Recording format (frame rate and scan method) indicator

### 34. Recording format (picture size) indicator

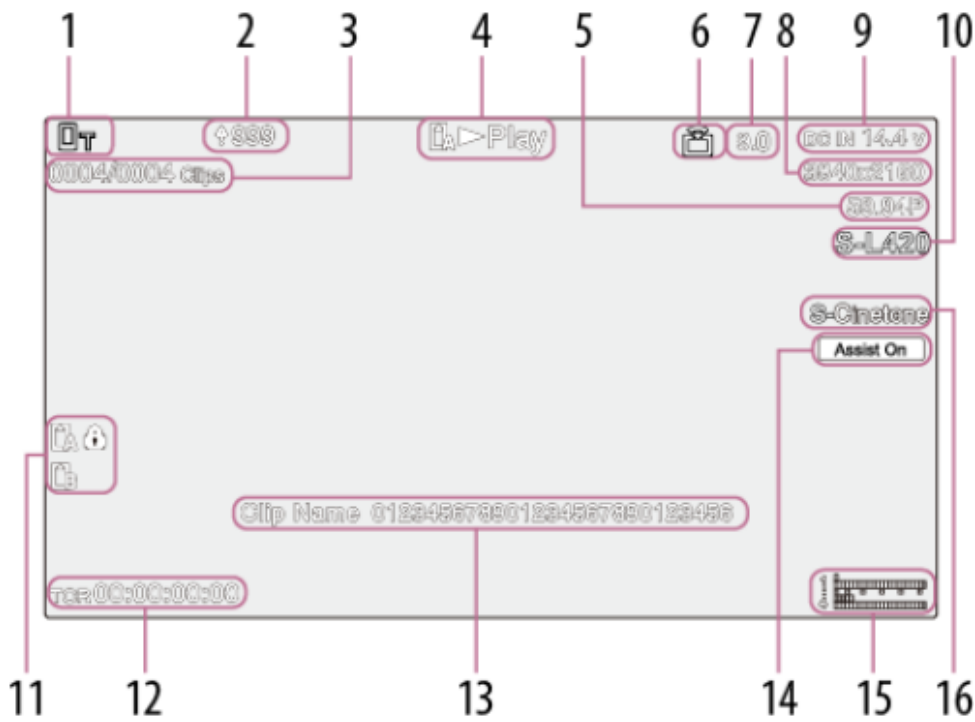
Displays the picture size for recording on the memory cards.

### 35. Realtime tracking AF stop button

## Information displayed on the screen during playback

The following information is superimposed on the playback picture.





**1. Network status**

**2. Upload progress/Remaining files**

**3. Clip number/total number of clips**

**4. Playback status**

**5. Playback format (frame rate and scan method)**

**6. Streaming status**

**7. Bit rate**

Displays the bit rate for SRT streaming when [ARC] is set to [On]. The display flashes if the bit rate falls below the value set by the ARC function.

**8. Playback format (picture size)**

**9. Remaining battery capacity/DC IN voltage**

**10. Playback format (codec)**

**11. Recording media**

A (Protected) icon appears if the memory card is write-protected.

**12. Time data**

**13. Clip name**

**14. Gamma display assist**

In [Custom] shooting mode, it displays the gamma display assist status.

In log shooting mode, it displays the applied monitor LUT.

**15. Audio level meter**

Displays the playback audio level.

**16. Playback clip recording gamma**

Displays the recording gamma if the playback clip was recorded with [HLG] or [S-Log3].

**Icons**

**Network connection icons**

Network mode	Connection status	Icon
Access point mode	Operating as an access point	
	Access point operation error	

Network mode	Connection status	Icon
Station mode	Wi-Fi connected Wi-Fi signal strength (4 levels)	
	Wi-Fi disconnected (including when establishing connection)	
	Wi-Fi connection error	
Wired LAN	Wired LAN connected	
	Wired LAN disconnected	
	Wired LAN error	
USB tethering	USB tethering connected	
	USB tethering disconnected	
	USB tethering error	
Bluetooth	Bluetooth function on	

### UWP-D series icons

Transmitter status	Receive status	Icon
Power off	Not receiving	
Normal transmit status	Receiving	 (4-level signal strength indicator)
Muting status	Receiving (muted)	
Remaining battery capacity warning status	Receiving	 (Icon flashing)
Muting and remaining battery capacity warning status	Receiving	 (Icon flashing)

### Related Topic

- [Recording and Uploading a Proxy Clip in Chunks](#)
- [Connecting to the Internet via Wireless LAN](#)
- [Connecting to the Internet via USB Tethering](#)
- [Connecting to the Internet via Wired LAN](#)
- [Basic Operation Procedure](#)
- [Adjusting the Gain](#)
- [Streaming](#)
- [Slow & Quick Motion](#)
- [Using Image Stabilization](#)
- [Checking the Remaining Recording Time](#)
- [Adjusting the White Balance Manually](#)
- [Synchronizing Timecode with an External Device \(PXW-Z200 only\)](#)
- [Selecting a Look](#)
- [Saving a Look](#)
- [Items Saved in Files](#)

- Structure of the Thumbnail Screen
- Video Signal Monitor
- Gamma Display Assist Function
- Proxy Recording
- Stopping Realtime Tracking AF

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## Status Screen

You can check the settings and status of the unit on the status screen. The settings of items marked with an asterisk (\*) can be changed.

### To display the status screen

- Press the MENU button.

#### Hint

- You can show/hide each status screen using [Technical] – [Menu Settings] – [Menu Page On/Off] in the full menu.

### To switch the status screen

- Turn the multi-function dial.
- Push the multi selector up/down.
- Swipe the status screen up/down.

### To hide the status screen

- Press the MENU button.

### To change a setting

With the status screen displayed, press the multi-function dial or multi selector to enable selection of a setup item within a page. Select a page number and then press to switch pages.

You can also select items directly using touch operation.

#### Note

- You can disable changes from the status screen by setting [Technical] – [Menu Settings] – [User Menu Only] to [On] in the full menu.

### [Camera] status screen

Displays the status of various presets.

Display item	Description
[White Switch<B>]	White balance memory B setting
[White Switch<A>]	White balance memory A setting
[White Switch<P>]	[Preset White] setting
[ND]<preset>*	ND filter [Preset] setting
[ISO/Gain<L>]*	[ISO/Gain<L>] setting
[ISO/Gain<M>]*	[ISO/Gain<M>] setting
[ISO/Gain<H>]*	[ISO/Gain<H>] setting
[Zebra1]*	Zebra 1 on/off setting and level
[Zebra2]*	Zebra 2 on/off setting and level

Display item	Description
[VF Gamma] / [Gamma]	Gamma category and curve
[Scene File]*	Scene file in use and its file ID

### [Audio] status screen

Displays the input setting, audio level meter, and volume monitor setting for each channel.

Display item	Description	
[CH1]	[Level]	Auto adjustment on/off status Audio level meter
	[Source]*	Input source
	[Reference]*	Input reference level
	[Wind Filter]*	Microphone wind noise reduction filter setting
[CH2]	[Level]	Auto adjustment on/off status Audio level meter
	[Source]*	Input source
	[Reference]*	Input reference level
	[Wind Filter]*	Microphone wind noise reduction filter setting
[CH3]	[Level]*	Auto adjustment on/off status Audio level meter
	[Source]*	Input source
	[Reference]*	Input reference level
	[Wind Filter]*	Microphone wind noise reduction filter setting
[CH4]	[Level]*	Auto adjustment on/off status Audio level meter
	[Source]*	Input source
	[Reference]*	Input reference level
	[Wind Filter]*	Microphone wind noise reduction filter setting
[Audio Input Level]*	Audio input level (master volume) setting	
[HDMI Output CH]*	HDMI and headphone output audio channel setting	
[Headphone Out]*	Headphone output type setting	
[Monitor CH]*	Monitor channel setting	

### [Project] status screen

Displays the basic settings related to the shooting project.

Display item	Description
[Frequency/Scan]*	System frequency and scanning method settings

Display item	Description
[Codec]*	Codec setting for recording
[Rec Function]*	Special recording function on/off setting and main settings
[Simul Rec]*	2-slot simultaneous recording function on/off status and setting
[Title Name]*	Title portion of the clip name
[Video Format]*	Picture size for recording to memory cards
[Number]	Numeric suffix of the clip name
[Shooting Mode]*	Shooting mode setting
[Auto Framing]*	Auto framing function setting
[Proxy Rec]*	Proxy recording on/off setting

### [Monitoring] status screen

Displays the SDI/HDMI output settings.

Display item	Description	
[SDI] <sup>1)</sup>	[Signal]*	Output picture size
	[Info. Disp.]*	Screen display output on/off setting
	[Color Gamut]*	Color gamut setting/Monitor LUT status
[HDMI]	[Signal]*	Output picture size
	[Info. Disp.]*	Screen display output on/off setting
	[Color Gamut]*	Color gamut setting/Monitor LUT status
[Stream]	[Signal]	Output picture size
	[Info. Disp.]	Screen display output ([Off] (fixed))
	[Color Gamut]*	Color gamut setting/Monitor LUT status
[LCD/VF]	[Color Gamut]*	Gamma display assist setting/Color gamut setting/Monitor LUT status
[Base Look/LUT]*	[Base Look/LUT] setting	
[Gamma Display Assist]*	[Gamma Display Assist] on/off status	

1) PXW-Z200 only

### [Assignable Button] status screen

Displays the functions assigned to each of the assignable buttons.

Display item	Description
1	Function assigned to the assignable 1 button
2	Function assigned to the assignable 2 button
3	Function assigned to the assignable 3 button

Display item	Description
4	Function assigned to the assignable 4 button
5	Function assigned to the assignable 5 button
6	Function assigned to the assignable 6 button
7	Function assigned to the assignable 7 button
8	Function assigned to the assignable 8 button
9	Function assigned to the assignable 9 button
10	Function assigned to the assignable 10 button
11	Function assigned to the assignable 11 button
[<PUSH AUTO>]	Function assigned to the FOCUS PUSH AUTO button
[Multi Function Dial]	Function assigned to the multi-function dial

### [Battery] status screen

Displays information about the battery and DC IN source.

Display item	Description
[Detected Battery]	Type of battery
[Remaining]	Remaining capacity (%)
[Charge Count]	Number of recharges
[Capacity]	Remaining capacity (Ah)
[Voltage]	Battery voltage (V)
[Manufacture Date]	Date of battery manufacture
[Video Light Remaining]	Remaining capacity of the video light battery
[Power Source]	Power supply source
[Supplied Voltage]	Supplied power source voltage

### [Media] status screen

Displays the remaining capacity and remaining recording time of the memory cards.

Display item	Description
Memory card A information	Displays an icon when a memory card is inserted in slot A.
Memory card A remaining capacity meter	Displays the remaining capacity of the memory card inserted in slot A expressed as a percentage on a bar graph.
Memory card A remaining time	Displays an estimate of the remaining recording time of the memory card inserted in slot A in units of minutes under the current recording conditions.
Memory card A initialization button	Press to display the menu for initializing memory card A.

Display item	Description
Memory card B information	Displays an icon when a memory card is inserted in slot B.
Memory card B remaining capacity meter	Displays the remaining capacity of the memory card inserted in slot B expressed as a percentage on a bar graph.
Memory card B remaining time	Displays an estimate of the remaining recording time of the memory card inserted in slot B in units of minutes under the current recording conditions.
Memory card B initialization button	Press to display the menu for initializing memory card B.

### [Network] status screen

Displays the network connection status.

Display item	Description
[Wireless LAN]*	Wireless LAN settings and connection status
[Wired LAN]*	Wired LAN settings and connection status
[USB Tethering]*	USB tethering settings and connection status
[Bluetooth]	Bluetooth setting and connection status
[Show Authentication]	Press to display the user name and password for connecting to the unit

### [Stream] status screen

Displays the streaming status.

Display item	Description
[RTMP/RTMPS Status]* / [SRT-Caller Status]*	Streaming function on/off setting. When set to [On], it also displays the streaming function status.
[ARC]	[SRT-Caller 1] to [SRT-Caller 3] auto rate control function on/off status. When set to [On], it also displays the auto rate control status.
[Destination]*	Streaming destination setting
[Latency] / [TTL]	[SRT-Caller 1] to [SRT-Caller 3] streaming latency and time-to-live (TTL)
[Destination URL]	Streaming destination URL
[Codec]	Codec
[Audio Channel]	Audio channel
[Resolution] / [Bit Rate]	Streaming resolution and bit rate

### [File Transfer] status screen

Displays file transfer information.

Display item	Description
[Auto Upload]*	[Auto Upload] on/off status
[Auto Upload (Proxy)]*	[Auto Upload (Proxy)] on/off/chunk status



Display item	Description
[Total Transfer Progress]	Transfer progress of all jobs
[Default Upload Server]*	[Auto Upload (Proxy)] transfer destination server selection
[Job Status(Remain/Total)]	Remaining number of jobs and total number of jobs
[Current File Transfer Progress]	Transfer progress of current file transfer
[Current Transferring File Name]	Name of file currently being transferred
[Server Address]	Address of file transfer destination server
[Destination Directory]	Destination directory of file transfer destination server

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## Power Supply

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You can use a battery pack or AC power supply from an AC adaptor.  
For safety, use only the Sony battery packs and AC adaptors listed below.

### Lithium-ion battery packs

BP-U35 (supplied)

BP-U70

BP-U100

### Battery chargers

BC-CU1 (supplied)

BC-U1A





BC-U2A

### AC adaptor (supplied)

#### **WARNING**

Do not store battery packs in locations exposed to direct sunlight, flame, or high temperature.

#### **Note**

- When operating from an AC power source, use the supplied AC adaptor.
- Always set the power switch to the  (standby) position before connecting or disconnecting a battery or AC adaptor. If it is connected with the power switch in the  (on) position, the unit may be unable to start in some cases. If the unit cannot be started, set the power switch to the  (standby) position and disconnect the battery pack or AC adaptor temporarily, then wait about 30 seconds before attempting to connect again. If the AC adaptor is connected while the unit is operating from the battery pack, it can be connected with the power switch in the  (on) position without problem.

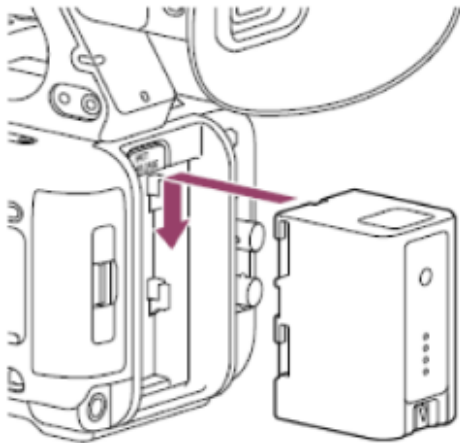
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## Using a Battery Pack

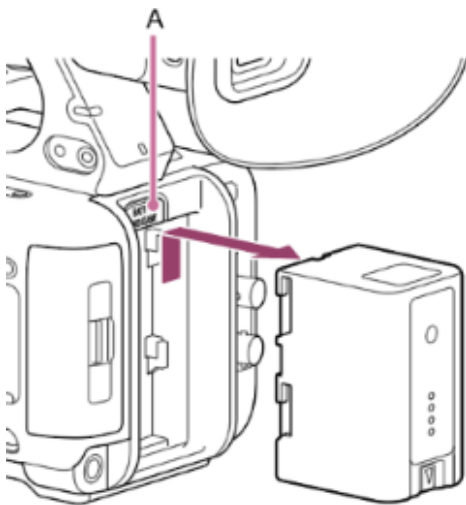
### Attaching the battery pack

Plug the battery pack into the attachment as far as it will go, and then slide it down to lock it into position.



### Removing the battery pack

Press and hold the BATT RELEASE button (A), slide the battery pack up, and then pull it out of the attachment.



**Note**

- Before attaching a battery pack, charge the battery using the dedicated BC-CU1/BC-U1A/BC-U2A battery charger.
- Charging a battery pack while it is warm (for example, immediately after use) may not fully recharge the battery.

### Checking the remaining capacity

When shooting/playing using a battery pack, the remaining battery capacity is displayed on the LCD monitor/viewfinder.

Icon	Meaning
	91% to 100%
	71% to 90%
	51% to 70%

Icon	Meaning
	31% to 50%
	11% to 30%
	0% to 10%

The unit indicates the remaining capacity by calculating the available time with the battery pack if operation is continued at the current rate of power consumption.

### If the battery pack charge becomes low

If the remaining battery charge falls below a certain level during operation ([Low Battery] state), a low-battery message appears and the recording/tally lamp starts flashing to warn you.

If the remaining battery charge falls below the level at which operation cannot continue ([Battery Empty] state), a battery-empty message appears.

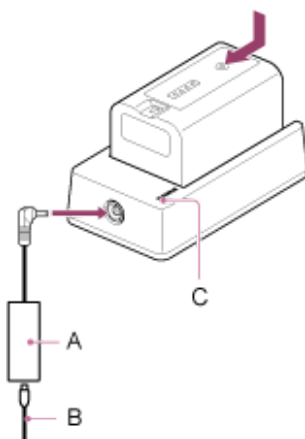
Replace with a charged battery pack.

### Changing the warning levels

The [Low Battery] level is set to 10% of full battery charge and the [Battery Empty] level is set to 3% by factory default. You can change the warning level settings using [Technical] – [Camera Battery Alarm] in the full menu.

### Charging using the supplied battery charger

1. Connect the AC adaptor (A) to the battery charger, and connect the power cord (B) to an AC power source.
  2. Push the battery in and slide it in the direction of the arrow.
- The CHARGE lamp (C) lights up orange and charging starts.



### CHARGE lamp (orange)

Lit: Charging

Flashing: Charging error, or temperature is outside the operating range and charging is paused

- When fully charged, the CHARGE lamp of the battery charger turns off.
- Always use genuine Sony batteries.

### Charging time

The approximate time required to charge a fully discharged BP-U35 battery pack is 120 minutes.

#### Note

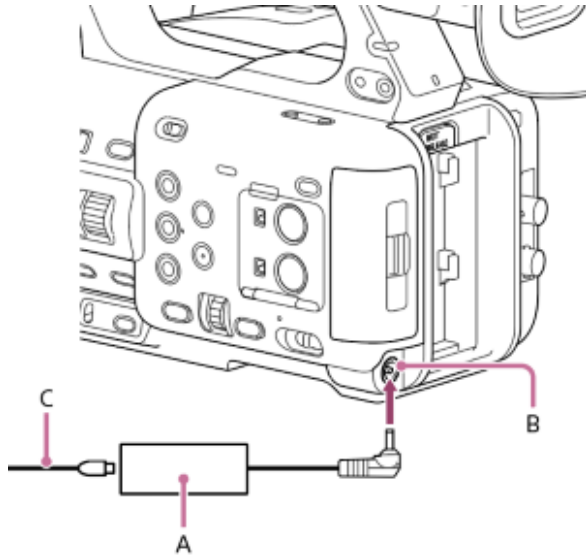
- If the AC adaptor is disconnected from the battery charger and the battery is left connected to the battery charger, the battery will start to discharge.



Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Using an AC Adaptor

You can connect the unit to an AC power source for use without worrying about the need to recharge the battery pack.



Connect the AC adaptor (A) to the DC IN connector (B) on the unit, and connect the power cord (C) (supplied) to an AC power source.

### If the output voltage from the AC adaptor becomes low

If the output voltage from the AC adaptor falls below a certain level during operation ([DC Low Voltage1] state), a message appears informing you that the AC adaptor output voltage has dropped, and the recording/tally lamp starts flashing. If the output voltage from the AC adaptor falls below the level at which operation cannot continue ([DC Low Voltage2] state), a message appears informing you that the AC adaptor output voltage is too low. If this occurs, the AC adaptor may be faulty. Check the AC adaptor, as required.

### Changing the warning voltages

The [DC Low Voltage1] level is set to 16.5 V and the [DC Low Voltage2] level is set to 15.5 V by factory default. You can change the warning level settings using [Technical] – [Camera DC IN Alarm] in the full menu.


### About the AC adaptor

- Do not connect and use an AC adaptor in a confined space, such as between a wall and furniture.
- Connect the AC adaptor to the nearest AC power source. If a problem occurs during operation, immediately disconnect the power cord from the AC power source.
- Do not short-circuit the metal parts of the plug of the AC adaptor. Doing so will cause a malfunction.
- The battery cannot be charged while attached to the unit, even if the AC adaptor is connected.
- When disconnecting the AC adaptor from the unit, grasp the plug and pull it straight out. Pulling on the cable may cause a malfunction.



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## Switching the Power On/Off

To switch the power on, set the switch to the **I** (on) position. To switch the power off, set the switch to the  (standby) position.

### Note

- Even when the power switch is set to the  (standby) position, the unit continues to draw standby electric power. If not using the unit for an extended period, remove the battery pack.
- Remove the battery pack or disconnect the AC adaptor after the power lamp is extinguished when the power switch is set to the  (standby) position. If the power source is removed while the power switch is in the **I** (on) position, the unit or memory cards may become damaged.

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## Date and Time

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The initial settings screen appears on the LCD monitor/viewfinder the first time the unit is turned on or after the backup battery has become completely discharged.

Set the date and time of the internal clock using this screen.

### About [Time Zone]

Set the time difference from UTC (Coordinated Universal Time). Change the setting as required.

Use the multi selector or the multi-function dial to select items and settings, then press the multi selector or multi-function dial to apply the settings and start the clock running.

Once the settings screen is closed, you can change the date, time, and [Time Zone] settings using [Maintenance] – [Clock Set] in the full menu.

#### Note

- If the clock setting is lost because the backup battery becomes fully discharged due to power being disconnected for an extended period (no battery pack and no AC adaptor), the initial settings screen will be displayed when you next turn the unit on.
- While the initial settings screen is displayed, no other operation, except turning the power off, is permitted until you finish the settings on this screen.
- The unit has a built-in rechargeable battery for storing the date, time, and other settings even when the unit is turned off.

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## Accessibility Functions

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The unit is equipped with accessibility functions to assist your vision. It has a screen reader function, which reads aloud the text and other information on the screen, and a screen magnifier function.

You can configure the accessibility functions on the initial setup screen or using [Maintenance] – [  Accessibility] in the full menu.

### Screen reader function

You can turn the screen reader function on/off and configure settings, such as the read speed, using [Maintenance] – [  Accessibility] – [Screen Reader] in the full menu.

### Screen magnifier function

You can turn the screen magnifier function on/off and configure settings, such as the magnification ratio, using [Maintenance] – [  Accessibility] – [Enlarge Screen] in the full menu.

#### Hint

- Some display elements, in addition to the recorded image and playback image, are not displayed enlarged.

---

#### Related Topic

- [Using the Screen Reader](#)
- [Magnifying the Screen Display](#)

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Configuring Basic Operation

Before shooting, configure the basic operation of the unit on the [Project] status screen to suit the usage application.



The screenshot shows the 'Project' status screen with a dropdown arrow and '3/10' in the top right corner. The screen is divided into several sections with the following settings:

Frequency/Scan 59.94P		Shooting Mode Custom (709)
Codec XAVC S-L 420	Video Format 3840×2160P	
Rec Function Off		Auto Framing Off
Simul Rec Off		Proxy Rec Off
Title Name C	Number 0001	

### Related Topic

- [Status Screen](#)

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## Shooting Mode

You can switch the shooting mode between custom mode for creating images flexibly on-site, and log shooting mode where the unit is operated similarly to a film camera with images being developed in post-production.  
Set using [Shooting Mode] on the [Project] status screen.

### Hint

- Can also be configured using [Project] – [Base Setting] – [Shooting Mode] in the full menu.

### Custom shooting mode: [Custom]

In [Custom] shooting mode, you can select the video standard.  
Can also be configured using [Project] – [Base Setting] – [Target Display] in the full menu.

- [SDR(BT.709)]: Shooting according to HD broadcast standard
- [HDR(HLG)]: Shooting according to next generation 4K broadcast standard

### Log shooting mode: [Flexible ISO]

Record S-Log3 content with exposure settings reflecting the ISO sensitivity matching the scene being shot.  
In log shooting mode, you can also select the base color gamut for recorded signals and output signals. The color gamut selected here is the color gamut of the recorded video and the video output when [LUT] is set to [Off].  
Can also be configured using [Project] – [Flexible ISO Setting] – [Color Gamut] in the full menu.

- [S-Gamut3.Cine/SLog3]: Easy to adjust color gamut for digital cinema (DCI-P3).
- [S-Gamut3/SLog3]: Sony wide color gamut that covers the ITU-R BT.2020 color gamut.

The functional restrictions for each shooting mode are given below.

✓: Supported

×: Not supported

Item	[Custom]	[Flexible ISO]
[ISO/Gain]	✓	✓ (ISO only)
[LUT On/Off]	×	✓
[Paint/Look] (excluding [Base Look])	✓	×
[Paint/Look] ([Base Look] only)	✓ <sup>1)</sup>	✓ <sup>2)</sup>

1) Use as base look

2) Use as LUT

### Related Topic

- [Gamma Display Assist Function](#)
- [Video Signal Monitor](#)



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## Recording Format

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### System frequency

Switch the system frequency for recording video.

Set using [Frequency/Scan] on the [Project] status screen. The unit may reboot automatically after switching, depending on the selected value.

#### Hint

- Can also be configured using [Project] – [Rec Format] – [Frequency] in the full menu.

#### Note

- You cannot switch the system frequency during recording/playback.

### Codec

Switch the codec for recording video.

Set using [Codec] on the [Project] status screen.

#### Hint

- Can also be configured using [Project] – [Rec Format] – [Codec] in the full menu.

#### Note

- You cannot switch the codec during recording/playback.

### Video format

Set the video format for recording video.

Set using [Video Format] on the [Project] status screen.

#### Hint

- Can also be configured using [Project] – [Rec Format] – [Video Format] in the full menu.

#### Note

- You cannot switch the video format during recording/playback.
- Restrictions may apply to the signal from the SDI OUT connector (PXW-Z200 only) and HDMI output connector, depending on the video format setting.
- When the recording format is 3840×2160 and the Slow & Quick Motion frame rate is 100fps or 120fps, the framing becomes narrower (cropped).

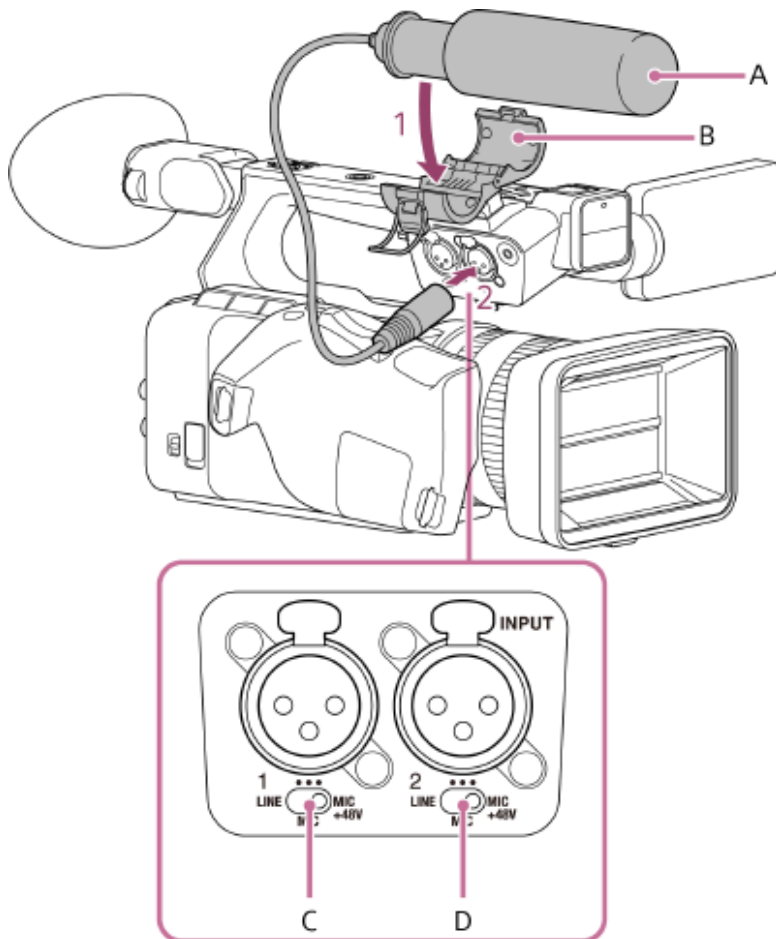
Solid-State Memory Camcorder  
 PXW-Z200/HXR-NX800

## Attaching a Microphone (sold separately)

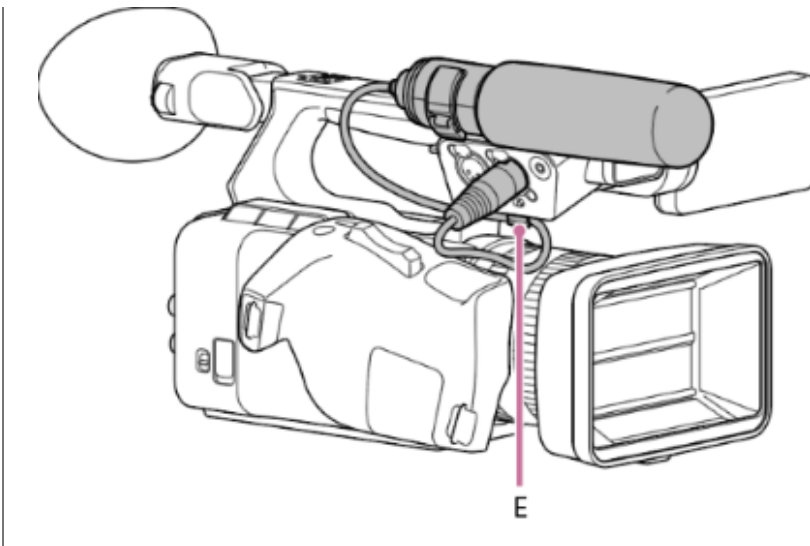
You can attach a microphone (sold separately).

- 1 Place the microphone (A) in the microphone holder (B).
- 2 Connect the microphone cable to the INPUT 1 or INPUT 2 connector.
- 3 Set the INPUT 1/INPUT 2 switch (C/D) according to the type of microphone.

MIC: Dynamic microphone, battery-operated microphone  
 MIC+48V: +48 V phantom power microphone



- 4 Place the microphone cable into the cable holder (E).



### Hint

- If you cannot attach the microphone securely, use the spacer supplied with the microphone.
- Depending on the type of lens attached, the tip of the microphone may be visible in the image. Adjust the position of the microphone.

### Related Topic

- [Setting the Audio to Record](#)
- [Selecting the Audio Input Device](#)
- [Adjusting the Audio Recording Level Automatically](#)
- [Adjusting the Audio Recording Level Manually](#)

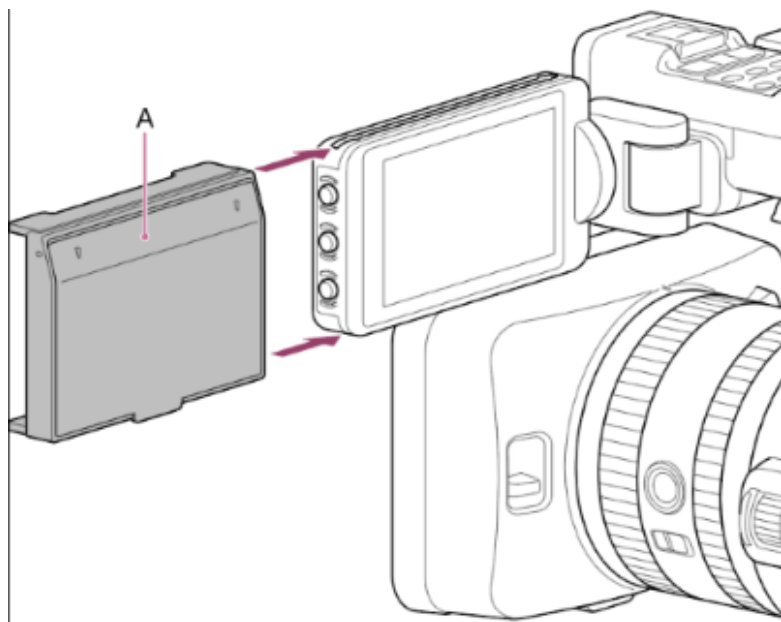
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PXW-Z200/HXR-NX800

## Attaching the LCD Hood (supplied)

You can attach an LCD hood (supplied) to the LCD monitor.

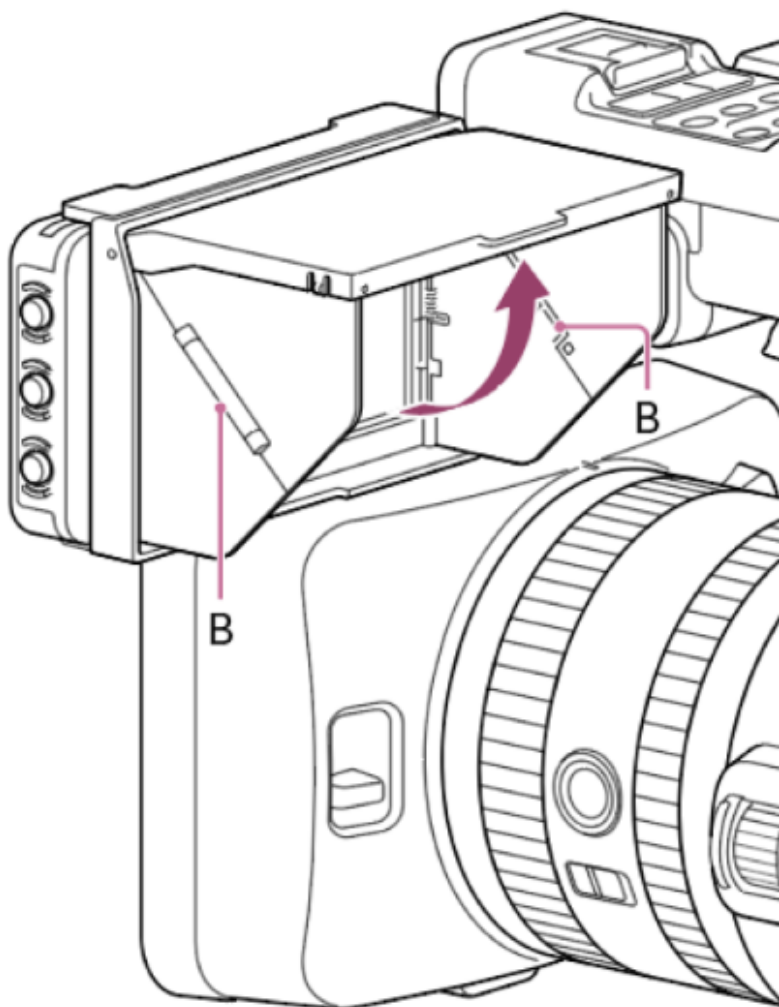
**Attach the LCD hood (A) by sliding it into the grooves along the top and bottom of the LCD monitor from left to right.**



### Opening the LCD hood cover

Pull the bottom center of the LCD hood cover out towards you, and then pull up to open the hood.





To close the LCD hood cover, press the left and right sides (B) inward.

**Note**

- When moving the LCD monitor, hold the body of the LCD monitor and then move it. Do not grasp the LCD hood.

**Removing the LCD hood**

Use the reverse procedure of attaching the LCD hood.

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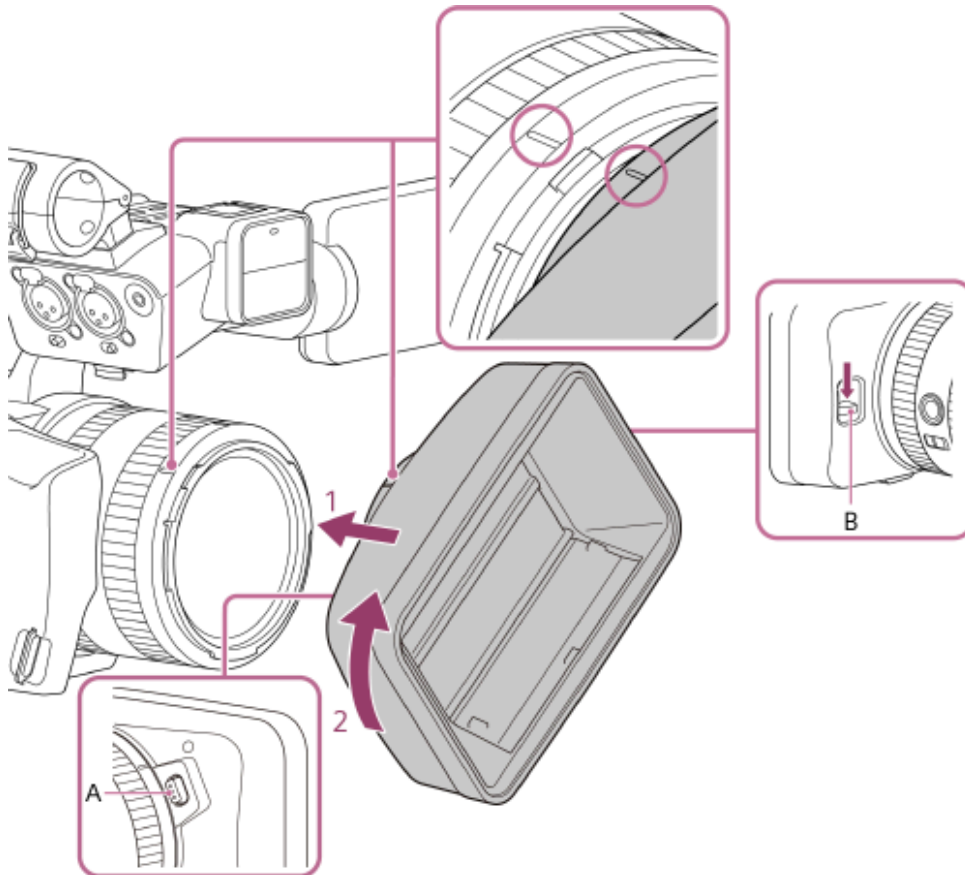
5-060-574-11(2) Copyright 2024 Sony Corporation

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PXW-Z200/HXR-NX800

## Attaching the Lens Hood (supplied)

You can attach a lens hood (supplied).

Align the marks on the lens and lens hood (1) and turn the lens hood in the direction of the arrow (2).



### Note

- When not in use, such as when transporting the unit, press the lens hood shutter open/close switch (B) downward to close the lens hood shutter and protect the lens.

## Removing the lens hood

Press and hold the lens hood release button (A) and slide the lens hood off in the reverse direction of attaching (2).

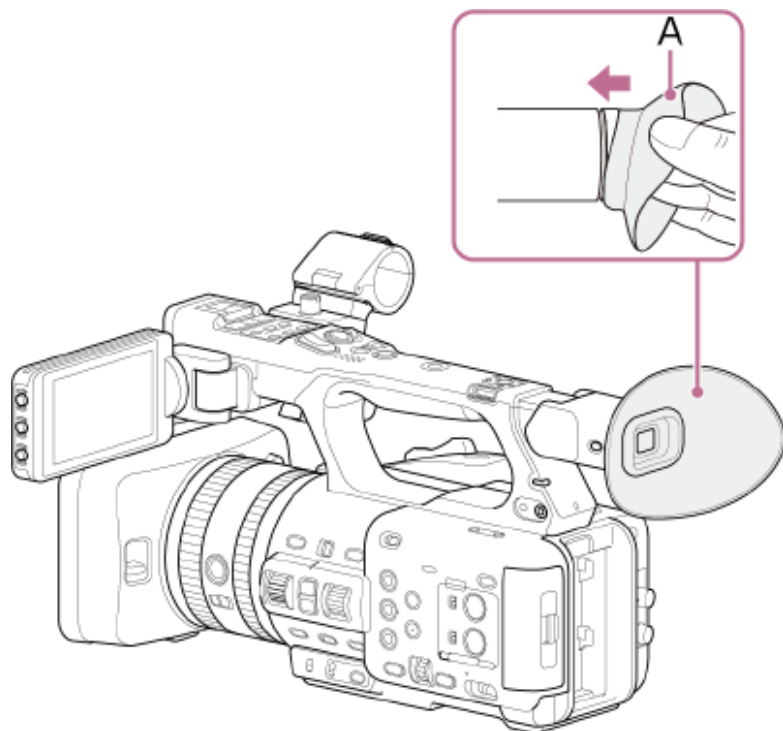
TP1001670308

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## Attaching the Large Eyecup

You can attach the large eyecup to the viewfinder.

Lightly squeeze the large eyecup (A) (supplied) and place it on the viewfinder until the edge fits in the horizontal groove.

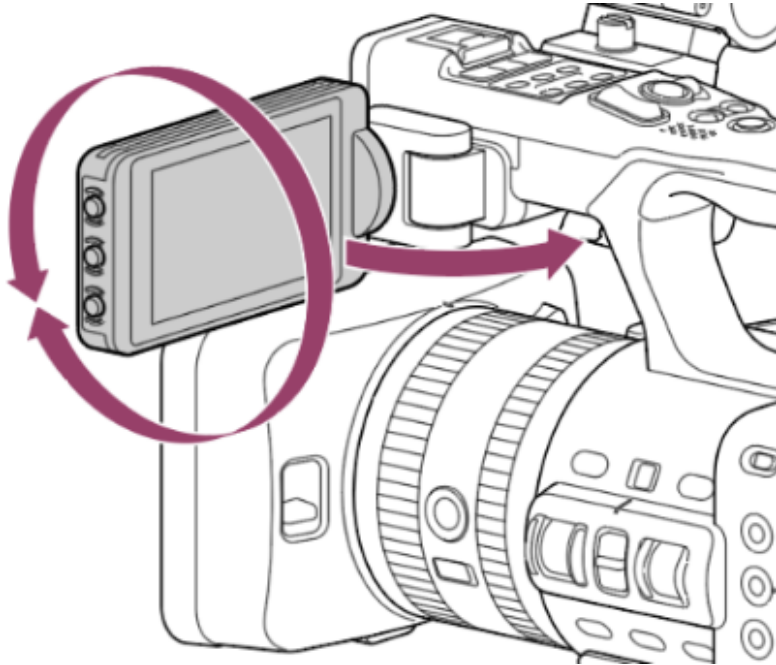


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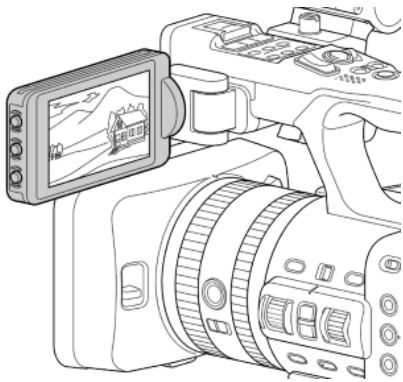
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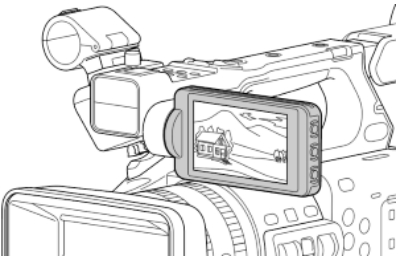
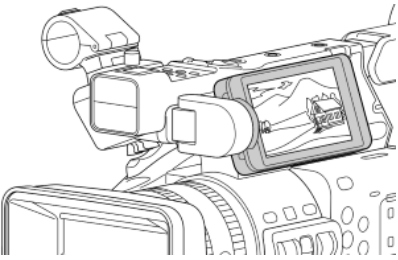
## Adjusting the Angle of the LCD Monitor

Tilt the LCD monitor up/down or toward the back to adjust the angle.



The LCD monitor can be tilted up by 180°, down by 90°, or toward the back by 105°, as shown in the following diagram.

LCD monitor orientation	Description
<p>LCD monitor facing in the opposite direction of the lens</p> 	<p>This display orientation is suitable for normal shooting.</p>

LCD monitor orientation	Description
<p data-bbox="108 152 467 219">LCD monitor facing in the same direction as the lens</p> 	<p data-bbox="531 309 1445 376">This display orientation is suitable when shooting yourself. The captured image is displayed flipped horizontally, but the playback image is not flipped.</p>
<p data-bbox="108 555 440 622">LCD monitor in the stowed position, but facing outwards.</p> 	<p data-bbox="531 723 1123 757">The image can be monitored even in this orientation.</p>

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## Adjusting the Brightness of the LCD Monitor

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Adjust using [Monitoring] – [LCD Monitor/VF] – [LCD Monitor Brightness] in the full menu. Adjusting the brightness does not affect the recorded image.

### Hint

- You can also make adjustments using an assignable button assigned with [LCD/VF Adjust].

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Magnifying the LCD Monitor Screen Display

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Set [Maintenance] – [Accessibility] – [Enlarge Screen] – [Setting] to [Enable] in the full menu and press an assignable button assigned with [Enlarge Screen Button] to magnify the screen display. The magnification increases each time the button is pressed until finally the magnification is cancelled.

To move the position to be magnified, touch a position on the LCD monitor or use the multi selector. Operate the menu using the multi-function dial.

### Hint

- When [Accessibility] – [Enlarge Screen] – [Setting] is set to [Disable], the function of the assignable button assigned with [Enlarge Screen] returns to its factory default assignment.

### Note

- You cannot change the screen magnification ratio by touch operation.

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### Related Topic

- [Magnifying the Screen Display](#)

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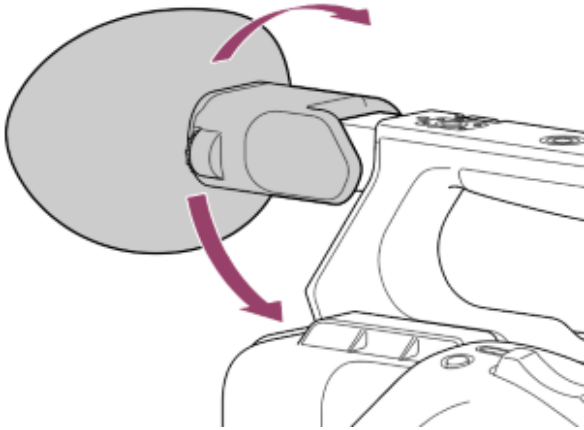
Solid-State Memory Camcorder  
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## Adjusting the Angle of the Viewfinder

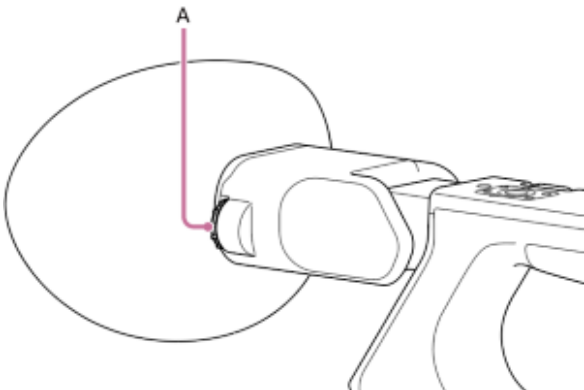
---

When looking through the viewfinder, move your eye so that it is close to the viewfinder.

You can adjust the angle of the viewfinder to suit your shooting style. When not being used, it can be folded down. It turns off when folded.



If the viewfinder screen display is blurry, adjust the diopter adjustment dial (A) on the side of the viewfinder. Turn the dial until the image is clear.



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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Adjusting the Brightness of the Viewfinder

---

Adjust using [Monitoring] – [LCD Monitor/VF] – [VF Brightness] in the full menu. Adjusting the brightness does not affect the recorded image.

### Hint

- You can also make adjustments using an assignable button assigned with [LCD/VF Adjust].

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PXW-Z200/HXR-NX800

## Switching Between the LCD Monitor/Viewfinder Display

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The viewfinder turns off when folded down. In the unfolded state, the viewfinder automatically turns on when the eye sensor detects you looking into the viewfinder.

When the image is displayed in the viewfinder, the LCD monitor image is turned off (images are not displayed in the LCD monitor and viewfinder simultaneously).

If the eye sensor is activated incorrectly due to factors, such as your posture when holding the camera, the viewfinder may turn on and the LCD monitor may turn off.

In such cases, you can disable the eye sensor using the VF/LCD select button. When the eye sensor is disabled, the image does not appear in the viewfinder even if you look into the viewfinder.

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## Memory Cards

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The unit records audio and video on CFexpress Type A memory cards (available separately) or SDXC memory cards (available separately) inserted in the card slots. The memory cards are also used for proxy recording and storing/loading settings, and when upgrading (software update).

### CFexpress Type A memory cards

For details about CFexpress Type A memory cards\* supported by the unit, see the following topic.

[Recommended Memory Cards](#)

For details about operations with media from other manufacturers, refer to the operating instructions for the media or consult the manufacturer's information.

\* Referred to as "CFexpress cards" in this Help Guide.

### SDXC memory cards

For details about SDXC memory cards\* supported by the unit, see the following topic.

[Recommended Memory Cards](#)

\* Referred to as "SD cards" in this Help Guide.

TP1001670316

## Recommended Memory Cards

The guaranteed operating conditions will vary depending on the [Rec Format] and recording settings.

### Normal recording

✓ : Operation guaranteed

× : Operation not guaranteed

Recording format			[Bit Rate]	SDXC								CFexpress Type A	
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
119.88 Hz	XAVC HS Long 422	3840×2160	H	×	×	×	×	×	✓	✓	✓	✓	
			M	×	×	×	×	×	✓	✓	✓	✓	
			L	×	×	×	×	×	✓	✓	✓	✓	
	XAVC HS Long 420	3840×2160	H	×	×	×	×	×	✓	✓	✓	✓	
			M	×	×	×	×	×	✓	✓	✓	✓	
			L	×	×	×	×	×	✓	✓	✓	✓	
	XAVC S Long 422	3840×2160	H	×	×	×	×	×	✓	✓	✓	✓	
			M	×	×	×	×	×	✓	✓	✓	✓	
			L	×	×	×	×	×	✓	✓	✓	✓	
	XAVC S Long 420	3840×2160	H	×	×	×	×	×	✓	✓	✓	✓	
			M	×	×	×	×	×	✓	✓	✓	✓	
			L	×	×	×	×	×	✓	✓	✓	✓	
		1920×1080	H	×	×	✓	×	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Recording format			[Bit Rate]	SDXC								CFexpress Type A	
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
100 Hz	XAVC HS Long 422	3840×2160	H	x	x	x	x	x	✓	✓	✓	✓	
			M	x	x	x	x	x	✓	✓	✓	✓	
			L	x	x	x	x	x	✓	✓	✓	✓	
	XAVC HS Long 420	3840×2160	H	x	x	x	x	x	✓	✓	✓	✓	
			M	x	x	x	x	x	✓	✓	✓	✓	
			L	x	x	x	x	x	✓	✓	✓	✓	
	XAVC S Long 422	3840×2160	H	x	x	x	x	x	✓	✓	✓	✓	
			M	x	x	x	x	x	✓	✓	✓	✓	
			L	x	x	x	x	x	✓	✓	✓	✓	
	XAVC S Long 420	3840×2160	H	x	x	x	x	x	✓	✓	✓	✓	
			M	x	x	x	x	x	✓	✓	✓	✓	
			L	x	x	x	x	x	✓	✓	✓	✓	
		1920×1080	H	x	x	✓	x	✓	✓	✓	✓	✓	
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	

Recording format			[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
59.94 Hz	XAVC HS Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Intra 422	3840×2160	H	x	x	x	x	x	x	✓	✓	✓
			M	x	x	x	x	x	x	✓	✓	✓
			L	x	x	x	x	x	x	✓	✓	✓
1920×1080		H	x	x	x	x	x	x	✓	✓	✓	
		M	x	x	x	x	x	x	✓	✓	✓	
		L	x	x	x	x	x	x	✓	✓	✓	

Recording format			[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
50 Hz	XAVC HS Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Intra 422	3840×2160	H	x	x	x	x	x	x	✓	✓	✓
			M	x	x	x	x	x	x	✓	✓	✓
			L	x	x	x	x	x	x	✓	✓	✓
		1920×1080	H	x	x	x	x	x	x	✓	✓	✓
			M	x	x	x	x	x	x	✓	✓	✓
			L	x	x	x	x	x	x	✓	✓	✓

Recording format			[Bit Rate]	SDXC							CFexpress Type A		
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
29.97 Hz	XAVC S Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓	
			M	x	x	✓	x	✓	✓	✓	✓	✓	
			L	x	x	✓	x	✓	✓	✓	✓	✓	
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓	
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Intra 422	3840×2160	H	x	x	x	x	x	x	✓	✓	✓	
			M	x	x	x	x	x	x	✓	✓	✓	
			L	x	x	x	x	x	x	✓	✓	✓	
		1920×1080	H	x	x	x	x	x	x	✓	✓	✓	
			M	x	x	x	x	x	x	✓	✓	✓	
			L	x	x	x	x	x	x	✓	✓	✓	



Recording format			[Bit Rate]	SDXC							CFexpress Type A		
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
25 Hz	XAVC S Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓	
			M	x	x	✓	x	✓	✓	✓	✓	✓	
			L	x	x	✓	x	✓	✓	✓	✓	✓	
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓	
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Intra 422	3840×2160	H	x	x	x	x	x	x	✓	✓	✓	
			M	x	x	x	x	x	x	✓	✓	✓	
			L	x	x	x	x	x	x	✓	✓	✓	
		1920×1080	H	x	x	x	x	x	x	✓	✓	✓	
			M	x	x	x	x	x	x	✓	✓	✓	
			L	x	x	x	x	x	x	✓	✓	✓	

Recording format			[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution		Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
23.98 Hz	XAVC HS Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 422	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	x	x	✓	x	✓	✓	✓	✓	✓
			L	x	x	✓	x	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	H	x	x	✓	x	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
		1920×1080	H	✓	✓	✓	✓	✓	✓	✓	✓	✓
			M	✓	✓	✓	✓	✓	✓	✓	✓	✓
			L	✓	✓	✓	✓	✓	✓	✓	✓	✓
	XAVC S Intra 422	3840×2160	H	x	x	x	x	x	x	✓	✓	✓
			M	x	x	x	x	x	x	✓	✓	✓
			L	x	x	x	x	x	x	✓	✓	✓
		1920×1080	H	x	x	x	x	x	x	✓	✓	✓
			M	x	x	x	x	x	x	✓	✓	✓
			L	x	x	x	x	x	x	✓	✓	✓

## S&Q

- ✓ : Operation guaranteed
- ✗ : Operation not guaranteed

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A		
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
59.94 Hz	XAVC HS Long 422	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
				M, L	x	x	x	x	x	✓	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M	x	x	x	x	x	✓	✓	✓	✓	
				L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	✓	✓	✓	✓	
				M	x	x	x	x	x	✓	✓	✓	✓	
				L	x	x	x	x	x	✓	✓	✓	✓	
	XAVC S Long 422	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓	
1920×1080		1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓		
		100, 120	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓		
		150, 180, 200, 240	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
			H, M, L	x	x	x	x	x	✓	✓	✓	✓		
XAVC S Long 420	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
		100, 120	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
	1920×1080	1–60	H	x	x	✓	x	✓	✓	✓	✓	✓		
			M, L	x	x	✓	x	✓	✓	✓	✓	✓		
	100, 120	H	x	x	✓	x	✓	✓	✓	✓	✓			
			M, L	x	x	✓	x	✓	✓	✓	✓			
		150, 180, 200, 240	H	x	x	x	x	x	✓	✓	✓			
			M, L	x	x	✓	x	✓	✓	✓	✓			

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
	XAVC S Intra 422	3840×2160	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓
		1920×1080	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			100, 120, 150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A		
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
50 Hz	XAVC HS Long 422	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
				M, L	x	x	x	x	x	x	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M	x	x	x	x	x	✓	✓	✓	✓	
				L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
				M	x	x	x	x	x	x	✓	✓	✓	✓
				L	x	x	x	x	x	x	✓	✓	✓	✓
	XAVC S Long 422	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓	
		1920×1080	1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓	
			150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓	✓
				H, M, L	x	x	x	x	x	x	✓	✓	✓	✓
	XAVC S Long 420	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
1920×1080		1–60	H	x	x	✓	x	✓	✓	✓	✓	✓		
			M, L	x	x	✓	x	✓	✓	✓	✓	✓		
100, 120		H	x	x	✓	x	✓	✓	✓	✓	✓	✓		
			M, L	x	x	✓	x	✓	✓	✓	✓	✓		
		150, 180, 200, 240	H	x	x	x	x	x	x	✓	✓	✓	✓	
			M, L	x	x	x	x	x	x	✓	✓	✓	✓	

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
	XAVC S Intra 422	3840×2160	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓
		1920×1080	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			100, 120, 150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A			
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400		
29.97 Hz	XAVC S Long 422	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓		
		1920×1080	1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	✓	✓	✓	✓	✓	
			150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓	✓	
		XAVC S Long 420	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	✓
					M, L	x	x	x	x	x	✓	✓	✓	✓	✓
				100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
					M, L	x	x	x	x	x	✓	✓	✓	✓	✓
	1920×1080		1–60	H	x	x	✓	x	✓	✓	✓	✓	✓	✓	
				M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	✓	✓	✓	✓	✓	
				M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓	
			150, 180, 200, 240	H	x	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	x	x	x	✓	✓	✓	✓	✓	
	XAVC S Intra 422		3840×2160	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓	
				120	H, M, L	x	x	x	x	x	x	x	✓	✓	
		1920×1080	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓		
			120	H, M, L	x	x	x	x	x	x	✓	✓	✓		

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A			
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400		
25 Hz	XAVC S Long 422	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓		
		1920×1080	1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓	✓	
			150, 180, 200, 240	H, M, L	x	x	x	x	x	x	x	✓	✓	✓	
		XAVC S Long 420	3840×2160	1–60	H	x	x	x	x	x	x	✓	✓	✓	✓
					M, L	x	x	x	x	x	x	✓	✓	✓	✓
				100, 120	H	x	x	x	x	x	x	x	✓	✓	✓
					M, L	x	x	x	x	x	x	x	✓	✓	✓
	1920×1080			1–60	H	x	x	✓	x	✓	✓	✓	✓	✓	✓
					M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	✓	x	✓	✓	✓	✓	✓	✓	
	150, 180, 200, 240		H	x	x	x	x	x	x	x	✓	✓	✓	✓	
			M, L	x	x	x	x	x	x	x	✓	✓	✓	✓	
	XAVC S Intra 422		3840×2160	1–60	H, M, L	x	x	x	x	x	x	x	✓	✓	✓
				100	H, M, L	x	x	x	x	x	x	x	x	✓	✓
		1920×1080	1–60	H, M, L	x	x	x	x	x	x	x	✓	✓	✓	
			100, 150, 180, 200, 240	H, M, L	x	x	x	x	x	x	x	✓	✓	✓	



Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A		
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400	
23.98 Hz	XAVC HS Long 422	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
				M, L	x	x	x	x	x	✓	✓	✓	✓	✓
	XAVC HS Long 420	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M	x	x	x	x	x	✓	✓	✓	✓	
				L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H	x	x	x	x	x	x	✓	✓	✓	✓
				M	x	x	x	x	x	✓	✓	✓	✓	✓
				L	x	x	x	x	x	✓	✓	✓	✓	✓
	XAVC S Long 422	3840×2160	1–60	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	x	✓	✓	✓	
		1920×1080	1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓	
			100, 120	H, M, L	x	x	x	x	x	✓	✓	✓	✓	
			150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓	
	XAVC S Long 420	3840×2160	1–60	H	x	x	x	x	x	✓	✓	✓	✓	
				M, L	x	x	x	x	x	✓	✓	✓	✓	
100, 120			H	x	x	x	x	x	x	✓	✓	✓		
			M, L	x	x	x	x	x	✓	✓	✓	✓		
1920×1080		1–60	H, M, L	x	x	✓	x	✓	✓	✓	✓	✓		
		100, 120	H, M, L	x	x	x	x	x	✓	✓	✓	✓		
		150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓		

Recording format			S&Q shooting frame rate	[Bit Rate]	SDXC							CFexpress Type A	
System frequency	[Codec]	Resolution			Class 10	U1	U3	VSC V10	VSC V30	VSC V60	VSC V90	CFE200	CFE400
	XAVC S Intra 422	3840×2160	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			120	H, M, L	x	x	x	x	x	x	✓	✓	✓
		1920×1080	1–60	H, M, L	x	x	x	x	x	x	✓	✓	✓
			120, 150, 180, 200, 240	H, M, L	x	x	x	x	x	x	✓	✓	✓

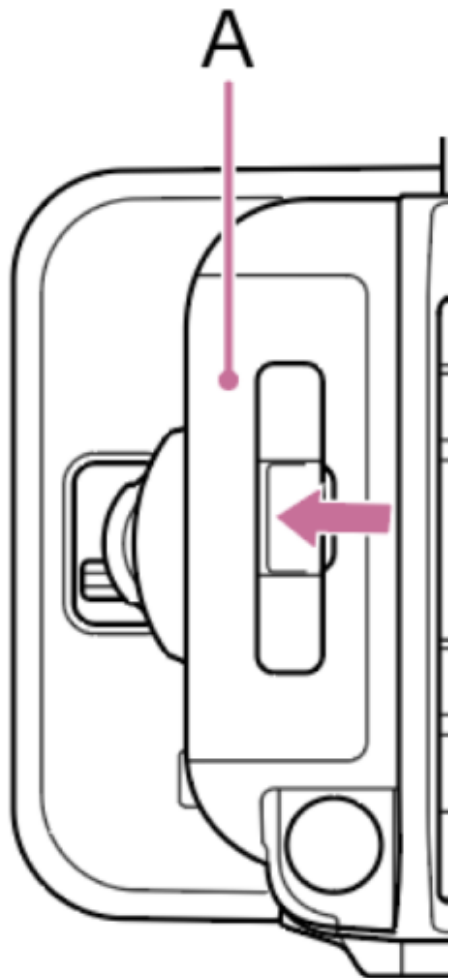
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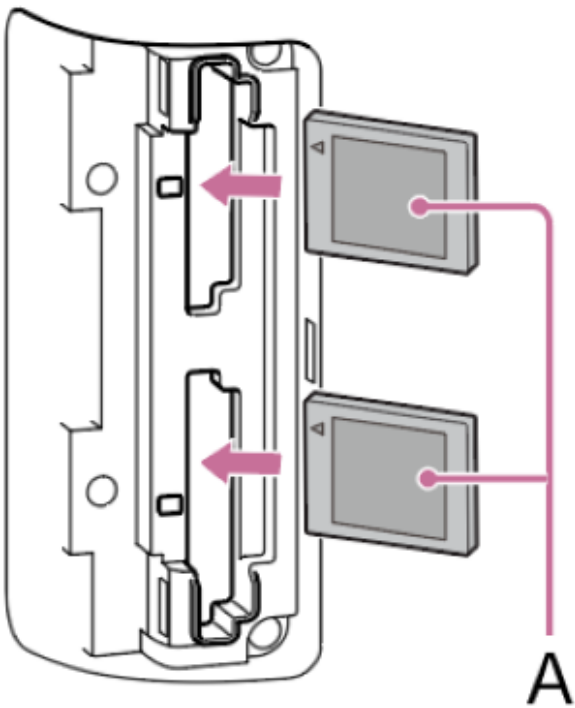
## Inserting a Memory Card

This topic describes how to insert a memory card.

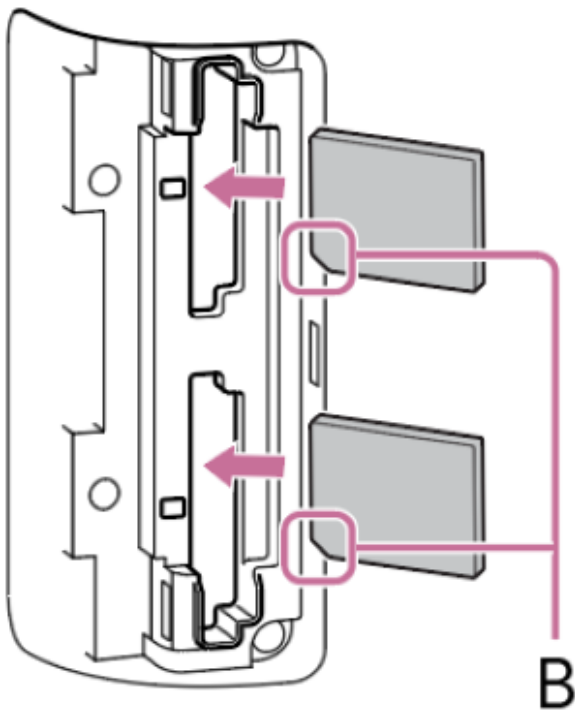
- 1 Push the lever in the center of the card slot cover (A) in the direction of the arrow to open the cover.



- 2 Insert a memory card.
  - For CFexpress cards, the label (A) faces to the left.



- For SD cards, the label faces to the right with the beveled corner (B) at the bottom.



The access indicator is lit red, then changes to green if the card is usable.

**Note**

- If the access indicator flashes red continuously and does not change to green, temporarily turn off the unit, and remove and reinsert the memory card.

**3 Close the card slot cover.**

**Note**

- The memory card, memory card slot, and image data on the memory card may be damaged if the card is forced into the slot in the incorrect orientation.

- When recording to memory cards inserted in both CFexpress Type A/SD card slots (A) and (B), insert memory cards in both slots that are recommended for operation with the format of the recording.

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## Related Topic

- [Memory Cards](#)

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## Ejecting a Memory Card

---

Open the card slot cover, and lightly press the memory card in to eject the card.

### Note

- If the unit is turned off or the memory card is removed while the memory card is being accessed, the integrity of data on the card cannot be guaranteed. All data recorded on the card may be discarded. Always make sure the access indicator is green or off before turning off the unit or removing the memory card.
- When removing a memory card immediately after recording is finished, the memory card may be hot, but this does not indicate a problem.

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## Initializing Memory Cards

If an unformatted memory card or a memory card that was formatted in a different specification is inserted, a message is displayed on the LCD monitor/viewfinder.

Format the card using the following procedure.

### 1. Press the **[Format]** button for the memory card you want to initialize on the **[Media]** status screen and select **[Full Format]** or **[Quick Format]**.

A confirmation message appears.

- **[Full Format]**: Initializes the memory card completely, including the data region and data management information.
- **[Quick Format]**: Initializes the data management information of the memory card only.

#### Note

- If there are files to be transferred on the memory card to be formatted, a supplementary message (display example: "A transfer target file exists.") appears below the confirmation message. In this case, confirm whether or not to initialize the memory card and execute or cancel the initialization.

### 2. Select **[OK]**.

A message is displayed during execution, and the access indicator is lit red.

When formatting is completed, a completion message is displayed. Press the multi-function dial to dismiss the message.

#### Hint

- Can also be executed using **[TC/Media] – [Format Media]** in the full menu.

#### Note

- Formatting a memory card erases all data, including recorded video data and setup files.
- Messages may not appear during execution depending on the formatting process duration.

## If formatting fails

Memory cards not supported by the unit cannot be formatted.

A warning message is displayed. Follow the instructions to replace the card with a supported memory card.

## To use a memory card formatted on the unit in another device

First, make a backup of the card, then reformat the card in the device to be used.

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## Checking the Remaining Recording Time

---

When shooting (recording/standby), you can monitor the remaining capacity of the memory card in each slot using the slot remaining media indicators on the shooting screen.

The remaining recording time is calculated from the remaining capacity of the memory card in each slot and the currently configured recording format, and is displayed in units of minutes.

### Memory card replacement timing

- When the total remaining recording time on the two memory cards becomes less than 5 minutes during recording, “Media Near Full” appears, the recording/tally lamp starts flashing, and a beep sound (headphone output) will warn you. Replace with memory cards that have free space.
- If you continue recording until the total remaining recording time reaches zero, the message changes to “Media Full” and recording stops.

#### Hint

- Up to approximately 9999 clips can be recorded on one memory card.

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## Basic Operation Procedure

Basic shooting is conducted using the following procedure.

- 1. Attach the necessary devices, and check that power is being supplied.**
- 2. Insert memory cards, as required.**

If memory cards are inserted in both card slots A and B, the unit will automatically switch to the second card when the remaining capacity on the first card reduces to zero.
- 3. Set the power switch to the On position.**

The power lamp turns on, and the shooting screen appears on the LCD monitor or viewfinder.
- 4. Press the record START/STOP button on the grip or handle.**

The recording/tally lamp lights and recording begins.
- 5. To stop recording, press the record START/STOP button again.**

Recording stops and the unit switches to [Stby] (recording standby) mode.

### Note

- If the record START/STOP button is pressed within a few seconds after turning the unit on, the recording/tally lamp lights up to indicate the unit is in the recording state, but recording to the memory card may not occur for the first few seconds, depending on the selected recording format.

## Shooting in FULL AUTO mode

When the AUTO/MANUAL switch is set to AUTO, the auto ND filter, auto iris, auto gain control, auto shutter, and ATW mode are enabled, and the brightness and white balance are adjusted automatically. To adjust these items separately, set the AUTO/MANUAL switch to MANUAL.

### Note

- [Auto ND Filter] is activated when [ND Filter Position] is set to [On] in ND variable mode. When the ND PRESET/VARIABLE switch is set to VARIABLE, switch between [On]/[Clear] manually according to the brightness of the subject.

## Shooting continuously while changing memory cards

When memory cards are inserted in both card slots A and B, recording automatically switches to the second memory card just before the remaining capacity on the first card reduces to zero (relay recording). You can continue recording continuously when switching memory cards by replacing the memory card that is full with a new memory card.

### Note

- Do not eject a memory card while recording to it is in progress. When recording, only change memory cards in card slots for which the access indicator is off.
- When the remaining capacity on the memory card being recorded becomes less than one minute and a recordable memory card is inserted in the other card slot, a message appears. The message disappears after switching memory cards.
- Recording may not continue if recording is started when the remaining memory card capacity is less than one minute. For correct operation, check that the remaining memory card capacity is more than one minute before starting recording.
- Video created using the relay recording function of the unit cannot be played back seamlessly on the unit.
- To combine video created using the relay recording function of the unit, use "Catalyst Browse" software. Before use, check the "Catalyst Browse" operating environment.

- When using the relay recording function with SD cards, use SD cards of the same type.

## About clips

### Clips

When you stop recording, the video, audio, and accompanying data from the start to the end of the recording are saved as a single “clip” on a memory card.

### Clip names

Each clip recorded by the unit is automatically assigned a name using the naming format set using [TC/Media] – [Clip Name Format] in the full menu.

### Maximum clip recording duration

The maximum recording duration of a clip varies depending on the recording format and can be as high as 13 hours, at which point recording stops automatically.

## Monitoring audio

You can monitor the audio that is being recorded using headphones.

Connecting a set of headphones to the headphone jack enables you to monitor the audio being recorded. You can monitor the playback audio using the built-in speaker or headphones.

Select the channel to monitor using [Monitor CH] on the [Audio] status screen or [Audio] – [Audio Output] – [Monitor CH] in the full menu.

### Hint

- The unit supports a screen display/menu screen reader function.

## Time data

### Setting the timecode

Set the timecode to record using [TC/Media] – [Timecode] in the full menu.

### Setting user bits

You can add an 8-digit hexadecimal number to a clip as user bits. You can also set the user bits to the current time. Set using [TC/Media] – [Users Bit].

### Displaying time data

Set the timecode to display using [TC/Media] – [TC Display] – [Display Select] in the full menu.

Pressing an assignable button assigned with [DURATION/TC/U-BIT] will switch the display between the timecode, user bits, and elapsed time in sequence.

### Switching the timecode input/output (PXW-Z200 only)

You can switch the timecode input/output using the TC IN/OUT switch.

## Reviewing the recording

You can check the video of the last recorded clip on the screen using recording review mode.

### Note

- Recording review is not supported if the video format is changed after recording a clip.

### Recording review method

Assign [Rec Review] to one of the assignable buttons beforehand.

When recording is stopped, press the assignable button assigned with [Rec Review]. Playback of the last recorded clip begins.

The clip is played to the end, recording review ends, and the unit returns to [Stby] (recording standby) mode.

### To stop recording review

Press the assignable button assigned with [Rec Review] or press the CANCEL/BACK button.

### Recording review settings

You can set the playback start position to one of the following using the [Technical] – [Rec Review] setting in the full menu.

- Last 3 seconds of the clip
- Last 10 seconds of the clip
- Start of the clip

#### Hint

- If you want to review a specific clip after recording multiple clips, press the THUMBNAIL button to display the thumbnail screen, and select the clip to start playback.

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### Related Topic

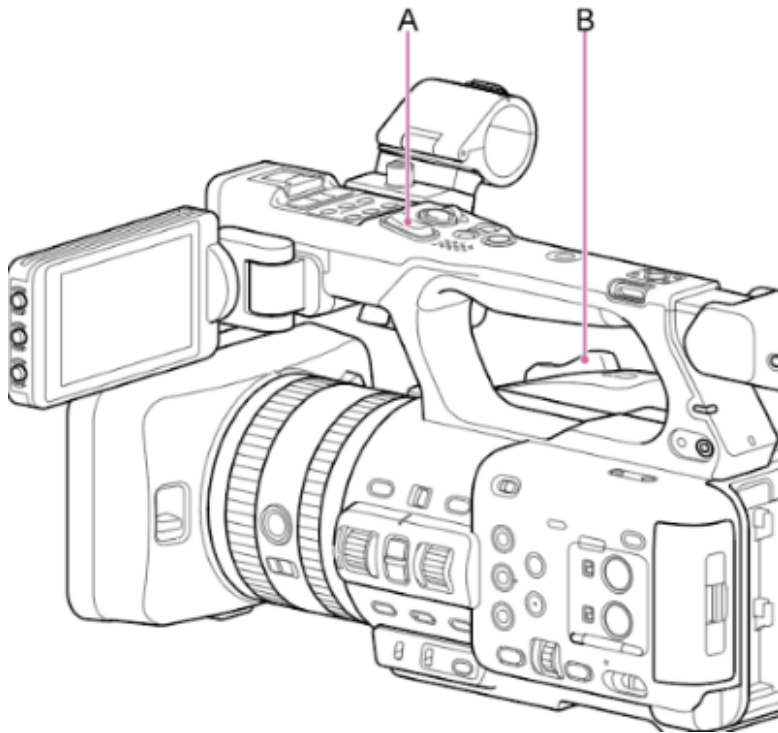
- [Using the Screen Reader](#)
- [Playing a Clip](#)
- [Synchronizing Timecode with an External Device \(PXW-Z200 only\)](#)

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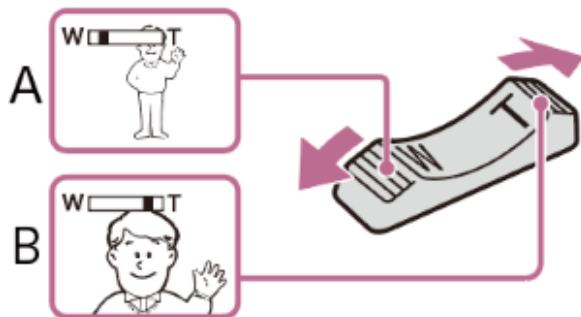
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## Zooming using the Zoom Lever

You can control the zoom using the handle zoom lever (A) or grip zoom lever (B). The zoom speed varies with the pressure applied to the lever.



Press the zoom lever slightly to zoom slowly, and move it further to zoom faster.



A: Press toward W (wide angle) to zoom out

B: Press toward T (telephoto) to zoom in

### Hint

- The distance to the subject required for focusing is approximately 1 cm or more for wide-angle and approximately 100 cm or more for telephoto.
- Subjects within 100 cm may not be in focus depending on the zoom position.
- Do not suddenly release your finger from the zoom lever. The operating sound of the zoom lever may be recorded when you release your finger.
- You can select the type of zoom when operating the zoom lever using [Technical] – [Zoom] – [Zoom Type] in the full menu.
- You can also select the zoom drive speed when operating the zoom lever using [Technical] – [Speed Zoom] in the full menu.



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## Selecting the Type of Zoom

Set the type of zoom using [Technical] – [Zoom] – [Zoom Type] in the full menu.

[Zoom Type] setting	
[Optical Zoom Only]	[On(Clear Image Zoom)]
Only optical zoom is supported.	Optical zoom and Clear Image Zoom are supported.

### Clear Image Zoom

The unit is equipped with a zoom function that uses image signal processing called Clear Image Zoom. When Clear Image Zoom is enabled, you can effectively zoom even closer than the optical telephoto end.

The maximum zoom ratio using Clear Image Zoom varies depending on the recording resolution.

- When the recording resolution is QFHD: 1.5×
- When the recording resolution is HD: 2×

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## Zooming using the Handle Zoom Lever

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Set the handle zoom lever setting using [Technical] – [Handle Zoom] in the full menu.

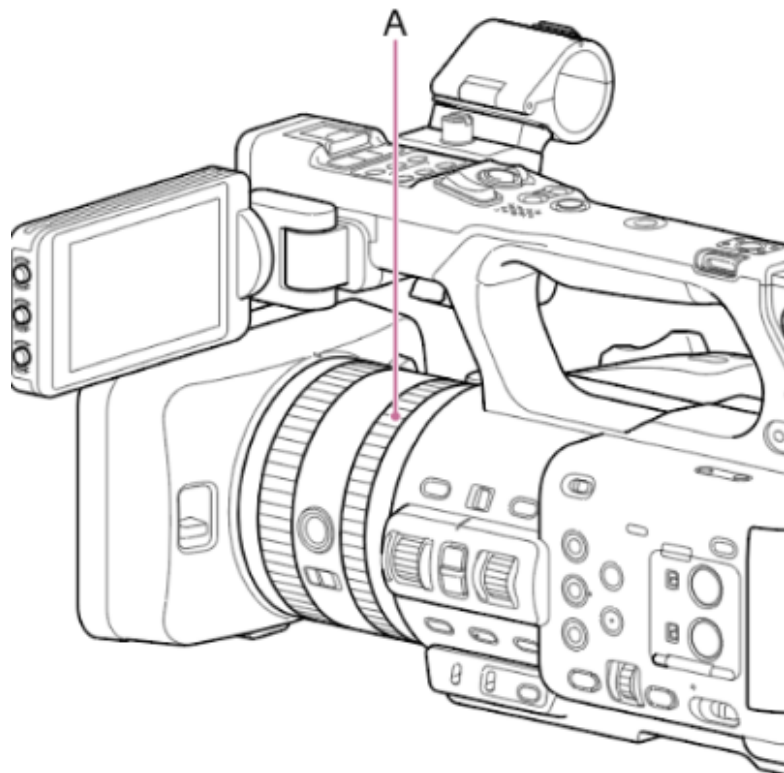
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## Zooming using the Zoom Ring

You can zoom by turning the zoom ring (A) at the desired speed. Fine tuning is also supported.



### Note

- Turn the zoom ring at a moderate speed. If you turn it too quickly, you may not be able to continue turning the zoom ring at the same speed. The zoom drive sound may also be recorded.

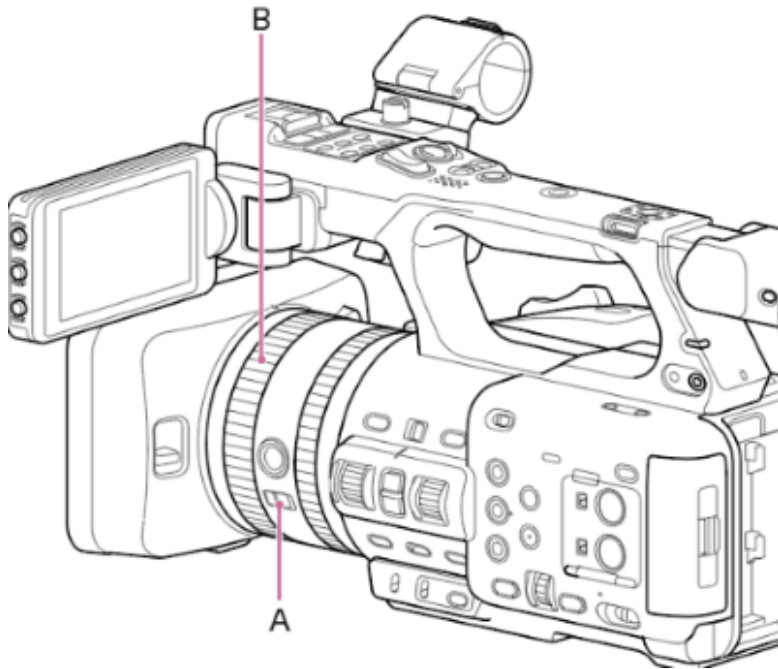
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## Adjusting the Focus Manually

To adjust the focus manually, set the FOCUS switch (A) to the MF position.  
Turn the focus ring (B) to adjust the focus manually according to the shooting conditions.



Manual focusing is useful for the following types of subjects.

- Subjects on the far side of a window covered in water droplets
- Subjects with low contrast against the background
- Subjects further away than nearby subjects
- When focus is lost due to a large change in the ambient temperature (changes due to the temperature characteristics of the lens)

### Hint

- You can also use auto focus in the following cases when manual adjustment is the main method of operation.
  - When the AF subject shift sensitivity is set to [1(Locked On)]
  - When the FOCUS switch is set to the AF position
  - When operating the focus ring ([AF Assist])

### Related Topic

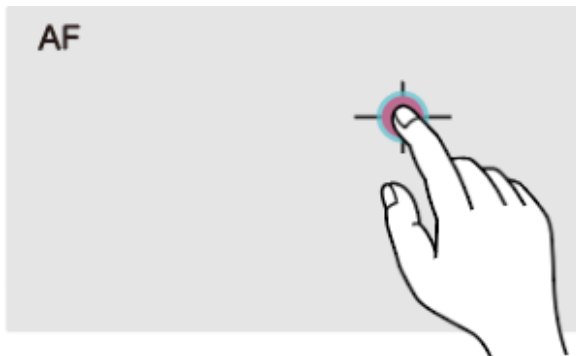
- [Changing the Focus Target Manually](#)

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## Focusing using Touch Operation

In manual focus mode, you can specify the position where you want to adjust the focus by touch operation. To use spot focus, set [Shooting] – [Focus] – [Touch Function in MF] to [Spot Focus] in the full menu. A spot focus mark is displayed when you tap the position where you want to adjust the focus.



### Note

- In spot focus mode, you can press the FOCUS PUSH AUTO button to temporarily stop spot focus and enable auto focus while the button is pressed. The focus returns to manual focus when you release the button. The same operation is supported using an assignable button assigned with [Push AF/Push MF].
- The spot focus position cannot be specified while the focus is magnified or when [Technical] – [Touch Operation] is set to [Off] in the full menu.

### Related Topic

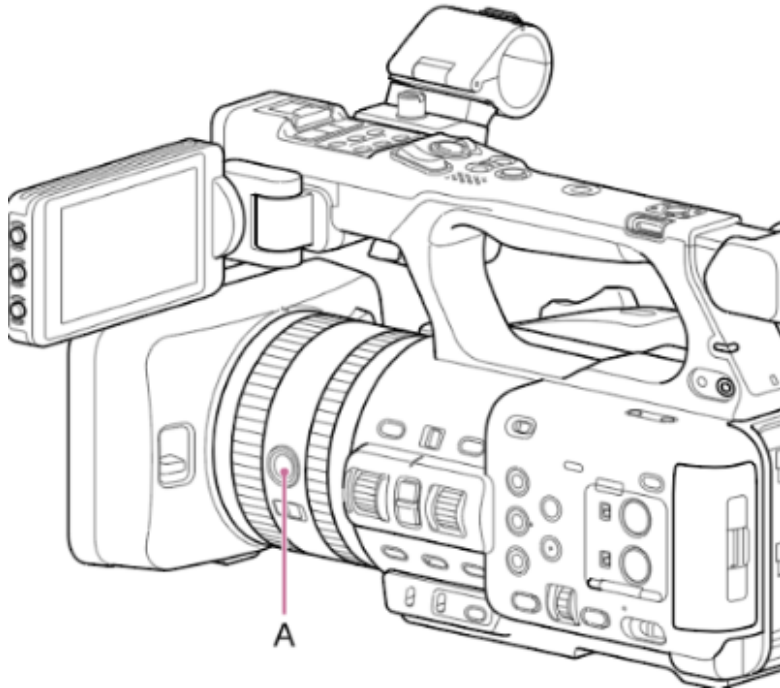
- [Using the Touch Panel](#)

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## Using Auto Focus Temporarily

In manual focus mode, you can press the FOCUS PUSH AUTO button (A) or an assignable button assigned with [Push AF/Push MF] to temporarily enable auto focus while the button is pressed.



Focusing occurs within the focus area set using [Shooting] – [Focus] – [Focus Area] in the full menu.

The focus returns to manual focus when you release the button.

This is useful when you want to move the focus slowly from one subject to another subject during manual focus.

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## Focusing using Magnified View

---

By factory default, the [Focus Magnifier ×3/×6] function is assigned to the ASSIGN 4 button on the grip and the ASSIGN 9 button on the handle.

Press the ASSIGN 4 button or ASSIGN 9 button to switch the LCD monitor/viewfinder to the focus magnifier screen, with the center magnified by approximately three times. Press the button again to increase the magnification to approximately six times. This function is useful for checking the focus.

Press the button again to return to the normal screen.

You can move the position to be magnified during focus magnification using the multi selector. Pressing the multi selector returns to the center of the image.

### Note

- The recorded image or SDI/HDMI output image is not magnified when the focus is magnified.
- The magnified position returns to the center of the screen when the unit is turned off.

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## Adjusting the Focus Automatically

---

The unit uses phase detection AF for high-speed focusing and contrast AF for high-accuracy focusing. The combination of these two AF methods provides auto focus with both high speed and high accuracy. To adjust the focus automatically, set the FOCUS switch to the AF position.

### Hint

- When [Shooting] – [Focus] – [AF Assist] is set to [On] in the full menu, you can still use the focus ring during auto focus to adjust the focus.

### Note

- Accuracy may not be obtained depending on the shooting conditions.

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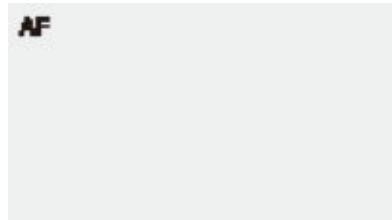
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## Setting the Auto Focus Area/Position

You can set the target area for auto focus using [Shooting] – [Focus] – [Focus Area] in the full menu.

### [Wide]

Searches for a subject over a wide angle of the image when focusing. A frame is not displayed.



### [Zone]

Automatically searches for a focus position within the specified zone.

When selected, specify the position using the multi selector.

You can return to the center position by pressing and holding the multi selector.

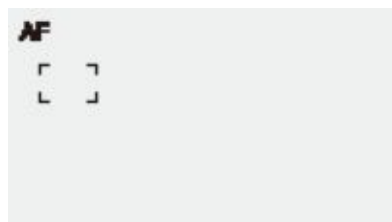


### [Flexible Spot]

Focuses on a specified position in the image.

When selected, specify the position using the multi selector.

You can return to the center position by pressing and holding the multi selector.



#### Hint

- You can show/hide the focus area frame using [Monitoring] – [Display On/Off] – [Focus Area Indicator] in the full menu.

#### Note

- The focus area frame is not hidden when using the DISPLAY button.

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## Changing the Focus Area Quickly

---

You can change the position and size of the auto focus area quickly during shooting by assigning [Focus Setting] to an assignable button.

The operation varies depending on the [Focus Area] setting.

### When [Focus Area] is set to [Wide]:

You can only change the size of the focus area by pressing and holding an assignable button assigned with [Focus Setting]. The position can then be changed by setting [Focus Area] to [Flexible Spot] or [Zone].

### When [Focus Area] is set to [Zone] or [Flexible Spot]:

You can change the position of the focus area by pressing an assignable button assigned with [Focus Setting] and adjusting using the multi selector.

You can return the position of the focus area to the center while adjusting the position by pressing the multi selector.

You can change the size of the focus area by pressing and holding an assignable button assigned with [Focus Setting].

After changing the size, set the position of the focus area by pressing the multi selector.

When finished, press the assignable button assigned with [Focus Setting] to return to the original screen.

#### Hint

- The focus area frame is displayed orange when the position of the focus area can be changed.

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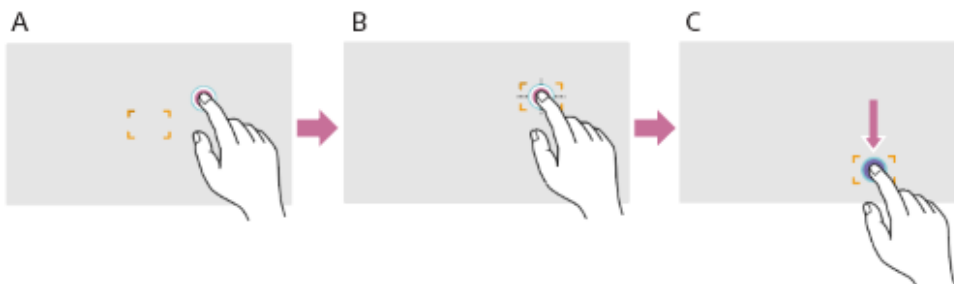
## Moving the Focus Area Frame using Touch Operation

You can move the focus area by pressing an assignable button assigned with [Focus Setting] to change the focus area display to orange, and then move it using touch operation.

Tap the screen to move the focus area, with the focus area centered on the tapped position. Drag on the screen to move the focus area to the position traced by your finger.

### Hint

- You can enable/disable touch focus operation on the shooting screen using an assignable button assigned with [Focus Setting].



A: Tap the desired position

B: The focus area moves and is centered on the tapped position

C: Drag the focus area to the position traced by your finger

### Note

- If you tap a position or drag the focus area to a position that exceeds the setting range, the focus area position is set to the top/bottom/left/right edge of the setting range.
- This function is not available in the following circumstances.
  - When [Technical] – [Touch Operation] is set to [Off] in the full menu
  - When the focus area frame is displayed in gray or is not displayed at all

### Related Topic

- [Using the Touch Panel](#)

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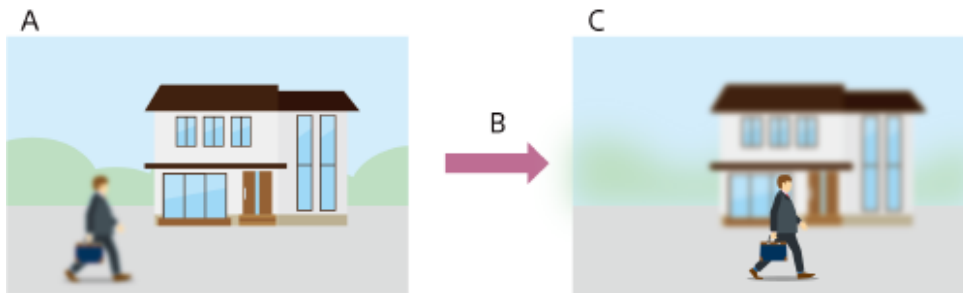
## Adjusting the Auto Focus Operation

### AF transition speed

You can set the speed of the focus drive for when the subject changes using [Shooting] – [Focus] – [AF Transition Speed] in the full menu.

When [1(Slow)] is selected, the focus moves slowly when the subject to be focused changes, enabling the shooting of impressive images.

When [7(Fast)] is selected, the focus switches between subjects quickly. The subject that enters the frame is immediately focused, making this setting ideal for documentary shooting which requires quick focusing.



A: Subject in the background is in focus

B: Shifting between subjects

[1(Slow)]: Focus changes slowly

⋮

[7(Fast)]: Focus changes rapidly

C: Subject in the foreground is in focus

### AF subject shift sensitivity

You can set the sensitivity for shifting between subjects using [Shooting] – [Focus] – [AF Subj. Shift Sens.] in the full menu.

When [1(Locked On)] is selected, the focus does not readily shift even if another subject moves in front of the in-focus subject. When [5(Responsive)] is selected, the focus shifts to give priority to the subject that moves in front.

#### Hint

- If [AF Speed/Sens.] is assigned to an assignable button, the level bars for adjusting values are displayed in the following order each time the button is pressed, allowing you to change the [AF Transition Speed] and [AF Subj. Shift Sens.] settings.  
AF transition speed → AF subject shift sensitivity → No display ...

### [AF Subj. Shift Sens.]: [1(Locked On)]



Focus does not readily change to another subject

[AF Subj. Shift Sens.]: [5(Responsive)]



Focus changes to another subject rapidly

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## Changing the Focus Target Manually

---

When [Shooting] – [Focus] – [AF Assist] is set to [On] in the full menu, you can still use the focus ring during auto focus to adjust the focus on a subject.

When you stop using focus ring operation, auto focus continues to focus on the subject focused using the focus ring (AF assist state).

After operating the focus ring, moving the focus to another subject is slightly more difficult, regardless of the [Shooting] – [Focus] – [AF Subj. Shift Sens.] setting in the full menu.

The AF assist state is canceled by the following.

- When the subject focused using the focus ring is no longer visible
- When switching to manual focus
- When realtime tracking AF is started

### Hint

- The AF assist state can be canceled quickly by using the FOCUS PUSH AUTO button or an assignable button assigned with [Push AF/Push MF].
- Realtime tracking AF stops when the focus ring is operated.
- In human only detection AF mode, auto focus focuses on the face closest to the focus position of the focus ring.

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## Using Manual Focus Temporarily

---

Press the FOCUS PUSH AUTO button when in auto focus mode to focus manually while the button is pressed.

The focus returns to auto focus when you release the button.

This allows you to temporarily stop auto focus and focus manually when something that is not the subject of shooting crosses in front of the subject.

### Hint

- The same operation is supported using an assignable button assigned with [Push AF/Push MF].
- Realtime tracking AF stops if realtime tracking AF is currently enabled.

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## Tracking using Human Detection

The unit can detect people as a target to track, and then adjust the focus on faces, eyes, head, or body within the focus area. This function is available only when the focus mode is auto focus mode or during push auto focus.

When a person is detected, a gray subject recognition frame is displayed. When auto focusing is possible, the frames change to white and tracking starts.

If a more pinpoint recognition area (such as the eyes) is recognized, that area will automatically be given priority and a recognition frame is displayed.

When multiple individuals are detected, the main subject is automatically determined.


### Hint

- When the focus area is set to [Zone] or [Flexible Spot] and individuals overlap within the specified focus area, subject recognition frames are displayed on the recognized areas (face/eye/head/body).

Set the subject recognition AF operation using [Shooting] – [Focus] – [Subject Recognition AF] in the full menu.

#### [Human Only AF]:

The camera detects subjects (people) and focuses on and tracks their faces, eyes, heads, or bodies.

While a face/eye/body/head is not detected, auto focus mode is temporarily stopped and the human only AF  (auto focus paused) icon is displayed. This mode is effective when you want to focus on and track faces, eyes, heads, or bodies only.

#### [Human Priority AF]:

The camera detects the face/eye/head/body of subjects (people) and prioritizes the focusing/tracking on the face/eye/head/body. When a face/eye/head/body is not detected, focusing on other objects will occur within the image (default setting).

#### [Off]:

The subject recognition AF function is disabled.

### Note

- During push auto focus operation, [Human Priority AF] is activated even if [Human Only AF] is currently selected.
- When the FOCUS switch is set to MF, subject recognition frames are not displayed (excluding during push auto focus operation and realtime tracking AF operation).
- If you turn the unit off while [Human Only AF] is selected, the mode automatically switches to [Human Priority AF] when the unit is next turned on.

## Removing subject recognition frames

You can show/hide subject recognition frames using [Monitoring] – [Display On/Off] – [Subject Recognition Frame] in the full menu.

## Switching subject recognition AF operation using an assignable button

Assign [Subject Recognition AF] to an assignable button. You can then switch subject recognition AF operation in the order [Human Priority AF] → [Human Only AF] → [Off] each time you press the button.

## Setting using the direct menu

You can also set the subject recognition AF operation using the direct menu.

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### Related Topic

- [Assignable Buttons](#)
- [Direct Menu](#)



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## Tracking a Specified Subject

---

You can maintain focus on a subject by specifying the subject by touch operation or by selecting a subject recognition frame. When a subject is selected, a white tracking frame is displayed and tracking starts.

### Hint

- Tracking occurs over the entire image area, regardless of the focus area setting.


When [Shooting] – [Focus] – [Touch Function in MF] is set to [Tracking AF] in the full menu, realtime tracking AF is supported even when the focus mode is manual focus mode.

The following actions occur for the tracking target, depending on the subject recognition AF operating mode.

#### **[Human Only AF] / [Human Priority AF]:**

Use for focusing and tracking of a specified subject.

If the tracking target is a person and a face/eye/head/body is detected, the camera focuses on that face/eye/head/body.

When a tracking target face/eye/head/body is detected, the tracking target face is saved. When saved, the  (saved tracking face) icon is displayed.

#### **[Off]:**

Use for focusing and tracking of a specified subject.

Face/eye/head/body detection does not occur, even if the tracking target is a person.

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## Starting Realtime Tracking AF

When a specific subject is specified as the tracking target, tracking of that target starts.

### Specifying by touch operation

Tap the target subject to track in one of the following states:

- When the focus mode is manual focus mode or during push manual focus, and [Shooting] – [Focus] – [Touch Function in MF] – [Tracking AF] is selected in the full menu
- When the focus mode is auto focus mode or during push auto focus (AF)

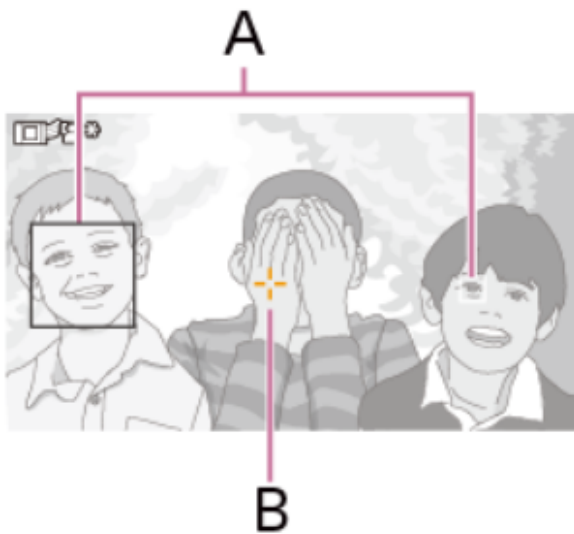
#### Note

- Touch operation is not available when [Technical] – [Touch Operation] is set to [Off] in the full menu.

### Specifying using the tracking AF pointer

When [Shooting] – [Focus] – [Multi Selector Function] is set to [Pointer] in the full menu, you can quickly select a subject on the screen using the multi selector instead of touch operation.

Move the tracking AF pointer to the target subject to track using the multi selector, and press the multi selector.



A: Eye/face detection frame

B: Tracking AF pointer

This is convenient when using the viewfinder or when touch panel operation is disabled.

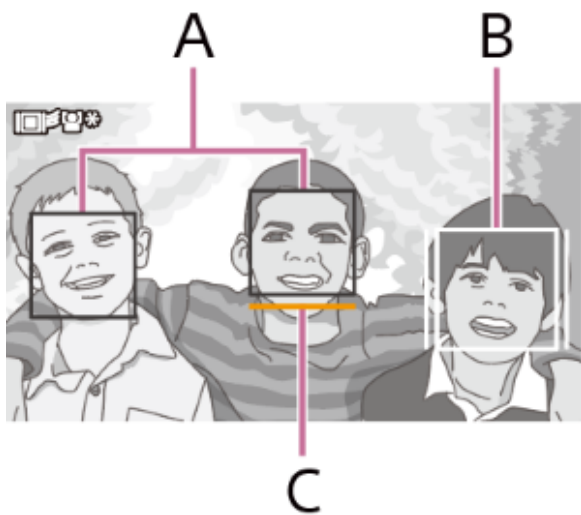
You can change the color and edge of the tracking AF pointer to make it easier to see or to prevent the pointer from interfering with shooting.

### Specifying by subject recognition frame selection

When [Shooting] – [Focus] – [Multi Selector Function] is set to [Subject Sel. Cursor] in the full menu, you can select a subject recognition frame using the multi selector.

Move the subject selection cursor (orange underline) to the target subject to track using the multi selector, and press the multi selector.





A: Other face detection frames (gray)

B: Tracking frame

C: Face selection cursor (orange)

#### Hint

- You can also change the target to track during realtime tracking AF.

#### Note

- During manual focus, tracking cannot be started using subject recognition frame selection.

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## Stopping Realtime Tracking AF

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### Stopping by touch operation

Tap the  (Realtime tracking AF stop) button displayed at the top left of the touch panel.

#### Hint

- Realtime tracking AF will stop in the following cases:
  - When the FOCUS PUSH AUTO button or an assignable button assigned with [Push AF/Push MF] is pressed
  - When the FOCUS switch switches between AUTO/MAN
  - When the focus mode is changed
  - When auto focus assist is executed
  - When the focus area setting or subject recognition AF operation is changed
  - When the tracking target is not within the shooting screen and focus on the subject is lost for a few seconds

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## Notes on Shooting

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Focusing on subjects may not be possible in the following cases, depending on the shooting conditions.

- Low illumination, backlighting
- In shadow
- Considerably out of focus

Also, even if the camera recognizes the eyes of a subject, the camera may not be able to focus on the eyes properly in the following cases if there is significant subject movement.

- Eyes are closed
- Hair covering the eyes
- Wearing of spectacles (sunglasses)

Focusing on subjects may not be possible in other cases, depending on the shooting conditions.

- If it is not possible to focus on a specific area of the subject that you want to prioritize, such as the eyes, the camera may automatically focus on other recognized areas, such as the head or body of the subject.
- Even if a white subject recognition frame is displayed around the face of a subject, the camera may automatically focus on the eyes or other areas of the subject.
- If only a part of the subject is within the angle of view, the subject may not be recognized.
  - When only the hands and feet of a person or animal are visible
  - When a part of the subject is hidden and is not visible.
- Depending on the situation, objects or body parts other than the subject may be mistakenly recognized as the subject.

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## Adjusting the Iris

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You can adjust the iris to adjust the brightness.

### Adjusting the iris automatically

This function adjusts the brightness according to the subject.

**Press and hold the IRIS AUTO button to set AUTO adjustment mode.**

#### Hint

- The same operation is supported by selecting [Auto] in the [Auto Iris] direct menu.
- You can also assign [Auto Iris] to an assignable button.

### Adjusting the iris manually

1. **Press and hold the IRIS AUTO button to set MANUAL adjustment mode.**
2. **Turn the IRIS dial to make adjustments.**

#### Hint

- The same operation is supported by selecting an F value in the direct menu and moving the multi selector up/down.

### Temporarily adjusting automatically

Press an assignable button assigned with [Push Auto Iris] to automatically adjust the iris temporarily while the button is pressed.

The iris returns to the previous setting when you release the button.

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## Adjusting the Gain

You can adjust the gain to adjust the brightness.

### Adjusting the gain automatically

Press and hold an assignable button assigned with [ISO/Gain] to display the [AGC] direct menu and select [Auto].

#### Hint

- The same operation is supported by setting [Shooting] – [Auto Exposure] – [AGC] to [On] in the full menu.
- You can also assign [AGC] to an assignable button.

### Adjusting the gain manually

You can control the gain when you want to adjust the exposure while using a fixed iris setting or when you want to prevent the gain increasing due to AGC.

1. Press and hold an assignable button assigned with [ISO/Gain] to display the [AGC] direct menu and select [Manual].
2. Set the ISO/GAIN switch to L, M, or H.

#### Hint

- You can change the preset value of each switch position using [ISO/Gain<L>]/[ISO/Gain<M>]/[ISO/Gain<H>] on the [Camera] status screen or [Shooting] – [ISO/Gain] – [ISO/Gain<L>]/[ISO/Gain<M>]/[ISO/Gain<H>] in the full menu.
- You can also assign [Push AGC] to an assignable button, and set [AGC] to [On] temporarily while the button is pressed.

### Controlling the gain (fine adjustment)

1. Press an assignable button assigned with [ISO/Gain] so that the gain value is displayed on a white background.
2. Turn the multi-function dial to adjust the value.

#### Hint

- Change the gain preset value according to the ISO/GAIN switch setting.

### Controlling the gain temporarily (fine adjustment)

Assign [ISO/Gain] to the multi-function dial and adjust the value set by the ISO/GAIN switch using the dial.

This is useful when you want to adjust the exposure by one step without changing the depth of field.

The temporarily adjusted value is canceled by switching the ISO/GAIN switch, setting [AGC] to [On], or turning the power off.

#### Hint

- You can also assign [Push AGC] to an assignable button, and set [AGC] to [On] temporarily while the button is pressed.

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## Adjusting the Shutter

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You can adjust the shutter to adjust the brightness.

### Adjusting the shutter automatically

Press and hold an assignable button assigned with [Shutter] to display the direct menu and select [Auto] to adjust the shutter speed or shutter angle automatically in response to the image brightness.

#### Hint

- The same operation is supported by setting [Shooting] – [Auto Exposure] – [Auto Shutter] to [On] in the full menu.

### Adjusting the shutter manually

1. Press and hold an assignable button assigned with [Shutter] to display the direct menu and select [Speed] or [Angle].
2. Press the assignable button assigned with [Shutter] so that the shutter value is displayed on a white background.
3. Turn the multi-function dial to adjust the shutter speed.

#### Hint

- To adjust the exposure time to match the frame interval, select [Off] in step 1.
- You can set the shutter speed as an angle, or set the shutter speed value directly according to the frequency of the light source.

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## Adjusting the Light Level

In conditions where the lighting is too bright, you can set the appropriate brightness by changing the ND filter. The unit features two ND filter modes. You can switch between the two modes using the ND PRESET/VARIABLE switch.

### Adjusting in preset mode

Set the ND PRESET/VARIABLE switch to the PRESET position, and set the ND FILTER POSITION up/down buttons to one of the following settings.

[Clear]: No ND filter

[1]: Transmittance set using [Shooting] – [ND Filter] – [Preset1] in the full menu.

[2]: Transmittance set using [Shooting] – [ND Filter] – [Preset2] in the full menu.

[3]: Transmittance set using [Shooting] – [ND Filter] – [Preset3] in the full menu.

### Adjusting in variable mode

Set the ND PRESET/VARIABLE switch to the VARIABLE position. Switch between [Clear] and [On] using the ND FILTER POSITION up/down buttons.

### Adjusting the light level automatically

Set [Auto ND Filter] to [On] to enable auto exposure adjustment using the ND filter.

1. Press the **[+]** button of the ND FILTER POSITION up/down buttons to set the ND filter to [On].
2. Press and hold the ND AUTO button until [Auto] is selected.

### Adjusting the light level manually

1. Press the **[+]** button of the ND FILTER POSITION up/down buttons to set the ND filter to [On].
2. Press and hold the ND AUTO button until [Manual] is selected.
3. Turn the ND VARIABLE dial to adjust the transmittance of the filter.

### Temporarily adjusting automatically

Assign [Push Auto ND] to an assignable button to temporarily set [Auto ND Filter] to [On] while the button is pressed. Releasing the button sets the function to [Off].

Press the **[+]** button of the ND FILTER POSITION up/down buttons to set the ND filter to [On].

#### Note

- When the ND filter is switched to or from [Clear] during shooting, the ND filter frame is displayed on the image and the operating sound is included in the audio.

#### Hint

- You can set to [Clear] by turning the ND VARIABLE dial down from ND1/4. You can also turn the dial up from [Clear] to set ND1/4. You can disable this operation using [Technical] – [ND Dial] – [CLEAR with Dial] in the full menu.
- You can also assign [ND Filter Position] to an assignable button and press the button instead of using the ND FILTER POSITION up/down buttons to change the setting.  
Preset mode: [Clear] → [Preset1] → [Preset2] → [Preset3] → [Clear]...  
Variable mode: [Clear] → [On] → [Clear]...
- You can also assign [Auto ND Filter] to an assignable button and press the button to switch the [Auto ND Filter] mode between [On] and [Off].
- When shooting a brightly lit subject, closing the iris too much may cause diffraction blur, producing an image starting to go out of focus (typical phenomena in video cameras). You can suppress this effect to obtain better shooting results using the ND filter.





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## Adjusting the White Balance Automatically

---

This function adjusts the white balance automatically to an appropriate level.

The white balance is automatically adjusted when the color temperature of the light source changes.

Press and hold an assignable button assigned with [White Balance] to display the direct menu and select [ATW].

Select the speed of adjustment using [Shooting] – [White Setting] – [ATW Speed] in the full menu.

### Hint

- You can freeze the current white balance setting by assigning the [ATW Hold] function to an assignable button and pressing the assignable button to temporarily pause ATW mode.

### Note

- It may not be possible to adjust to the appropriate color using ATW, depending on the lighting and subject conditions.  
Examples:
  - When a single color dominates the subject, such as sky/sea/ground/flowers or similar.
  - When the subject is lit by a light source with extremely high or extremely low color temperature.
  - If the the ATW auto tracking speed is slow or the appropriate effect cannot be obtained, run auto white balance.

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## Adjusting the White Balance Manually

1. When white balance is set to ATW mode, press and hold an assignable button assigned with [White Balance] to display the direct menu and select [W:P]/[W:A]/[W:B].
2. Select B, A, or PRESET using the WHT BAL switch.
  - B: Memory B mode
  - A: Memory A mode
  - PRESET: Preset mode

### Hint

- [ATW] can be enabled for memory B by setting [Shooting] – [White Setting] – [White Switch<B>] to [ATW] in the full menu.

### Memory A/Memory B mode

This mode adjusts the white balance to the setting saved in memory A or B, respectively.

### Preset mode

This mode adjusts the color temperature to a preset value (factory default is [3200K]).

### Changing the default preset value

In preset mode, you can change an existing preset value directly.

Press and hold an assignable button assigned with [White Balance] to display the direct menu and select the following.

Custom shooting mode: → [3200K] → [4300K] → [5600K] → [6300K]

Log shooting mode: → [3200K] → [4300K] → [5500K]

### Hint

- You can also assign [Preset White Select] to an assignable button and press the button to change the setting.
  - Custom shooting mode:
    - [→3200K]
    - [→4300K]
    - [→5600K]
    - [→6300K]
  - Log shooting mode:
    - [→3200K]
    - [→4300K]
    - [→5500K]

### Changing the color temperature

1. Press an assignable button assigned with [White Balance] so that the color temperature value is displayed on a white background.
2. Turn the multi-function dial to adjust the value.

### Hint

- In preset mode, you can set the value in 100K increments.
- In memory mode, you can set the value in 20K increments in the range [2000K] to [5600K]. Values above [5600K] can be set at intervals equal to the amount of color change from [5580K] to [5600K]. You can also adjust the color temperature using [Shooting] – [White] – [Tint] in the full menu.

### Running auto white balance

The white balance to save in memory A/memory B mode is configured automatically.

1. Select memory A mode or memory B mode.

2. **Place white paper (or other object) in a location with the same lighting source and conditions as the subject, then zoom in on the paper to show white on the screen.**

3. **Adjust the brightness.**

Adjust the iris manually. For details, see the following topic.

[Adjusting the Iris](#)

4. **Press the WB SET button.**

- If auto white balance is run in memory mode, the result of auto adjustment is saved in the memory (A or B) selected in step 1.
- If auto white balance is run in ATW mode, the result is inherited and ATW resumes when the auto adjustment ends. This is useful when you want to adjust the white balance very quickly, regardless of the [ATW Speed] setting.

**Note**

- If the adjustment is not successful, an error message is displayed on the screen for about three seconds. If the error message persists after repeated attempts to set the white balance, contact your Sony service representative.

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## Using Image Stabilization

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You can suppress blurring of the image due to shaking when shooting by enabling the image stabilization function.

### 1. Set **[Shooting] – [SteadyShot] – [Setting]** to **[Active]/[Standard]** in the full menu.

[Standard]: Reduces blurring of captured images caused by camera shake.

[Active]: Applies more powerful correction than [Standard] for correcting stronger camera shake, such as shooting while walking.

[Off]: Turns image stabilization mode off.

You can assign [SteadyShot], [SteadyShot Active], or [SteadyShot Standard] to an assignable button and then switch between [Standard], [Active], and [Off] with each press of the button. For details about the switching sequence, see the description for [Project] – [Assignable Button] in the full menu in the following topic.

[\[Project\] Menu](#)

The setting is displayed on the shooting screen.

You can also switch image stabilization between [Standard], [Active], and [Off] using the direct menu.

#### Hint

- [Active] cannot be configured when shooting in Slow & Quick Motion mode.
- When shooting using a tripod for stability, set image stabilization to [Off].

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## Setting the Audio to Record

You can specify the audio to be recorded using the input connectors, switches, and dials of the unit.

### External audio input connectors and selector switches

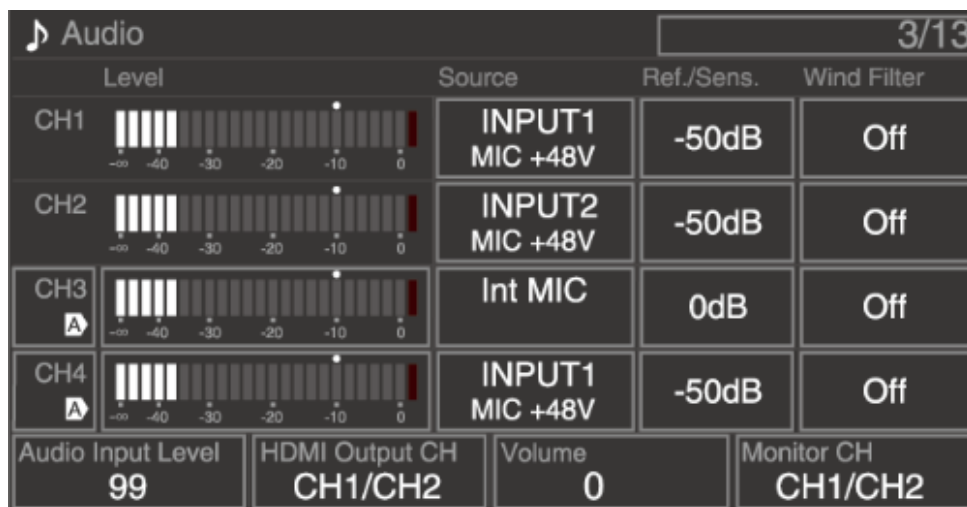
- INPUT 1 connector
- INPUT 2 connector
- INPUT 3 connector (for external microphone connection)
- Multi interface shoe
- INPUT 1 (LINE/MIC/MIC+48V) switch
- INPUT 2 (LINE/MIC/MIC+48V) switch

### Switches/dials for setting the audio level

- CH1 (AUTO/MAN) switch
- CH2 (AUTO/MAN) switch
- AUDIO LEVEL dial (CH1)
- AUDIO LEVEL dial (CH2)

### [Audio] status screen

Press the AUDIO button to display the [Audio] status screen. You can also press the MENU button and scroll the screen to display the status.



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## Selecting the Audio Input Device

- 1 Set the audio input using [CH1]/[CH2]/[CH3]/[CH4] – [Source] on the [Audio] status screen or [Audio] – [Audio Input] – [CH1 Input Select]/[CH2 Input Select]/[CH3 Input Select]/[CH4 Input Select] in the full menu.

If using a microphone or XLR adaptor connected to the multi interface shoe, specify [Shoe CH1] or [Shoe CH2] (or [Shoe CH3] or [Shoe CH4]). For details about the XLR adaptor, see the following topic.

[Adding Audio Input Connectors](#)

### Note

- Audio is not recorded in Slow & Quick Motion mode.
- When [CH1 Input Select] and [CH2 Input Select] are set to [Internal MIC], the audio recording level of both CH1 and CH2 is adjusted using the AUDIO LEVEL dial (CH1). When [CH3 Input Select] and [CH4 Input Select] are set to [Internal MIC], the audio recording level of both CH3 and CH4 is adjusted using [CH3 Input Level].

- 2 Select the input audio source.

Set the INPUT 1/INPUT 2 (LINE/MIC/MIC+48V) switches for the devices connected to the INPUT 1/INPUT 2 connectors, respectively.

Connected device	Switch position
External audio source (e.g. mixer)	LINE
Dynamic microphone, battery-operated microphone	MIC
+48 V phantom power microphone	MIC+48V

- Selecting MIC+48V and connecting a microphone that is not compatible with a +48V source may damage the connected device. Check the setting before connecting the device.
- If noise is a concern on connectors with no device connected, set the corresponding INPUT 1/INPUT 2 (LINE/MIC/MIC+48V) switches to LINE.

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## Adjusting the Audio Recording Level Automatically

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Set the CH1/CH2 (AUTO/MAN) switches for the channels to adjust automatically to the AUTO position.  
For CH3/CH4, set the recording audio level control on the [Audio] status screen or set [Audio] – [Audio Input] – [CH3 Level Control]/[CH4 Level Control] to [Auto] in the full menu.

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### Related Topic

- [Block Diagrams](#)

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## Adjusting the Audio Recording Level Manually

Use the following procedure to adjust the audio recording level for CH1/CH2 manually.

- 1 **Set the CH1/CH2 (AUTO/MAN) switches for the channels to adjust to the MAN position.**
- 2 **During shooting or standby, turn the AUDIO LEVEL dials (CH1)/(CH2) of the corresponding channels to adjust the audio level.**
  - For CH3/CH4, adjust the recording audio level using [CH3]/[CH4] on the [Audio] status screen or set [Audio] – [Audio Input] – [CH3 Level Control]/[CH4 Level Control] to [Manual] in the full menu and then adjust the audio recording level using [CH3 Input Level]/[CH4 Input Level].
  - You can adjust the levels for CH1 to CH4 as a group. You can adjust the audio recording level using an assignable dial assigned with [Audio Input Level], the [Audio] status screen, or [Audio] – [Audio Input] – [Audio Input Level] in the full menu.

### Hint

- The [Audio] status screen is convenient for checking the audio input level.

### Note

- The [Audio Input Level] setting may be disabled, depending on the combination of settings in the [Audio] menu.
- The unit supports combinations of various settings.
- For details about setting combinations, see the following topic.  
[Block Diagrams](#)

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## Adding Audio Input Connectors

You can connect up to four channels of XLR audio devices to the unit at the same time by using an XLR-K2M XLR adaptor (not supplied) or XLR-K3M XLR adaptor (not supplied).

### XLR-K2M

Attach the XLR adaptor to the multi interface shoe, and set [CH3] – [Source] to [Shoe CH1] and [CH4] – [Source] to [Shoe CH2] on the [Audio] status screen.

Or, set [Audio] – [Audio Input] – [CH3 Input Select] to [Shoe CH1] and [CH4 Input Select] to [Shoe CH2] in the full menu. XLR-K2M is a 2-channel compatible microphone, not 4-channel compatible. Since CH3/CH4 are not supported, channels set to [Shoe CH3] or [Shoe CH4] on the camera will be silent.

### XLR-K3M

Attach the XLR adaptor to the multi interface shoe, and set [CH3] – [Source] to [Shoe CH1] or [Shoe CH3] and [CH4] – [Source] to [Shoe CH2] or [Shoe CH4] on the [Audio] status screen.

Or, set [Audio] – [Audio Input] – [CH3 Input Select] to [Shoe CH1] or [Shoe CH3] and [CH4 Input Select] to [Shoe CH2] or [Shoe CH4] in the full menu.

#### Note

- The unit supports the 4ch digital audio interface of the XLR-K3M.
- If [Audio] – [Audio Input] – [CH3 Level]/[CH4 Level] are set to [Audio Input Level], then [Audio Input Level] on the unit is multiplied by the level adjusted on the XLR adaptor. [Audio Input Level] is also enabled when the XLR adaptor switch is set to AUTO. When [Through] is selected, audio will be recorded at the level adjusted with the XLR adaptor.
- Functions of the unit that overlap will be disabled for channels on which the XLR adaptor is selected as the input. Use the switches and dials on the XLR adaptor to perform adjustments.

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## Direct Menu

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You can check the status and settings of the unit displayed on the shooting screen, and directly select and change settings. The following items can be configured.

- [Subject Recognition AF]
- [SteadyShot]
- [White Mode]
- [Color Temp]
- [Scene File]
- [ND Filter Position] / [Auto ND Filter]
- [ND Filter Value]
- [Auto Iris]
- Iris value
- [AGC]
- ISO value
- Gain value
- [Auto Shutter] / [ECS]
- [Shutter Value]
- [Auto Exposure Mode]
- [Auto Exposure Level]
- S&Q motion frame rate

**1. Press the multi-function dial or an assignable button assigned with [Direct Menu].**

Only the items on the screen that can be configured using the direct menu are selectable using the orange cursor.

**2. Turn the multi-function dial to move the cursor to the menu item to operate, then press the multi-function dial.**

A menu is displayed or the item is displayed on a white background.

**3. Turn the multi-function dial to select a setting, then press the multi-function dial.**

The menu or white background disappears and the new setting is displayed with an orange cursor.

Press the assignable button assigned with [Direct Menu] again or wait 3 seconds without performing any action to exit the direct menu.

### Hint

- Direct settings can also be configured by pressing and holding each of the function buttons.
- When items are displayed on a white background, the multi-function dial can be used like an assignable dial.
- The multi selector can also be used for selection operations.
- The direct menu does not support touch operation.

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## Assignable Buttons

There are 12 assignable buttons on the unit to which you can assign functions. You can also assign a function to the multi-function dial.

### Changing the button function

Set using [Project] – [Assignable Button] in the full menu. You can view the assigned functions on the [Assignable Button] status screen.

### Functions assigned to each assignable button by factory default

Assignable button	Function
ASSIGN (assignable) 1 button	[S&Q Motion]
ASSIGN (assignable) 2 button	[Network Status]
ASSIGN (assignable) 3 button	[NIGHTSHOT]
ASSIGN (assignable) 4 button	[Focus Magnifier ×3/×6]
ASSIGN (assignable) 5 button	[Direct Menu]
ASSIGN (assignable) 6 button	[ISO/Gain]
ASSIGN (assignable) 7 button	[White Balance]
ASSIGN (assignable) 8 button	[Shutter]
ASSIGN (assignable) 9 button	[Focus Magnifier ×3/×6]
ASSIGN (assignable) 10 button	[Direct Menu]
ASSIGN (assignable) 11 button	[Video Signal Monitor]
FOCUS PUSH AUTO button	[Push AF/Push MF]

### Assignable functions

- [Off]
- [ISO/Gain]
- [AGC]
- [Push AGC]
- [ND Filter Position]
- [Auto ND Filter]
- [Push Auto ND]
- [Auto Iris]
- [Push Auto Iris]
- [Shutter]
- [Auto Shutter]
- [AE Level/Mode]
- [Backlight]
- [Spotlight]
- [Preset White Select]
- [White Balance]
- [ATW]

- [ATW Hold]
- [AF Speed/Sens.]
- [Focus Setting]
- [Subject Recognition AF]
- [Push AF/Push MF]
- [Focus Hold]
- [Focus Magnifier ×3/×6]
- [Focus Magnifier ×3]
- [Focus Magnifier ×6]
- [S&Q Motion]
- [LUT On/Off **1** ]
- [LUT On/Off **2** ]
- [NIGHTSHOT]
- [SteadyShot]
- [SteadyShot Active]
- [SteadyShot Standard]
- [Rec]
- [Auto Framing Pause]
- [Auto Framing Settings]
- [Rec Review]
- [Shot Mark1]
- [Shot Mark2]
- [Clip Flag OK]
- [Clip Flag NG]
- [Clip Flag Keep]
- [Color Bars]
- [Tally [Front]]
- [DURATION/TC/U-BIT]
- [Display]
- [Lens Info]
- [Video Signal Monitor]
- [Marker]
- [LCD/VF Adjust]
- [Gamma Display Assist]
- [Peaking]
- [Zebra]
- [Thumbnail]
- [Touch Operation]
- [Handle Zoom]
- [Stream]
- [Auto Upload (Proxy)]
- [Enlarge Screen]
- [Direct Menu]
- [Network Status]
- [User Menu]
- [Menu]

## Changing the dial function

You can also change the function of the multi-function dial of the unit.

Set the multi-function dial using [Project] – [Multi Function Dial] – [Default Function] in the full menu.

[Off] is assigned by factory default.

## Functions assignable to the multi-function dial

- [Off]
- [ISO/Gain]
- [Auto Exposure Level]
- [Audio Input Level]

### Note

● The setting is disabled while the menu is displayed.

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## Slow & Quick Motion

When the recording format is set to the following values, you can specify different values for the shooting frame rate and playback frame rate.

Recording format			Frame rate
System frequency	Codec	Video format	
59.94/50/23.98	[XAVC HS-L 422]	3840×2160P	1–60, 100, 120
	[XAVC HS-L 420]	3840×2160P	1–60, 100, 120
59.94/50/29.97/25/23.98	[XAVC S-L 422] / [XAVC S-L 420] / [XAVC S-I]	3840×2160P	1–60, 100, 120
		1920×1080P	1–60, 100, 120, 150, 180, 200, 240

You can turn Slow & Quick Motion mode on/off by pressing an assignable button assigned with [S&Q Motion].  
You can set the frame rate for shooting by pressing and holding the button.

### Hint

- You can also set the mode using [Rec Function] on the [Project] status screen or [Shooting] – [S&Q Motion] in the full menu.

### Note

- Slow & Quick Motion cannot be set during recording, playback, or while the thumbnail screen is displayed.
- Audio recording is not supported in Slow & Quick Motion mode.
- Auto shutter is disabled in Slow & Quick Motion mode.

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## Auto Framing

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In auto framing mode, the camera automatically tracks the subject (person) you are shooting and automatically captures footage with the optimum composition while the camera continues to capture the subject.

During live shooting, you can use the footage cropped using the auto-framing function for live streaming, while leaving the uncropped footage as a clip to use as package media content.

Set framing using [Auto Framing] on the [Project] status screen or set [Project] – [Auto Framing] – [Setting] to [On] in the full menu and configure the following.

### Starting auto framing

Set using [Project] – [Auto Framing] – [Framing Operation Mode] in the full menu.

### Size of the subject you are shooting

Set using the [Project] status screen or [Project] – [Auto Framing] – [Crop Level] in the full menu.

### Subject tracking speed

Set using the [Project] status screen or [Project] – [Auto Framing] – [Framing Tracking Speed] in the full menu.

### Image cropping

- Recorded video and streaming output video:  
Set using [Project] – [Auto Framing] – [Rec/Stream] in the full menu.
- HDMI output video:  
Set using [Project] – [Auto Framing] – [HDMI] in the full menu.

#### Hint

- You can press an assignable button assigned with [Auto Framing Pause] to pause auto framing and output the entire image. Press the button again to resume cropping. This can be convenient in situations where the composition deviates from the intended composition.
- You can press an assignable button assigned with [Auto Framing Settings] to configure the [Crop Level] and [Framing Tracking Speed] settings.

#### Note

- The image may not be cropped with the optimal composition, depending on the shooting conditions.
- SDI output is not available while this function is enabled.

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## Recording to Both Memory Cards A and B

You can record to both memory card A and memory card B simultaneously by setting [Simul Rec] on the [Project] status screen or setting [Project] – [Simul Rec] – [Setting] to [On] in the full menu.

### Recording separately to memory card A and memory card B

You can start/stop recording to each memory card independently using the record START/STOP buttons on the unit and the handle.

By factory default, both buttons are set to start/stop simultaneous recording to both memory cards A and B.

- [Rec Button:  Handle Rec Button:  ]







When the buttons are set to control recording for different memory cards, the following record start/stop control follows the recording state of slot A.

PXW-Z200: [SDI/HDMI Rec Control]

HXR-NX800: [HDMI Rec Control]

### To change the setting

Set [Project] – [Simul Rec] to [Rec Button Set] in the full menu.

[Rec Button Set] setting	Buttons and memory cards
[Rec Button:  Handle Rec Button:  ]	Starts/stops simultaneously recording to memory cards A and B using either button.
[Rec Button:  Handle Rec Button:  ]	The record START/STOP button starts/stops recording to memory card A, and the record START/STOP button on the handle starts/stops recording to memory card B.
[Rec Button:  Handle Rec Button:  ]	The record START/STOP button starts/stops recording to memory card B, and the record START/STOP button on the handle starts/stops recording to memory card A.

#### Hint

- The record button on the LANC remote control or smartphone app remote control operate the same as the record START/STOP button on the grip of the unit.

### To prevent accidental operation of the handle record START/STOP button

Set the handle HOLD switch to the HOLD position.

### About file names

In 2-slot simultaneous recording, the generated clip will have the same clip name on both media.

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## Video Signal Monitor

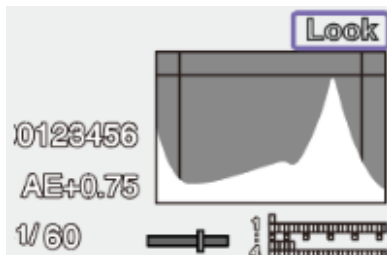
You can set the type of video signal to display on the viewfinder screen to waveform, vectorscope, or histogram using [Monitoring] – [Display On/Off] – [Video Signal Monitor] in the full menu.

The orange line indicates the set value of the zebra level.

The same operation is supported using an assignable button assigned with [Video Signal Monitor].

### Monitor target display

In log shooting mode, “Look” is displayed at the top right of the video signal monitor when a LUT is applied to indicate the monitor target. “SG3/SLog3” or “SG3C/SLog3” is displayed when a LUT is not applied.



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## Gamma Display Assist Function

In custom shooting mode when [Project] – [Base Setting] – [Target Display] is set to [HDR(HLG)] in the full menu, you can set [Gamma Display Assist] to [On] on the [Monitoring] status screen to view an assisted display in the viewfinder that makes shooting in HDR easier. Can also be configured using [Monitoring] – [Gamma Display Assist] – [Setting] in the full menu.

### Selecting the viewfinder display when the gamma display assist function is enabled

There are two display methods supported for displaying HDR images in the viewfinder when the gamma display assist function is enabled.

#### Displaying HDR with maintained contrast between low luminance areas and high luminance areas

This method takes advantage of the expressive power of HDR to display the image in the viewfinder without causing crushed blacks or blown out highlights, even when shooting with bright or dark exposure. However, the contrast is slightly reduced. To use this display method, set [Project] – [HDR Setting] – [LCD/VF SDR Preview] to [Off] in the full menu.

#### Displaying SDR by simple conversion from HDR to SDR

This method allows you to operate the camera with the same feeling as conventional SDR.

You can adjust the brightness of the HDR image by setting the difference in gain between HDR and SDR using [SDR Gain]. To use this display method, configure using the following procedure.

1. Set [Project] – [HDR Setting] – [LCD/VF SDR Preview] to [On] in the full menu.
2. Adjust the SDR gain value for HDR mode using [Project] – [HDR Setting] – [SDR Gain] in the full menu.

#### Hint

- When converting from an HDR image to SDR using SR Live Metadata after shooting, [SDR Gain] is applied to the conversion so that the SDR image display has the same exposure that was viewed in the viewfinder at the time of shooting.

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## Clip Flags

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You can add an [OK] clip flag to a clip being recorded or just recorded by pressing an assignable button assigned with [Clip Flag OK] and selecting [Add OK]. You can also add a clip flag to a clip during playback. You can delete an [OK] clip flag by pressing the button twice to execute [Delete Clip Flag].

### Hint

- You can also add a clip flag using [Thumbnail] – [Set Clip Flag] in the full menu.
- The thumbnail screen can be displayed sorted by clip flag type (filtered clip thumbnail screen). For details, see the following topic.  
[Clip Operations](#)

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## Proxy Recording

This function allows you to simultaneously record a low-resolution proxy clip at the same time as recording a high-resolution original clip when recording to a memory card.

A proxy clip can be subdivided into chunks automatically at short intervals and the files can be transferred before the end of recording.

For details about supported memory cards, formatting memory cards, and checking the remaining capacity, see the following topics.

[Recommended Memory Cards](#)

[Initializing Memory Cards](#)

[Checking the Remaining Recording Time](#)

### About the recorded file

The file name extension is “.mp4”.

The timecode is also recorded simultaneously.

### Storage destination of the recorded file

The recorded file is stored in the following directory.

Memory card	Folder path	
	Normal recording	Chunk recording
SDXC	/PRIVATE/M4ROOT/SUB	/PRIVATE/M4ROOT/GENERAL/SONY/PXTMP
CFexpress Type A	/M4ROOT/SUB	/PRIVATE/M4ROOT/GENERAL/SONY/PXTMP

### About file names

The file name consists of the clip name recorded on the memory card + “S03” suffix. The file name of a proxy clip recorded in chunks for upload consists of the original clip name + chunk number + “S03” suffix.

## Recording a proxy

Configure proxy recording using the following procedure.

1. Set using [Proxy Rec] on the [Project] status screen or setting [Project] – [Proxy Rec] – [Setting] to [On] in the full menu.
2. Insert a memory card into a CFexpress Type A/SD card slot.

- For CFexpress cards, the label faces to the left.
- For SD cards, the label faces to the right with the beveled corner at the bottom.

#### Note

- Proxy recording cannot be set to [On] at the same time as Slow & Quick Motion. When proxy recording is set to [On], setting Slow & Quick Motion to [On] will temporarily set proxy recording to [Off].

3. Press the record START/STOP button.

Proxy recording starts.

#### Note

- If the unit is turned off or the memory card is removed while the memory card is being accessed, the integrity of data on the card cannot be guaranteed. All data recorded on the memory card may be discarded. Always make sure the memory card access indicator is off before turning off the unit or removing the memory card.
- Make sure that the memory card does not pop out when inserting or removing it.

## **To stop shooting**

Stop the recording.

## **Setting the audio channel for proxy recording**

Set the audio channel for proxy data recording using [Project] – [Proxy Rec] – [Audio Channel] in the full menu.

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## Recording and Uploading a Proxy Clip in Chunks

When the auto upload setting is set to [Chunk] and a proxy clip is recorded in chunks, the proxy clip can be uploaded while the main recording is in progress.

For details about uploading a proxy clip recorded in chunks, see the following topic.

[Transferring Clips Automatically](#)

**1. Select the chunk recording interval using [Project] – [Proxy Rec] – [Chunk] in the full menu.**

[30s]: Record proxy clip in 30-second chunks (default setting).

[1min]: Record proxy clip in 1-minute chunks.

[2min]: Record proxy clip in 2-minute chunks.

**2. Set [Network] – [File Transfer] – [Auto Upload (Proxy)] to [Chunk] in the full menu.**

The original clip is recorded to the media in slot A, and the proxy clip is recorded in chunks to the media in slot B.

**3. Start proxy recording.**

A separate proxy clip transfer job is registered in the job list at the specified chunk recording interval.

**Note**

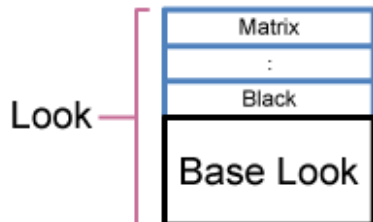
- When [Auto Upload (Proxy)] is not set to [Chunk], proxy recording in chunks does not occur.
- The media in slot B is dedicated to recording proxy clips in chunks, hence relay recording and 2-slot simultaneous recording are not supported.

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## Selecting a Look

In [Custom] shooting mode, you can add adjustments to the black, matrix, and other parameters to create a “look” based on the base look.



You can also quickly select a different look by saving different combinations of settings in scene files. The unit is provided with a total of six preset looks.

1. With the shooting screen displayed, press the multi-function dial.
2. Select the **[SCN] 1** (scene file) icon.
3. Press the multi-function dial.
4. Select the desired look from the menu, and press the multi-function dial.

### Hint

- The following presets are configured by factory default.

[Shooting Mode]	[Custom]	
[Target Display]	[SDR(BT.709)]	[HDR(HLG)]
Scene file 1	[S-Cinetone]	[HLG Live]
Scene file 2	[ITU709]	[HLG Mild]
Scene file 3	[709tone]	[HLG Natural]
Scene file 4	(Not registered)	(Not registered)
Scene files 5 to 16	(Not registered)	(Not registered)

- You can also select a look using [Paint/Look] – [Scene File] – [Recall] in the full menu. You can also recall a preset look using [Scene File] – [Preset Recall].

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## Importing a Desired Base Look

You can import up to 16 3D LUT files, created on a computer or other device, as a base look from a memory card or cloud service.

- File format: CUBE file (\*.cube) for a 17-grid or 33-grid 3D LUT created using Catalyst Browse or RAW Viewer.
- Input color gamut/Gamma: S-Gamut3.Cine/S-Log3 or S-Gamut3/S-Log3

### Importing from a memory card

You can import a 3D LUT file from a memory card.

1. On the computer or other device, save the 3D LUT file in the specified folder on the memory card.

Memory card	Folder path
SDXC	/PRIVATE/SONY/PRO/LUT/
CFexpress Type A	/SONY/PRO/LUT/

2. Insert the memory card on which 3D LUT files are saved into CFexpress Type A/SD card slot (B).
3. Execute [Paint/Look] – [Base Look] – [Import from Media(B)] in the full menu.
4. Select an import destination.
5. Select a 3D LUT file to import.  
Follow the on-screen instructions. The unit handles a 3D LUT file as a base look.
6. Select the imported 3D LUT file using [Paint/Look] – [Base Look] – [Select] in the full menu.
7. Set [Paint/Look] – [Base Look] – [Input] and [Output] in the full menu to match the attributes of the imported 3D LUT file.

### Importing from a cloud service

You can import a 3D LUT file from a cloud service.

1. Connect to the unit from the “Creators’ App for enterprise” smartphone application.
2. Execute [Paint/Look] – [Base Look] – [Import from Cloud(Private)]/[Import from Cloud(Share)] in the full menu.
3. Select an import destination.
4. Select a 3D LUT file to import.  
Follow the on-screen instructions. The unit handles a 3D LUT file as a base look.
5. Select the imported 3D LUT file using [Paint/Look] – [Base Look] – [Select] in the full menu.
6. Set [Paint/Look] – [Base Look] – [Input] and [Output] in the full menu to match the attributes of the imported 3D LUT file.

### Adjusting for underexposure

If there is a tendency for underexposure when auto exposure is selected when using an imported base look, adjust [Paint/Look] – [Base Look] – [AE Level Offset] in the full menu.

#### Note

- Just importing a 3D LUT file does not affect the image. Load the imported 3D LUT file using [Paint/Look] – [Base Look] – [Select] in the full menu.
- If [Input] is not set correctly, the proper look will not be obtained.



- The [Input]/[Output]/[AE Level Offset] menu item settings are applied to the base look selected using [Select]. If multiple 3D LUT files are imported, select [Select] for each 3D LUT file, and configure [Input]/[Output]/[AE Level Offset] individually for each file.
- The configured [Input]/[Output]/[AE Level Offset] settings are saved for each 3D LUT file.
- The base look/LUT selection options for imported 3D LUT files are common to [SDR(BT.709)]/[HDR(HLG)]/log shooting mode, but color gamut and gamma conversion are not performed according to these modes.
- 3D LUT files are not deleted when [Maintenance] – [All Reset] – [Reset] is executed in the full menu.

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## Customizing a Look

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You can customize a look based on the base look using [Paint/Look] – [Matrix] and other setup items in the full menu. Connect your unit to a TV or monitor, and adjust the picture quality while observing the picture on the TV or monitor screen.

### Note

- When you import a 3D LUT file and apply it to the image, the desired look defined in the 3D LUT file will not be obtained if [Paint/Look] – [Matrix] and other settings in the full menu, other than the base look, are changed. You can reset all customized settings using [Paint/Look] – [Reset Paint Settings] – [Reset without Base Look] in the full menu.

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## Saving a Look

You can save the current look as a scene file in internal memory using [Paint/Look] – [Scene File] – [Store] in the full menu. You can then quickly recall the look using operations in the direct menu from the shooting screen.

### Hint

- You can overwrite the preset scene files.
- To restore a preset scene file, load the look to be restored using [Paint/Look] – [Scene File] – [Preset Recall] in the full menu, and then save the scene file using [Scene File] – [Store].

### Note

- If you select another look without saving the current look, the current look is discarded.
- Scene files are not deleted when [Maintenance] – [All Reset] – [Reset] is executed in the full menu.

## Deleting a saved look

You can delete a scene file saved in internal memory using [Paint/Look] – [Scene File] – [Delete] in the full menu.

### Hint

- When deleted, it is no longer displayed in the direct menu.

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## Deleting a Base Look

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You can delete an imported 3D LUT file using [Paint/Look] – [Base Look] – [Delete] in the full menu.

You can delete all 3D LUT files using [Paint/Look] – [Base Look] – [Delete All] in the full menu.

### Note

- Before deleting, check that the base look is not being used in any scene files. If a base look that is being used is deleted, the look of the corresponding scene files will be incorrect.
- Imported 3D LUT files are not deleted when [Maintenance] – [All Reset] – [Reset] is executed in the full menu.
- A deleted base look can no longer be used as a LUT in log shooting mode.

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## Shooting in Dark Locations

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You can shoot in completely dark locations by turning on the night shot infrared light.

Set [Shooting] – [NIGHTSHOT] – [Setting] to [On] in the full menu.

### Setting the Infrared light

Set using [Shooting] – [NIGHTSHOT] – [IR Light] in the full menu.

### Setting the image color

Set using [Shooting] – [NIGHTSHOT] – [Image Color] in the full menu.

#### Hint

- The infrared light can also be turned on using an assignable button assigned with [NIGHTSHOT].

#### Note

- The night shot function uses an infrared light. Do not cover the night shot infrared light with your fingers.
- Remove the lens hood.
- Use in good lighting conditions may cause a malfunction.

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## Network Functions

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The unit can connect to a mobile device, such as a smartphone or tablet, allowing you to control the unit remotely from a mobile device. The unit can also be connected to the Internet to transfer files and to use various services.

- Remote control  
You can control the unit remotely from a mobile device while viewing the camera image or playback image.
- File transfer  
You can transfer a proxy clip or original clip that is recorded on a memory card in the unit to a cloud server via the Internet.
- Streaming  
You can stream the camera image of the unit using the RTMP/RTMPS or SRT streaming protocols.

### “Monitor & Control” application

This application allows you to set the white balance and exposure settings, focus, and other parameters while monitoring the image of the unit on the screen of a mobile device.

### “Creators' App for enterprise” application

You can easily transfer files to the “C3 Portal” cloud service using the “Creators' App for enterprise” application. First, obtain a “C3 Portal” account and install “Creators' App for enterprise” on a mobile device. For details about obtaining a “C3 Portal” account, contact the administrator of your organization.

#### Note

- The cloud service may not be available, depending on the region in which you live.

### “Camera Remote SDK”

This is a development environment provided by Sony for software developers to develop solutions and applications using Sony cameras. Using this SDK allows developers to remotely control Sony cameras from a host PC and to develop unique applications for shooting and monitoring.

For details about each application and the SDK, contact your Sony sales or service representative. For details about operation, refer to the corresponding Help or Help Guide.

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## Connecting with “Monitor & Control”

Connect to the unit with a mobile device and then use the mobile device to monitor the image of the unit using “Monitor & Control.”

Connection method
Wi-Fi connection using Bluetooth pairing/Bluetooth pairing (Wi-Fi)
Wi-Fi connection with camera as an AP <sup>1)</sup> (Wi-Fi Direct connection)/Wi-Fi
Wi-Fi connection with wireless LAN router as an AP <sup>1)</sup> /Wi-Fi
Wired LAN connection via a router/Wired LAN
Wi-Fi tethering <sup>2)</sup> with mobile device as an AP <sup>1)</sup> /Tethering (Wi-Fi)
USB tethering <sup>2)</sup> with mobile device as an AP <sup>1)</sup> /Tethering (USB)

1) Access point (AP): Device that supplies an SSID for W-Fi connections

2) Tethering (Internet sharing): A function that allows you to connect to the Internet via mobile network data communication using the SIM card of a mobile device

For details about how to connect to the unit with a mobile device and how to operate the “Monitor & Control” application, refer to the “Monitor & Control” Help Guide.

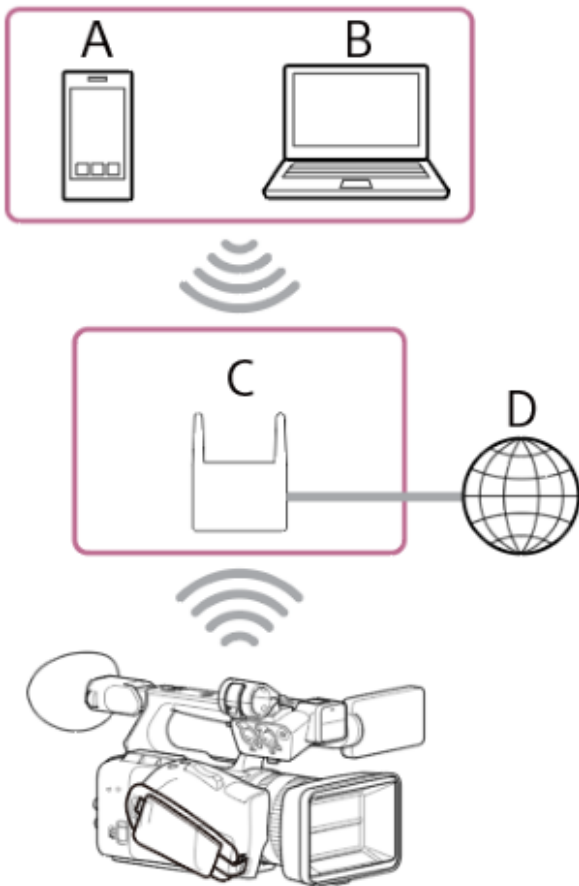
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## Connecting to the Internet via Wireless LAN

Connect the unit to an existing wireless LAN access point. Connect the mobile device to control operation via the access point.

The 10 most recently connected access points are displayed in the history. The connection history is saved in an All file, but the access point passwords are not saved. Password entry is required the next time you connect after loading an All file.



A: Smartphone/tablet

B: Computer

C: Access point

D: Internet

### Hint

- When connected to an access point, the unit operates in station (ST) mode.
- You may be able to configure your mobile device as an access point (Wi-Fi tethering). For details, refer to the operation manual for the mobile device.

## Connecting using the access point auto detection function

### 1. Press the NETWORK button.

The [Network] status screen appears.

### Hint

- You can also press the MENU button and scroll the screen to display the status.



## 2. Set [Wireless LAN] – [Setting] to [Wireless LAN ST].

### Note

- The unit does not support simultaneous use of wireless LAN and wired LAN.

## 3. Press [Wireless LAN] – [Status].

The [Scan Networks] screen appears.

## 4. Select the access point for the network to which you want to connect and enter the password.

## 5. Configure the following connection settings, as required.

Configuration item	Description
[DHCP]	Set the DHCP setting. When set to [On], the IP address is assigned to the unit automatically. To assign an IP address to the unit manually, set to [Off].
[IP Address]	Enter the IP address of the unit. This setting is available only when [DHCP] is set to [Off].
[Subnet Mask]	Enter the subnet mask of the unit. This setting is available only when [DHCP] is set to [Off].
[Gateway]	Enter the gateway for the access point. This setting is available only when [DHCP] is set to [Off].
[DNS Auto]	Set whether to acquire DNS automatically. When set to [On], the DNS server address is automatically acquired. This setting is available only when [DHCP] is set to [On].
[Primary DNS Server]	Enter the primary DNS server for the access point. This setting is available only when [DNS Auto] is set to [Off].
[Secondary DNS Server]	Enter the secondary DNS server for the access point. This setting is available only when [DNS Auto] is set to [Off].

## 6. When finished, press the [Connect] button.

The unit connects to the Internet.

### Hint

- To use “Monitor & Control,” “Creators' App for enterprise,” or the “Camera Remote SDK” to control the unit from an external device, set [Wireless LAN] – [Remote] to [Enable] on the [Network] status screen.
- Press the [Show Authentication] button on the [Network] status screen to display the authentication information for connecting to the unit. Take care that the screen cannot be viewed and the QR code image cannot be copied by others.

## Connecting manually by entering access point information

### 1. Set [Wireless LAN] – [Setting] to [Wireless LAN ST] on the [Network] status screen.

### 2. Configure [Network] – [Wireless LAN] – [Manual Register] in the full menu.

The [Wireless LAN] – [Manual Register] screen appears.

### 3. Configure the following settings.

Configuration item	Description
[SSID]	Enter the SSID for the wireless LAN access point.

Configuration item	Description
[Security]	<p>Select the encryption method.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When set to [None], the password is cleared for safety.</li> </ul>
[Password]	Enter the password for the wireless LAN access point.
[DHCP]	Set the DHCP setting. When set to [On], the IP address is assigned to the unit automatically. To assign an IP address to the unit manually, set to [Off].
[IP Address]	Enter the IP address of the unit. This setting is available only when [DHCP] is set to [Off].
[Subnet Mask]	Enter the subnet mask of the unit. This setting is available only when [DHCP] is set to [Off].
[Gateway]	Enter the address of the gateway. This setting is available only when [DHCP] is set to [Off].
[DNS Auto]	Set whether to acquire DNS automatically. When set to [On], the DNS server address is automatically acquired. This setting is available only when [DHCP] is set to [On].
[Primary DNS Server]	Enter the address of the primary DNS server. This setting is available only when [DNS Auto] is set to [Off].
[Secondary DNS Server]	Enter the address of the secondary DNS server. This setting is available only when [DNS Auto] is set to [Off].

#### 4. When finished, press the [Connect] button.

The unit connects to the Internet.

#### Hint

- To use “Monitor & Control,” “Creators' App for enterprise,” or the “Camera Remote SDK” to control the unit from an external device, set [Wireless LAN] – [Remote] to [Enable] on the [Network] status screen.
- Press the [Show Authentication] button on the [Network] status screen to display the authentication information for connecting to the unit. Take care that the screen cannot be viewed and the QR code image cannot be copied by others.

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## Connecting to the Internet via USB Tethering

You can connect the unit to a smartphone via a USB cable, and then connect to the Internet using the smartphone.

1. **Turn the unit on.**
2. **Press the NETWORK button.**

The [Network] status screen appears.

### Hint

- You can also press the MENU button and scroll the screen to display the status.

3. **Set [USB Tethering] – [Setting] to [On].**
4. **Connect the unit and smartphone via a USB cable.**
5. **Enable tethering communication on the smartphone.**  
For details, refer to the operation manual for the smartphone.  
The unit connects to the Internet.

### Hint

- To use “Monitor & Control,” “Creators' App for enterprise,” or the “Camera Remote SDK” to control the unit from an external device, set [USB Tethering] – [Remote] to [Enable] on the [Network] status screen.
- Press the [Show Authentication] button on the [Network] status screen to display the authentication information for connecting to the unit. Take care that the screen cannot be viewed and the QR code image cannot be copied by others.

### Note

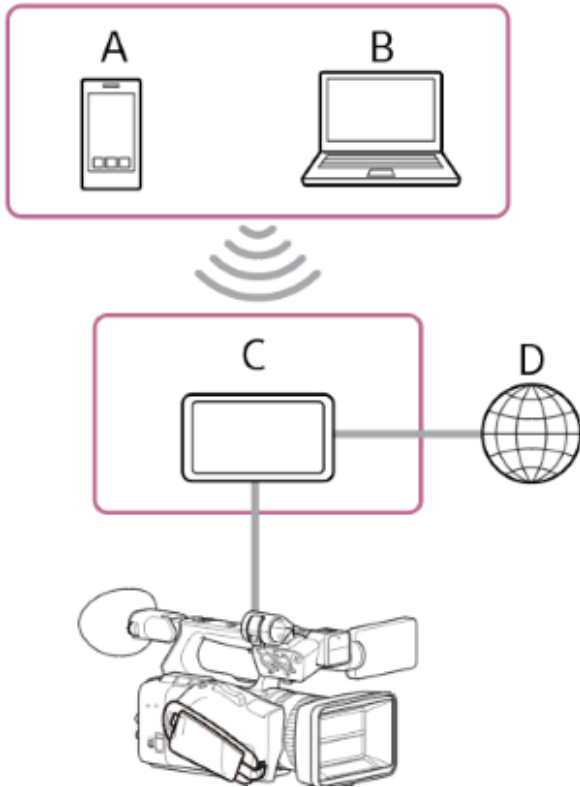
- If a message prompting you to connect via USB appears when a USB cable is connected, press the [Cancel] button, not the [OK] button.
- If a message indicating that connection via USB has initiated appears on a black screen, remove the USB cable to return to the shooting screen, set USB tethering to [On] and then connect the USB cable.
- USB tethering cannot be used if the smartphone is connected via a USB hub.

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## Connecting to the Internet via Wired LAN

You can connect to the Internet by connecting the unit and a wireless LAN router by wired LAN connection.



A: Smartphone/tablet  
B: Computer  
C: Wireless LAN router  
D: Internet

1. Connect the network connector of the unit to a wireless LAN router using a LAN cable.
2. Turn the unit on.
3. Press the **NETWORK** button.  
The [Network] status screen appears.

### Hint

- You can also press the MENU button and scroll the screen to display the status.

4. Set **[Wired LAN] – [Setting]** to **[Wired LAN]**.

### Note

- The unit does not support simultaneous use of wireless LAN and wired LAN.

5. Configure the following settings using **[Network] – [Wired LAN] – [Detail Settings]** in the full menu, as required, and select **[Set]**.

Configuration item	Description
[DHCP]	Set the DHCP setting. When set to [On], the IP address is assigned to the unit automatically. To assign an IP address to the unit manually, set to [Off].
[IP Address]	Enter the IP address of the unit. This setting is available only when [DHCP] is set to [Off].
[Subnet Mask]	Enter the subnet mask of the unit. This setting is available only when [DHCP] is set to [Off].
[Gateway]	Enter the address of the gateway. This setting is available only when [DHCP] is set to [Off].
[DNS Auto]	Set whether to acquire DNS automatically. When set to [On], the DNS server address is automatically acquired. This setting is available only when [DHCP] is set to [On].
[Primary DNS Server]	Enter the address of the primary DNS server. This setting is available only when [DNS Auto] is set to [Off].
[Secondary DNS Server]	Enter the address of the secondary DNS server. This setting is available only when [DNS Auto] is set to [Off].

#### Hint

- To use “Monitor & Control,” “Creators' App for enterprise,” or the “Camera Remote SDK” to control the unit from an external device, set [Wired LAN] – [Remote] to [Enable] on the [Network] status screen.
- Press the [Show Authentication] button on the [Network] status screen to display the authentication information for connecting to the unit. Take care that the screen cannot be viewed and the QR code image cannot be copied by others.

#### Note

- Always select [Set] after changing the connection settings. The settings are not applied if [Set] is not selected.

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## Transferring Files to “C3 Portal”

You can transfer files to the “C3 Portal” cloud service using the “Creators' App for enterprise” application.

**1. Execute [Network] – [Network Setup] – [Setup for Mobile App] in the full menu.**

A confirmation screen appears for items that will be updated automatically.

The following settings in the [Network] menu are selected automatically.

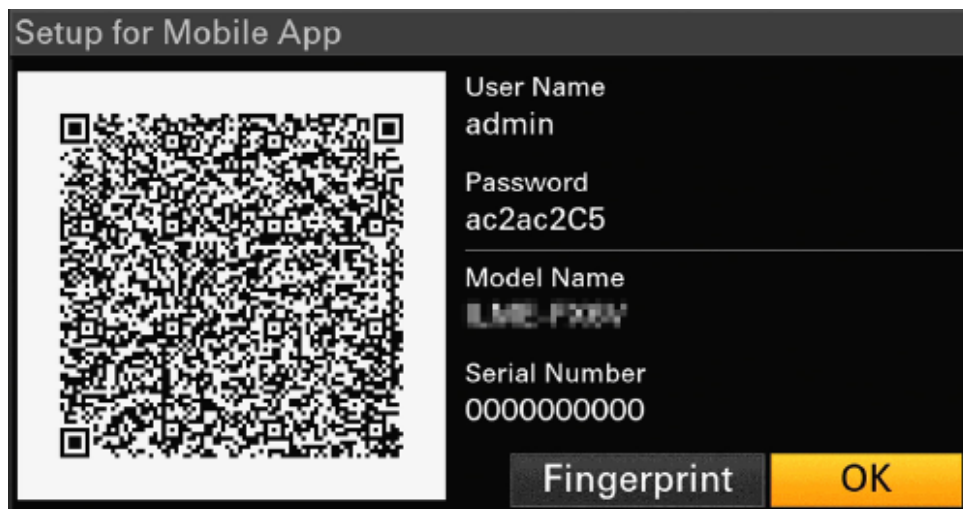
- [USB Tethering] – [Setting] – [On]
- [USB Tethering] – [Camera Remote Control] – [Enable]

**2. Check the settings and select [OK].**

The configuration starts.

A configuration message appears.

When the configuration is completed, the access authentication screen appears on the LCD monitor/viewfinder.



The following information is displayed on the screen.

User name/password/fingerprint/camera model name/serial number

### Hint

- This screen is not output to the video output.

### Note

- Take care that the password cannot be viewed and the QR code image cannot be copied by others.

**3. Start “Creators' App for enterprise” on the smartphone and sign in to the “C3 Portal” cloud service.**

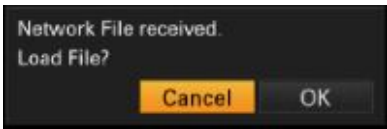
**4. Connect a USB cable to the USB-C connector of the unit, and then connect the smartphone.**

**5. Enable the USB tethering function on the smartphone.**

For details, refer to the operation manual for the smartphone.

**6. Follow the instructions on the “Creators' App for enterprise” screen and scan the QR code displayed on the LCD monitor of the unit.**

File transfer setup information is sent from the smartphone to the unit, and the following screen appears on the unit.



#### 7. Select [OK].

The setup information starts loading.

When the setup is loaded successfully, a message appears.

#### Note

- "Creators' App for enterprise" overwrites the [Network] – [File Transfer] setting of the unit.
- [Root Certificate] cannot be set automatically. Configure manually.

### Transferring original clips

Set using the [File Transfer] status screen or set [Network] – [File Transfer] – [Auto Upload] to [On] in the full menu to enable transfer of original clips to "C3 Portal."

Each time a recording finishes, the clip is transferred to the location associated with your "C3 Portal" account.

### Transferring proxy clips

Set using the [File Transfer] status screen or set [Network] – [File Transfer] – [Auto Upload (Proxy)] to [On] in the full menu to enable transfer of proxy clips to "C3 Portal."

Each time a recording finishes, the clip is transferred to the location associated with your "C3 Portal" account.

#### Hint

- Files transferred from the unit are cached in "Creators' App for enterprise" and then transferred to "C3 Portal." The file transfer status display on the unit indicates the transfer status to "Creators' App for enterprise."
- When the file transfer from the unit to "Creators' App for enterprise" is completed, you can turn off the unit but note that file transfer from the smartphone may be continuing. Be aware of the remaining battery charge on the smartphone.
- You can transfer any clips to "C3 Portal." For details, see the following topic.  
[Selecting and Transferring a Clip](#)
- You can import 3D LUT files stored in "C3 Portal" into the unit.
- You can save an All file created by the unit in "C3 Portal" and then load it from "C3 Portal."

### Other functions that use "C3 Portal"

#### Managing 3D LUT files

You can import 3D LUT files stored in "C3 Portal" into the unit.

#### Managing All files

You can save an All file created on the unit in "C3 Portal" and load an All file from "C3 Portal."

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#### Related Topic

- [Importing a Desired Base Look](#)
- [Saving a Configuration File](#)

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## Preparing to Transfer Files

You can transfer a recorded proxy clip or original clip to a server on the Internet or to a server on the local network. Connect the unit to the Internet or local network using the following procedures.

- [Connecting to the Internet via Wireless LAN](#)
- [Connecting to the Internet via USB Tethering](#)
- [Connecting to the Internet via Wired LAN](#)

### Registering a file transfer destination

Register a server to which to transfer files comprising the clips beforehand.

1. Select **[Network] – [File Transfer] – [Server Settings1]/[Server Settings2]/[Server Settings3]** in the full menu.
2. The transfer destination setup screen appears.
3. Set each item on the transfer destination setup screen.

Configuration item	Description
[Display Name]	Enter the name of the server to display in the transfer destination list.
[Service]	Displays the server type. [FTP]: FTP server
[Host Name]	Enter the address of the server.
[Port]	Enter the port number of the server to connect.
[User Name]	Enter the user name.
[Password]	Enter the password.
[Passive Mode]	Turn passive mode on/off.
[Destination Directory]	<p>Enter the name of the directory on the destination server.</p> <div style="border: 1px solid #ccc; padding: 10px; background-color: #f9f9f9;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>● Original clips are transferred to the “Main” folder within the directory specified as the transfer destination.</li> <li>● When editing, “□” indicates characters that cannot be changed. Correct operation is not guaranteed when editing a directory name that contains these characters. If you need to edit, delete all the characters and re-enter a value.</li> <li>● If characters that are invalid on the destination server are entered in [Destination Directory], files will be transferred to the user’s home directory. Invalid characters will vary depending on the server.</li> </ul> </div>
[Using Secure Protocol]	Set whether to perform secure FTP transfers.



Configuration item	Description
[Root Certificate]	<p>Load/clear a certificate.</p> <ul style="list-style-type: none"> <li>● [Load]: Select [Set] in step 3 to import a CA certificate.</li> </ul> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>● The certificate to be loaded must be in PEM format with “certification.pem” file name, and should be written to the root directory of the memory card inserted in card slot B.</li> </ul> <ul style="list-style-type: none"> <li>● [Clear]: Select [Set] in step 3 to clear a CA certificate.</li> <li>● [None]: Do not load or clear a certificate.</li> </ul> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>● Set the clock of the unit to the correct time before importing a CA certificate.</li> <li>● Depending on the recording format, [Load]/[Clear] cannot be executed for a certificate because the recording operation takes priority.</li> <li>● In low voltage state, [Load]/[Clear] cannot be executed for a CA certificate.</li> </ul>
[Root Certificate Status]	Displays the load status of the certificate.
[Reset]	Reset the [Server Settings1]/[Server Settings2]/[Server Settings3] settings to the default values.

**4. When finished, select [Set] to apply the settings.**

**Note**

- Always select [Set] after changing the settings. The settings are not applied if [Set] is not selected.

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## Selecting and Transferring a Clip

You can transfer a proxy clip or original clip that is recorded on a memory card to a server.

### Note

- Proxy clips recorded in chunks are files dedicated for auto transfer. These files cannot be selected and transferred manually.

### Transferring proxy clips

**1. Select [Thumbnail] – [Transfer Clip (Proxy)] – [Select Clip] in the full menu.**

The display changes from the full menu to the thumbnail screen.

Clips can be transferred from the thumbnail screen or the filtered clip thumbnail screen.

**2. Select the clip you want to transfer, then press the MENU button.**

A transfer confirmation screen appears.

**3. Select [Execute].**

The proxy clip corresponding to the selected original clip is registered as a transfer job, and the transfer begins.

When the transfer job is successfully registered, the registration result screen appears.

**4. Select [OK].**

### Hint

- Select [All Clips] instead of [Select Clip] in step 1 to transfer the proxy clips corresponding to all the original clips.

### Note

- Up to 200 transfer jobs can be registered.

### Transferring original clips

**1. Select [Thumbnail] – [Transfer Clip] – [Select Clip] in the full menu.**

The display changes from the full menu to the thumbnail screen.

File can be transferred from the thumbnail screen or the filtered clip thumbnail screen.

**2. Select the clip you want to transfer, then press the MENU button.**

A transfer confirmation screen appears.

**3. Select [Execute].**

The selected clip is registered as a transfer job, and the transfer begins.

When the transfer job is successfully registered, the registration result screen appears.

**4. Select [OK].**

### Hint

- Select [All Clips] instead of [Select Clip] in step 1 to transfer all clips.

### Note

- Original clips are transferred to the "Main" folder within the directory specified as the transfer destination.
- Up to 200 transfer jobs can be registered.

## Checking the transfer status


You can check the file transfer status by selecting [Network] – [File Transfer] – [View Job List] in the full menu.

You can also check the file transfer status when connected with a mobile device using the “Catalyst Browse” application.

### Hint

- If [Network] – [File Transfer] – [Auto Upload]/[Auto Upload (Proxy)] is set to [On] in the full menu or on the [File Transfer] status screen when connected to a network, original clips and proxy clips are automatically transferred to the server specified using [Default Upload Server] when recording ends. If both original clips and proxy clips are configured for auto transfer, the auto transfer of proxy clips takes precedence.

### Note

- The job list is retained when the unit is turned off, but up to 10 minutes of recent progress information may be lost if the battery pack is removed without first setting the power switch to  (standby).
- Jobs added after the battery low voltage state are not saved in the job list.
- If an error occurs during file transfer, the transfer of a clip with the same name as a transferred clip may not be resumed, depending on the settings and status of the transfer destination server. In this case, check the transfer destination server settings and status.

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### Related Topic

- [Structure of the Thumbnail Screen](#)
- [Clip Operations](#)

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## Transferring Clips Automatically

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You can transfer clips automatically.

### Transferring original clips automatically

Original clips can be transferred to a specified server automatically when recording ends.

To enable auto transfer, set [Network] – [File Transfer] – [Auto Upload] to [On] in the full menu or on the [File Transfer] status screen.

### Transferring proxy clips automatically

Proxy clips can be transferred to a specified server automatically when recording ends.

To enable auto transfer, set [Network] – [File Transfer] – [Auto Upload (Proxy)] to [On] in the full menu or on the [File Transfer] status screen.

Alternatively, set [Auto Upload (Proxy)] to [Chunk] to record a proxy clip in chunks and then transfer the chunks to a specified server while the recording continues. The auto transfer of a proxy clip recorded in chunks takes precedence over other file transfer jobs.

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### Related Topic

- [Proxy Recording](#)
- [Recording and Uploading a Proxy Clip in Chunks](#)

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## Transferring using Secure FTP

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You can transfer files with encryption using FTPS in Explicit mode (FTPES) for the connection with the file transfer destination server.

### Setting secure FTP transfer

For secure FTP transfer, set [Using Secure Protocol] to [On] in the file transfer destination server settings and import a certificate.

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#### Related Topic

- [Preparing to Transfer Files](#)

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## Streaming

You can stream the camera/playback video and audio of the unit with low latency.

Two streaming methods are supported.

- RTMP/RTMPS streaming

You can stream the camera video and audio of the unit with low latency using RTMP (Real Time Messaging Protocol) developed by Adobe Inc. RTMPS which uses SSL encryption is also supported.

- SRT streaming

You can stream the camera video and audio of the unit with low latency using SRT (Secure Reliable Transport) developed by Haivision. SRT streaming employs a listener and a caller. The listener has connection destination information, such as an IP address and domain. The caller connects to the listener. The unit corresponds to a caller.

The streaming bit rate range and initial value varies depending on the system frequency and resolution as follows.

System frequency	Streaming		
	Resolution	Bit rate range (Mbps)	Initial value (Mbps)
59.94/50	3840×2160	38 only	–
	1920×1080	4.5 to 27	9
	1280×720	2.3 to 13.5	6
29.97/25/23.98	3840×2160	13 to 38	34
	1920×1080	3 to 18	6
	1280×720	1.5 to 9	4

### Configuring RTMP/RTMPS streaming

#### Setting the connection destination and format

**1. Set [Network] – [Stream] to [RTMP/RTMPS 1]/[RTMP/RTMPS 2]/[RTMP/RTMPS 3] in the full menu.**

The connection destination setup screen appears.

**2. Set each item on the connection destination setup screen.**

Configuration item	Description
[Display Name]	Set the display name in the [Destination Select] menu.
[Codec]	Displays the codec of the streaming video.
[Resolution]	Set the resolution of the streaming video. <ul style="list-style-type: none"> <li>● [3840×2160P]</li> <li>● [1920×1080P]</li> <li>● [1280×720P]</li> </ul>

Configuration item	Description
[Bit Rate]	Set the bit rate of the streaming video.
[Destination URL]	Set the URL of the server to connect. If the URL begins with "rtmps://" characters, streaming is recognized as RTMPS streaming and the streaming data is encrypted. In this case, a certificate for RTMPS connections is required.
[Stream Key]	Set the stream key used for the streaming connection.
[RTMPS Certificate]	<p>Load/clear a certificate for RTMPS streaming.</p> <ul style="list-style-type: none"> <li>● [Load]: Load a certificate.</li> </ul> <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>● The certificate to be loaded must be in PEM format, and should be written to the root directory of the memory card with "RTMPS_certification.pem" file name.</li> </ul> </div> <ul style="list-style-type: none"> <li>● [Clear]: Clear the certificate.</li> <li>● [None]: Do not load or clear a certificate.</li> </ul> <p>If a certificate is not loaded here, the built-in default certificate of the unit will be used.</p>

### 3. When finished, select [Set] to apply the settings.

#### Note

- Always select [Set] after changing the settings. The settings are not applied if [Set] is not selected.
- Set the clock of the unit to the correct time before importing a certificate for RTMPS connections.
- Depending on the recording format, [Load]/[Clear] cannot be executed for a certificate because the recording operation takes priority.
- In low voltage state, [Load]/[Clear] cannot be executed for a certificate for RTMPS connections.  
[RTMPS Certificate Status]: Displays the load status of the certificate for RTMPS connections.  
[Reset]: Reset the settings to the default values.

## Replacing the built-in default certificate of the unit with another default certificate

### 1. Insert a memory card on which a different default certificate is saved in card slot B.

Import file: "RTMPS\_DefaultCertificates.pem" located in the root directory of the memory card

### 2. Select [Network] – [Stream] – [RTMPS Default Certificates] – [Replace] – [Execute] in the full menu.

A message appears, confirming that the default certificate has been written to the memory card. You can also replace the default certificate with a user default certificate.

### 3. Select [OK].

The default certificate is imported into the unit.

When loaded successfully, a message appears.

## Reverting to the built-in default certificate of the unit

Select [Network] – [Stream] – [RTMPS Default Certificates] – [Reset] – [Execute] in the full menu.

When the operation is completed successfully, a message appears.

The replacement default certificate is deleted and the built-in default certificate of the unit becomes enabled.

## Checking the default certificate status

Select [Network] – [Stream] – [RTMPS Default Certificates] – [Status] in the full menu to display the status of the default certificate.

When the built-in default certificate of the unit is being used, [Preinstall] is displayed.

When a replacement default certificate is being used, the date and time that the certificate was replaced is displayed.

Display format: 4-digit year (Western calendar) + 2-digit month + 2-digit day + 2-digit hour (24-hour format) + 2-digit minute + 2-digit second

Example: 2024, December 1, 12:34:56 → 20241201123456

## Configuring SRT streaming

### Setting the connection destination and format

1. Set **[Network] – [Stream]** to **[SRT-Caller 1]/[SRT-Caller 2]/[SRT-Caller 3]** in the full menu.  
The connection destination setup screen appears.
2. Set each item on the connection destination setup screen.

Configuration item	Description
[Display Name]	Set the display name in the [Destination Select] menu.
[Codec]	Set the codec of the streaming video.
[Resolution]	Set the resolution of the streaming video. <ul style="list-style-type: none"><li>● [1920×1080P]</li><li>● [1280×720P]</li></ul>
[Bit Rate]	Set the bit rate of the streaming video.
[Destination URL]	Set the URL of the server to connect.
[Port]	Set the port of the streaming destination.
[Latency]	Set the streaming distribution latency.
[TTL]	Set the time-to-live (TTL) value for streaming.
[Encryption]	Set the encryption method for streaming.
[Passphrase]	Set the passphrase used for encryption for streaming.
[ARC]	Enable/disable the Adaptive Rate Control function when streaming.

#### Note

- When [Codec] is set to [H.265/HEVC], some receivers may not support playback correctly. If a problem occurs during playback, try [H.264/AVC].

3. When finished, select **[Set]** to apply the settings.

Always select [Set] after changing the settings. The settings are not applied if [Set] is not selected.

[Reset]: Reset the settings to the default values.

## Starting streaming

1. Connect the unit to the Internet or local network.

#### Note

- Use of wired LAN is recommended since streaming requires a large volume of continuous communication. If using the 2.4 GHz band wireless LAN, remote control from mobile devices or Bluetooth remote control operations may be disrupted. If the use of a wireless connection cannot be avoided, conduct sufficient testing beforehand in a radio wave environment similar to the actual usage environment.



2. Select the transfer settings configured beforehand on the [Stream] status screen or using [Network] – [Stream] – [Destination Select] in the full menu.
3. Set [RTMP/RTMPS Status]/[SRT-Caller Status] on the [Stream] status screen or set [Network] – [Stream] – [Setting] to [On] in the full menu.

Streaming starts with the configured settings.

#### Note

- Streaming cannot be started in the following cases.
  - When [Shooting] – [S&Q Motion] – [Setting] is set to [On] in the full menu
  - When [Project] – [Rec Format] – [Frequency] is set to [119.88]/[100] in the full menu.
- Once you start streaming, it may take several 10s of seconds before video/audio actually start streaming.
- If the streaming connection destination settings are invalid or if a network connection has not been established, “x” is displayed by the streaming status indicator.
- Video/audio data are sent as-is via the Internet. Accordingly, the data may be accessible by other parties. Make sure that the connection destination is able to receive the streaming data. Data may be sent to an unintended party due to an error in the address settings or other reason.
- Streaming may be interrupted, depending on your internet connection or network conditions. If this occurs, start streaming again.
- The image quality may be adversely affected for fast-moving scenes.
- You may not be able to play all frames if streaming at high resolution and low bit rate. To reduce this phenomena, select a lower resolution in [Resolution].
- The video cannot be viewed using the “Monitor & Control” application during streaming.
- File transfer is not supported during streaming. File transfer is supported after stopping streaming.
- If streaming is started during file transfer, the file transfer stops. File transfer restarts after stopping streaming.
- The screen information update frequency is reduced during streaming, but this does not affect operation.
- The recording settings cannot be changed during streaming.
- The distribution formats available for streaming vary depending on the [Rec Format] of the main signal.

## Stopping streaming

Set [RTMP/RTMPS Status]/[SRT-Caller Status] on the [Stream] status screen or set [Network] – [Stream] – [Setting] to [Off] in the full menu to stop streaming.

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## Structure of the Thumbnail Screen

When you press the THUMBNAIL button, clips recorded on the memory card are displayed on the thumbnail screen. You can select a clip on the thumbnail screen and start playback from that clip. The playback video is displayed on the LCD monitor/viewfinder/external monitor. Pressing the THUMBNAIL button again closes the thumbnail screen and returns to the camera image.

### Note

- Only the clips recorded in the currently selected recording format are displayed on the thumbnail screen. If an expected recorded clip is not displayed, check the recording format. Note that if you initialize a memory card, all data on the memory card will be erased.

Information for the clip at the cursor position is displayed at the bottom of the screen.



A: Currently selected memory card (a lock icon is displayed on the right if the card is protected)

B: Clip number/Total number of clips

C: Cursor (yellow)

### 1. Thumbnail

Displays the index picture of a clip. When recording, the first frame of the clip is automatically set as the index picture. Clip/frame information is displayed below the thumbnail. You can change the information displayed using [Thumbnail] – [Customize View] – [Thumbnail Caption] in the full menu.

### 2. Clip name

Displays the name of the selected clip.

### 3. Recording format during recording

Displays the file format of the selected clip.

### 4. Special recording information

Displays the recording mode only if the clip was recorded using a special recording mode.

For clips recorded in Slow & Quick Motion mode, the frame rate is displayed on the right.

### 5. Clip recording duration

### 6. Creation date



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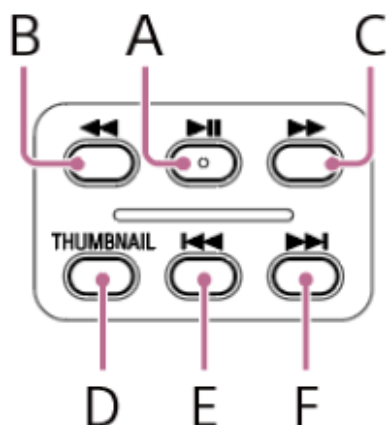
## Playing a Clip

You can play recorded clips when the unit is in recording standby mode.

1. **Insert the memory card to play.**
2. **Press the PAUSE/PLAY playback control button.**
3. **Press the PREV button or NEXT button to queue the desired clip to play.**
4. **Press the PLAY/PAUSE button.**  
The playback screen appears.

You can control playback using the following buttons and dials.

### Handle playback control buttons



A: PLAY/PAUSE button

Pauses playback. Press again to resume normal playback.

B: F REV button

C: F FWD button

Fast reverse/forward. Press the PLAY/PAUSE button to return to normal playback.

D: THUMBNAIL button

Press during playback mode to display the thumbnail screen. Press again to return to shooting mode.

E: PREV button

Jumps to start of current clip. Press at the start of a clip to jump to the previous clip. Press and hold the PREV button and press the F REV button to move to the first clip.

F: NEXT button

Jumps to start of next clip. Press and hold the NEXT button and press the F FWD button to move to the last clip.

### Multi selector/Multi-function dial

**Press the multi selector or multi-function dial, then tap the playback image:**

Pauses playback.

Press again to resume normal playback.

**Press the multi selector left/right buttons, then flick the playback image left/right:**

Jumps to start of clip/start of next clip.

**Press and hold the multi selector left/right buttons:**

Fast reverse/forward.

Returns to normal playback when you release the button.

**CANCEL/BACK button:**

Pauses playback and returns to the shooting screen.

- When a clip that was recorded in log shooting mode is played back, the LUT used during the recording is applied. The LUT to apply is determined from the saved 3D LUT file metadata information.  
If the clip was recorded when [Project] – [Flexible ISO Setting] – [Embed LUT File] is set to [On] in the full menu when shooting, that LUT is applied during playback if the 3D LUT file used when shooting is installed on the unit.  
If the clip was recorded when [Project] – [Flexible ISO Setting] – [Embed LUT File] is set to [Off] in the full menu when shooting, the LUT selected using [Paint/Look] – [Base Look] – [Select] in the full menu is applied during playback.  
The same LUT is applied if the 3D LUT file used when shooting is not installed on the unit.

## Continuous clip playback from a selected clip

1. **Insert the memory card to play.**
2. **Press the THUMBNAIL button.**
3. **Use the multi selector or multi-function dial to move the cursor to the thumbnail for the clip you want to start playback.**

You can also drag the thumbnail screen up/down to scroll the screen.

4. **Press the multi selector or multi-function dial.**

Playback begins from the start of the selected clip.

You can also start playback by tapping the thumbnail.

### Note

- There may be momentary picture breakup or still image display at the boundary between clips. You cannot operate the unit during this period.
- When you select a clip on the thumbnail screen and begin playback, there may be momentary picture breakup at the start of the clip. To view the start of the clip without breakup, put the unit into playback mode, pause, use the multi selector left button to return to the start of the clip, and start playback again.

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## Clip Operations

On the thumbnail screen, you can operate the clips or check clip properties using the [Thumbnail] menu in the full menu.

### Menu items for clip operations

- [Display Clip Properties]
- [Set Clip Flag]
- [Lock/Unlock Clip]
- [Delete Clip]
- [Copy Clip]
- [Transfer Clip]
- [Transfer Clip (Proxy)]
- [Filter Clips]
- [Customize View]

### Displaying clip properties

Select [Thumbnail] – [Display Clip Properties] in the full menu.

Press the multi selector left/right button to jump to the previous/next clip.



**1. Current clip image**

**2. Timecode display**

[TC Index]: Timecode of clip

[Start]: Timecode at the start of recording

[End]: Timecode at the end of recording

[Duration]: Duration

**3. Creation date/time and modified date/time**

**4. Currently selected memory card**

**5. Memory card write-protected icon**

**6. Clip number/Total number of clips**

**7. Battery icon**

**8. Clip information**

Clip name/Recording format/Special recording mode/Storage device name

### Adding clip flags

You can add clip flags ([OK]/[NG]/[KP] marks) to clips to filter the display of clips based on the clip flags.

Select the thumbnail for the clip to which you want to add a clip flag, then select the clip flag using [Thumbnail] – [Set Clip Flag] in the full menu.

Setting	Added clip flag
[Add OK]	<b>OK</b>
[Add NG]	<b>NG</b>
[Add KEEP]	<b>KP</b>

#### Hint

- You can also use an assignable button assigned with the clip flag function to add clip flags.

### Filtering the clip display

Select [Thumbnail] – [Filter Clips] in the full menu, and select a clip flag type to display only those clips that have the specified flag.

To display all clips, select [All].

#### Hint

- You can also switch filters in sequence using the DISPLAY button.

### Deleting clips

You can delete clips from a memory card.

Select [Thumbnail] – [Delete Clip] – [Select Clip]/[All Clips] in the full menu.

**[Select Clip]:** Deletes the selected clip. Multiple clip selection is supported.

**[All Clips]:** Deletes all of the displayed clips.

### Copying clips

You can copy clips to another memory card.

Clips are copied to the destination memory card with the same clip names.

Select [Thumbnail] – [Copy Clip] – [Select Clip]/[All Clips] in the full menu.

**[Select Clip]:** Copies the selected clip. Multiple clip selection is supported.

**[All Clips]:** Copies all clips on the same memory card to another memory card.

#### Note

- If a clip with the same name already exists on the copy destination memory card, the clip will be copied with a name formed by incrementing the number portion of the original clip name.  
Example: ABCD0002 → ABCD0003
- A message appears if the remaining capacity of the copy destination memory card is insufficient. Replace the copy destination memory card.
- When copying a memory card on which multiple clips are recorded, it may not be possible to copy all clips even if the capacities of the memory cards are the same, depending on the usage conditions and memory characteristics.

### Transferring a clip to a server on the Internet or to a server on the local network

For details, see the following topics.

[Preparing to Transfer Files](#)

[Selecting and Transferring a Clip](#)

### Changing the information displayed on the thumbnail screen

You can change the clip/frame information displayed below the thumbnail.

Select [Thumbnail] – [Customize View] – [Thumbnail Caption] in the full menu, and select the information to display.

**[Date Time]:** Date and time the clip was created and last modified

**[Time Code]:** Timecode

**[Duration]:** Duration

**[Sequential Number]:** Thumbnail number





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## Menu List

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Press and hold the MENU button to display the full menu on the LCD monitor/viewfinder to specify various items for shooting and playback. You can display the menu on an external video monitor.

### **[User]**

Contains menu items configured by the user.  
You can edit the items using [Edit User Menu].

### **[Edit User Menu]**

Contains menu items for editing the [User] menu.

### **[Shooting]**

Contains settings related to shooting.

### **[Project]**

Contains basic project settings.

### **[Paint/Look]**

Contains settings related to image quality.

### **[TC/Media]**

Contains settings related to timecodes and memory cards.

### **[Monitoring]**

Contains settings related to video output and the viewfinder display.

### **[Audio]**

Contains settings related to audio.

### **[Thumbnail]**

Contains settings related to thumbnail display.

### **[Technical]**

Contains settings for technical items.

### **[Network]**

Contains settings related to networks.

### **[Maintenance]**


Contains device settings, such as the clock and language.

## Full menu hierarchy

[User] (Factory default settings)	[Base Setting]
	[HDR Setting]
	[Focus]
	[NIGHTSHOT]
	[Auto Framing]
	[Assignable Button]
	[Multi Function Dial]
	[All File]
	[LCD Monitor/VF]
	[Peaking]
	[Delete Clip]
	[Copy Clip]
	[Transfer Clip]
	[Bluetooth]
	[Touch Operation]
	[Menu Settings]
[Edit User Menu]	
[Edit User Menu]	[Add Item]
	[Customize Reset]
[Shooting]	[ISO/Gain]
	[ND Filter]
	[Shutter]
	[Auto Exposure]
	[White]
	[White Setting]
	[Offset White]
	[Focus]
	[S&Q Motion]
	[LUT On/Off]
	[NIGHTSHOT]
	[Noise Suppression]
	[Flicker Reduce]
	[SteadyShot]

[Project]	[Base Setting]
	[Rec Format]
	[Flexible ISO Setting]
	[HDR Setting]
	[Simul Rec]
	[Proxy Rec]
	[SDI/HDMI Rec Control]
	PXW-Z200: [SDI/HDMI Rec Control] HXR-NX800: [HDMI Rec Control]
	[Auto Framing]
	[Assignable Button]
	[Multi Function Dial]
	[User File]
	[All File]
[Paint/Look]	[Scene File]
	[Base Look]
	[Reset Paint Settings]
	[Black]
	[Knee]
	[Detail]
	[Matrix]
	[Multi Matrix]
[TC/Media]	[Timecode]
	[TC Display]
	[Users Bit]
	[HDMI TC Out]
	[Clip Name Format]
	[Update Media]
	[Format Media]

[Monitoring]	[Output On/Off]
	[Output Format]
	[Output Display]
	[Display On/Off]
	[Marker]
	[LCD Monitor/VF]
	[Gamma Display Assist]
	[Peaking]
	[Zebra]
[Audio]	[Audio Input]
	[Audio Output]
[Thumbnail]	[Display Clip Properties]
	[Set Clip Flag]
	[Lock/Unlock Clip]
	[Delete Clip]
	[Copy Clip]
	[Transfer Clip]
	[Transfer Clip (Proxy)]
	[Filter Clips]
	[Customize View]

[Technical]	[Color Bars]
	[ND Dial]
	[Tally]
	[Touch Operation]
	[Rec Review]
	[Zoom]
	[Handle Zoom]
	[Speed Zoom]
	[Menu Settings]
	[Fan Control]
	[Lens]
	[Video Light Set]
	[Camera Battery Alarm]
	[Camera DC IN Alarm]
[Network]	[Network Setup]
	[Wireless LAN]
	[Wired LAN]
	[USB Tethering]
	[Bluetooth]
	[File Transfer]
	[Stream]
	[Network Reset]
[Maintenance]	[Language]
	[  Accessibility]
	[Clock Set]
	[All Reset]
	[Hours Meter]
	[Device Information]
	[Version]

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## Full Menu Operations

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You can display and operate the full menu using the following methods.

### **MENU button**

Press and hold to display the full menu. Press again while the full menu is displayed to return to the previous screen.

### **Multi selector**

Press the 8-way D-pad buttons to move the cursor up/down/left/right to select menu items or settings.

Press the multi selector to apply the selected item.

### **Multi-function dial**

Turn the multi-function dial to move the cursor up/down to select menu items or settings.

Press the multi-function dial to apply the selected item.

### **CANCEL/BACK button**

Press to return to the previous menu. An uncompleted change is canceled.

### **Touch operation**

You can select menu items and settings using touch operation.

#### **Note**

- Some items may not be selectable, depending on the state when the menu was displayed.
- Touch operation is not available when [Technical] – [Touch Operation] – [Setting] is set to [Off] in the full menu.

## Setting menu items

Press the 8-way multi selector or turn the multi-function dial to move the cursor to the menu item to set, then press the multi selector or multi-function dial to select the item. When using touch operation, tap the item you want to configure.

- The menu item selection options area displays up to eight lines. If the available options for an item cannot be displayed at the same time, scroll the display by moving the cursor up/down. When using touch operation, flick the screen up/down to display the selection options.
- For sub-items with a large settings range (for example, –99 to +99), the selection options area is not displayed. The current setting is highlighted to indicate that the value can be changed.
- Selecting [Execute] for a function will execute the corresponding function.
- Selecting an item that requires confirmation before execution will temporarily hide the menu and display a confirmation message. Check the message, and then select whether to execute or cancel the function.

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## Entering a Character String

When you select an item that requires character entry, such as a file name, the character entry screen appears.



- 1 **Select the character type you want to enter using touch operation or the multi-function dial/multi selector, then apply the setting.**

You can move the cursor by tapping or dragging left/right.

[ABC]: Uppercase alphabetic characters

[abc]: Lowercase alphabetic characters

[123]: Numeric characters

[!#\$]: Special characters

- 2 **Select a character from the selected character type, then apply the setting.**

The cursor moves to the next field.

: Enters a space character at the cursor position.

: Moves the position of the cursor.

: Deletes the character on the left of the cursor.

- 3 **When finished, select [Done] to apply the setting.**

The character string is confirmed and the character entry screen disappears.

To cancel, select [Cancel].

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## Locking the Menu

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You can lock the full menu display so that only the [User] menu is displayed.

In this state, settings cannot be changed using the status screens.

**1 Press and hold the multi-function dial and press and hold the MENU button.**

**2 Select [Technical] – [Menu Settings] – [User Menu with Lock] in the full menu.**

**Note**

- If you press and hold the MENU button without pressing the multi-function dial to display the full menu, [Menu Settings] – [User Menu Only] is displayed and the menu cannot be locked. Always press and hold the multi-function dial and press and hold the MENU button.

**3 Select [On] and press the apply button or multi-function dial.**

The viewfinder screen switches to the passcode number input screen.

**4 Enter an arbitrary passcode number.**

Enter a 4-digit number in the range 0000 to 9999. The default value is 0000.

Enter a number and press the apply button or multi-function dial to move the cursor to the next digit.

When all digits have been entered, move the cursor to [Set].

**5 Press the apply button or multi-function dial.**

The entry is applied.

A confirmation message appears, and the screen switches to the [User] menu.

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## Unlocking the Menu

Unlock the full menu display lock.

**1 Press and hold the multi-function dial and press and hold the MENU button.**

**2 Select [User] – [Menu Settings] – [User Menu with Lock] in the full menu.**

**Note**

- If you press and hold the MENU button without pressing the multi-function dial to display the full menu, [Menu Settings] – [User Menu Only] is displayed and the menu cannot be unlocked. Always press and hold the multi-function dial and press and hold the MENU button.

**3 Select [Off] and press the apply button or multi-function dial.**

The viewfinder screen switches to the passcode number input screen.

**4 Enter the passcode number used to lock the menu.**

Enter a number and press the apply button or multi-function dial to move the cursor to the next digit. When all digits have been entered, move the cursor to [Set].

**5 Press the apply button or multi-function dial.**

The entry is applied.  
If the entered passcode number matches the passcode number used to lock the menu, the menu is unlocked and the menu is displayed.

**Note**

- If the entered passcode number does not match the passcode number used to lock the menu, the menu is not unlocked.
- It is recommended that you leave a record of the passcode number nearby, just in case it is forgotten. If you do forget the passcode number, contact your Sony service representative.
- If the menu is locked without registering full menu items from the following table in the [User] menu, those functions cannot be assigned to assignable buttons.
- If those functions were already assigned to assignable buttons, the assignable functions are disabled at the point when the menu is locked.

Full menu item	Assignable button selection
[Shooting] – [Auto Exposure] – [AGC]	[AGC]
[Shooting] – [Auto Exposure] – [Auto Shutter]	[Auto Shutter]
[Shooting] – [Auto Exposure] – [Mode]	[Backlight]
[Shooting] – [Auto Exposure] – [Mode]	[Spotlight]
[Shooting] – [White] – [Preset White]	[Preset White Select]
[Shooting] – [Focus] – [AF Transition Speed] / [AF Subj. Shift Sens.]	[AF Speed/Sens.]

Full menu item	Assignable button selection
[Shooting] – [Focus] – [Subject Recognition AF]	[Subject Recognition AF]
[Shooting] – [S&Q Motion] – [Setting]	[S&Q Motion]
[Shooting] – [LUT On/Off] – [ <b>1</b> SDI/HDMI] / [ <b>1</b> HDMI]	[LUT On/Off <b>1</b> ]
[Shooting] – [LUT On/Off] – [ <b>2</b> LCD/VF/Proxy/Stream]	[LUT On/Off <b>2</b> ]
[Shooting] – [NIGHTSHOT] – [Setting]	[NIGHTSHOT]
[Shooting] – [SteadyShot] – [Setting]	[SteadyShot] [SteadyShot Active] [SteadyShot Standard]
[Project] – [Auto Framing] – [Crop Level] / [Framing Tracking Speed]	[Auto Framing Settings]
[Thumbnail] – [Set Clip Flag] – [Add OK]	[Clip Flag OK]
[Thumbnail] – [Set Clip Flag] – [Add NG]	[Clip Flag NG]
[Thumbnail] – [Set Clip Flag] – [Add KEEP]	[Clip Flag Keep]
[Technical] – [Color Bars] – [Setting]	[Color Bars]
[Monitoring] – [Display On/Off] – [Tally]	[Tally [Front]]
[TC/Media] – [TC Display] – [Display Select]	[DURATION/TC/U-BIT]
[Monitoring] – [Display On/Off] – [Lens Info]	[Lens Info]
[Monitoring] – [Display On/Off] – [Video Signal Monitor]	[Video Signal Monitor]
[Monitoring] – [Marker] – [Setting]	[Marker]
[Monitoring] – [Gamma Display Assist] – [Setting]	[Gamma Display Assist]
[Monitoring] – [Peaking] – [Setting]	[Peaking]
[Monitoring] – [Zebra] – [Setting]	[Zebra]
[Technical] – [Touch Operation] – [Setting]	[Touch Operation]
[Technical] – [Handle Zoom] – [Setting]	[Handle Zoom]
[Network] – [Stream] – [Setting]	[Stream]
[Network] – [File Transfer] – [Auto Upload (Proxy)]	[Auto Upload (Proxy)]

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## Using the Screen Reader

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You can use the screen reader function to read aloud the text and other information on the screen.

### Enabling the screen reader

Set [Maintenance] – [Accessibility] – [Screen Reader] – [Setting] to [On] in the full menu.

#### Hint

- The screen reader audio is output to the speaker of the unit or headphones.

### Setting the screen reader speed

Set the speed using [Maintenance] – [Accessibility] – [Screen Reader] – [Speed] in the full menu.

### Setting the screen reader volume

Set the volume using [Maintenance] – [Accessibility] – [Screen Reader] – [Volume] in the full menu.

### Enabling the screen reader at startup

Set [Maintenance] – [Accessibility] – [Screen Reader] – [Read Out when Power On] to [Enable]/[Disable] in the full menu.

[Enable]: Screen reader is turned on if you press and hold the MENU button and turn the unit on.

[Disable]: Screen reader is turned off when you turn the unit on.

#### Note

- Press and hold the MENU button until the screen reader audibly starts.
- [Read Out when Power On] is set to [Enable] by factory default. If you do not use the screen reader function on the initial setup screen, the function is automatically set to [Disable] when the initial setup screen is closed.

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## Magnifying the Screen Display

You can magnify the shooting screen, playback screen, and menu screen display.

If you press an assignable button assigned with the screen magnifier function, the screen is magnified according to the magnification factor setting.

### Note

- Some screens and objects on the display are not magnified.
- The shooting image and playback image are not displayed enlarged. Use the focus magnifier function to enlarge the shooting image.

### Enabling the screen magnifier

1. Set [Maintenance] – [Accessibility] – [Enlarge Screen] – [Setting] to [Enable] in the full menu.

A confirmation message appears.

2. Select [Execute].

The screen magnifier function is enabled and assigned to the ASSIGN 11 button.

### Setting the magnification factor

Set the magnification factor using [Maintenance] – [Accessibility] – [Enlarge Screen] – [Magnification] in the full menu. You can select multiple magnification factors to suit the shooting conditions and display content.

### Setting the screen magnifier button

You can change the button to which the screen magnifier function is assigned.

Set using [Maintenance] – [Accessibility] – [Enlarge Screen] – [Enlarge Screen Button] in the full menu.

You can assign the screen magnifier function to one of the ASSIGN 1 to ASSIGN 11 buttons/FOCUS PUSH AUTO button.

### Hint

- You can also assign the screen magnifier function to an assignable button using [Project] – [Assignable Button] in the full menu.

### Note

- When all [Assignable Button] – [Enlarge Screen] assignments are cleared, [Maintenance] – [Accessibility] – [Enlarge Screen] – [Setting] is set to [Disable] in the full menu.
- When [Accessibility] – [Enlarge Screen] – [Setting] is set to [Enable], the settings of all assignable buttons assigned with [Assignable Button] – [Enlarge Screen] return to their factory default assignment.
- If the screen magnifier function is assigned to a button using [Assignable Button] when [Accessibility] – [Enlarge Screen] – [Setting] is set to [Disable], then [Enlarge Screen] – [Setting] is set to [Enable].

## Screen magnifier operation

- The screen is magnified by pressing a button assigned with the screen magnifier function.
- During screen magnifier operation, you can move the display position using the multi selector or using touch operation (dragging). Use the multi-function dial to perform menu and message operations.
- Each time you press a button assigned with the screen magnifier function, the [Magnification] settings are switched between No magnification → Magnification 1 → Magnification 2 → ... → No magnification in that order.
- To exit the screen magnifier function, press the button repeatedly to return to the normal screen display.



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## [User] Menu

The following table shows the menu items configured by factory default and the corresponding functions.

### [User]

Menu item	Description
[Base Setting]	[Project] – [Base Setting]
[HDR Setting]	[Project] – [HDR Setting]
[Focus]	[Shooting] – [Focus]
[NIGHTSHOT]	[Shooting] – [NIGHTSHOT]
[Auto Framing]	[Project] – [Auto Framing]
[Assignable Button]	[Project] – [Assignable Button]
[Multi Function Dial]	[Project] – [Multi Function Dial]
[All File]	[Project] – [All File]
[LCD Monitor/VF]	[Monitoring] – [LCD Monitor/VF]
[Peaking]	[Monitoring] – [Peaking]
[Delete Clip]	[Thumbnail] – [Delete Clip]
[Copy Clip]	[Thumbnail] – [Copy Clip]
[Transfer Clip]	[Thumbnail] – [Transfer Clip]
[Bluetooth]	[Network] – [Bluetooth]
[Touch Operation]	[Technical] – [Touch Operation]
[Menu Settings]	[Technical] – [Menu Settings]
[Edit User Menu]	[Edit User Menu]

#### Note

- You can add and remove menu items in the [User] menu using [Edit User Menu]. Up to 20 items can be configured.

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## [Edit User Menu] Menu

The [Edit User Menu] menu is displayed at the top level when [User] – [Edit User Menu] is selected.

### [Edit User Menu]

Menu item	Sub-item setting	Description
[Add Item] Add item to the [User] menu	–	Adds a level 2 menu item to the [User] menu.
[Customize Reset] Reset items in the [User] menu	–	Restores the menu items registered in the [User] menu to the factory default.
Level 2 menu item selected during editing	[Delete]	Deletes the registered level 2 menu item from the [User] menu.
	[Move]	Rearranges the registered items within the [User] menu.
	[Edit Sub Item]	Edits (register/delete) the registered level 3 items in the [User] menu.

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## [Shooting] Menu

The following tables describe the function and settings of each menu item.

### [Shooting] – [ISO/Gain]

Sets gain settings.

Menu item	Sub-item setting	Factory default value	Description
[Mode]	[ISO] / [dB]	[dB]	<p>Selects the gain setting mode.</p> <div style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>In log shooting mode, this is set to [ISO] (fixed).</li> </ul> </div>
[ISO/Gain<H>]	For details about settings, see the following topic. <a href="#">[ISO/Gain] Settings and Default Values</a>	–	Sets the <H> gain preset value.
[ISO/Gain<M>]	For details about settings, see the following topic. <a href="#">[ISO/Gain] Settings and Default Values</a>	–	Sets the <M> gain preset value.
[ISO/Gain<L>]	For details about settings, see the following topic. <a href="#">[ISO/Gain] Settings and Default Values</a>	–	Sets the <L> gain preset value.
[Shockless Gain]	[On] / [Off]	[Off]	Turns the shockless gain on/off.

### [Shooting] – [ND Filter]

Sets the preset values for the ND filter.

Menu item	Sub-item setting	Factory default value	Description
[Preset1]	1/4 / 1/8 / 1/16 / 1/32 / 1/64 / 1/128	1/4	Sets the preset 1 value for the ND filter.
[Preset2]	1/4 / 1/8 / 1/16 / 1/32 / 1/64 / 1/128	1/16	Sets the preset 2 value for the ND filter.
[Preset3]	1/4 / 1/8 / 1/16 / 1/32 / 1/64 / 1/128	1/64	Sets the preset 3 value for the ND filter.

### [Shooting] – [Shutter]

Sets electronic shutter operation.



Menu item	Sub-item setting	Factory default value	Description
[Mode]	[Speed] / [Angle]	[Speed]	Selects the operating mode of the electronic shutter. Used for shooting fast-moving subjects clearly. Select [Speed] mode for setting the shutter speed as a time in seconds or [Angle] mode for setting the shutter speed as a shutter angle.
[Shutter Speed On/Off]	[On] / [Off]	[Off]	Sets whether the exposure time when [Speed] mode is selected follows the [Shutter Speed] setting or is set for full exposure.
[Shutter Speed]	<p>64F to 1/8000</p> <p>The available settings vary depending on the system frequency of the selected recording format.</p> <p>119.88P: 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>100P: 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>59.94P: 64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 1/60 / 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>50P: 64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 1/50 / 1/60 / 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>29.97P: 64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 1/30 / 1/40 / 1/50 / 1/60 / 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>25P: 64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 1/25 / 1/33 / 1/50 / 1/60 / 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p> <p>23.98P: 64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 1/24 / 1/32 / 1/48 / 1/50 / 1/60 / 1/96 / 1/100 / 1/120 / 1/125 / 1/250 / 1/500 / 1/1000 / 1/2000 / 1/4000 / 1/8000</p>	<p>119.88P: 1/120</p> <p>100P: 1/100</p> <p>59.94P: 1/60</p> <p>50P: 1/50</p> <p>29.97P: 1/30</p> <p>25P: 1/25</p> <p>23.98P: 1/24</p>	<p>Sets the shutter speed when [Speed] mode is selected.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When the system frequency is 100P or 119.88P, 2F to 64F cannot be selected.</li> </ul>
[Shutter Angle]	<p>64F / 32F / 16F / 8F / 7F / 6F / 5F / 4F / 3F / 2F / 360.0° / 300.0° / 270.0° / 240.0° / 216.0° / 210.0° / 180.0° / 172.8° / 150.0° / 144.0° / 120.0° / 90.0° / 86.4° / 72.0° / 45.0° / 30.0° / 22.5° / 11.25° / 5.6°</p>	180.0°	<p>Sets the shutter angle when [Angle] mode is selected.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When the system frequency is 100P or 119.88P, 2F to 64F cannot be selected.</li> </ul>

Menu item	Sub-item setting	Factory default value	Description
[ECS On/Off]	[On] / [Off]	[Off]	Turns ECS mode on/off.
[ECS Frequency]	23.99 to 8000 The available settings vary depending on the system frequency of the selected recording format.	119.88P: 120.0 100P: 100.0 59.94P: 60.00 50P: 50.00 29.97P: 30.00 23.98P: 23.99 25P: 25.02	Sets the ECS frequency when ECS mode is selected.

## [Shooting] – [Auto Exposure]

Sets automatic exposure adjustment settings.

Menu item	Sub-item setting	Factory default value	Description
[Level]	+3.0 / +2.75 / +2.5 / +2.25 / +2.0 / +1.75 / +1.5 / +1.25 / +1.0 / +0.75 / +0.5 / +0.25 / ±0 / -0.25 / -0.5 / -0.75 / -1.0 / -1.25 / -1.5 / -1.75 / -2.0 / -2.25 / -2.5 / -2.75 / -3.0	±0	Sets the brightness level for the automatically detected exposure.
[Mode]	[Backlight] / [Standard] / [Spotlight]	[Standard]	Sets the operating mode of auto exposure adjustment. [Backlight]: Mode for reduced darkening of shadows when the subject is backlit [Standard]: Standard mode [Spotlight]: Mode for reduced clipped whites when subject is lit by spotlighting
[Speed]	-99 to +99	±0	Sets the adjustment speed of auto exposure adjustment.
[AGC]	[On] / [Off]	[Off]	Turns auto gain control on/off.
[AGC Limit]	For details about settings, see the following topic. <a href="#">[AGC Limit] Settings and Default Values</a>	–	Sets the maximum gain of the auto gain control.
[AGC Point]	F2.8 / F4 / F5.6	F2.8	Sets the F-stop value of the iris where auto gain control operation starts when [AGC] is set to [On].
[Auto Shutter]	[On] / [Off]	[Off]	Turns auto shutter on/off.
[A.SHT Limit]	1/100 / 1/150 / 1/200 / 1/250 / 1/2000	1/2000	Sets the fastest shutter speed of the auto shutter.

Menu item	Sub-item setting	Factory default value	Description
[A.SHT Point]	F5.6 / F8 / F11	F8	Sets the F-stop value of the iris where auto shutter operation starts when [Auto Shutter] is set to [On].
[Clip High light]	[On] / [Off]	[Off]	Turns the function that ignores brightest areas to provide a flatter response at high luminance on/off.
[Detect Window]	1 / 2 / 3 / 4 / 5 / 6 / [Custom]	1	Sets the light metering range for automatically adjusting the exposure according to the brightness of the subject. (Not available when adjusting exposure manually)
[Detect Window Indication]	[On] / [Off]	[Off]	Turns the light metering range indication on/off.
[Custom Width]	40 to 999	500	Sets the width of the light metering range.
[Custom Height]	70 to 999	500	Sets the height of the light metering range.
[Custom H Position]	-479 to +479	±0	Sets the horizontal position of the light metering range.
[Custom V Position]	-464 to +464	±0	Sets the vertical position of the light metering range.

## [Shooting] – [White]

Sets white balance settings.

Menu item	Sub-item setting	Factory default value	Description
[Preset White]	2000K to 15000K	3200K	Sets the white balance preset value.
[Color Temp <A>]	2000K to 15000K	3200K	<p>Sets the white balance color temperature saved in memory A.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Since [Color Temp] is clipped at 2000K and 15000K during [R Gain]/[B Gain] adjustment, it may not be possible to display the correct [Color Temp] value for the R/B gain value.</li> </ul>
[Tint<A>]	-99 to +99	±0	<p>Sets the white balance [Tint] value saved in memory A.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Since [Tint] is clipped at ±99 during [R Gain]/[B Gain] adjustment, it may not be possible to display the correct [Tint] value for the R/B gain value.</li> </ul>

Menu item	Sub-item setting	Factory default value	Description
[R Gain <A>]	-99.0 to +99.0	±0.0	Sets the white balance R gain value saved in memory A.
[B Gain <A>]	-99.0 to +99.0	±0.0	Sets the white balance B gain value saved in memory A.
[Color Temp <B>]	2000K to 15000K	3200K	Sets the white balance color temperature saved in memory B.  <b>Note</b> <ul style="list-style-type: none"> <li>Since [Color Temp] is clipped at 2000K and 15000K during [R Gain]/[B Gain] adjustment, it may not be possible to display the correct [Color Temp] value for the R/B gain value.</li> </ul>
[Tint<B>]	-99 to +99	±0	Sets the white balance [Tint] value saved in memory B.  <b>Note</b> <ul style="list-style-type: none"> <li>Since [Tint] is clipped at ±99 during [R Gain]/[B Gain] adjustment, it may not be possible to display the correct [Tint] value for the R/B gain value.</li> </ul>
[R Gain <B>]	-99.0 to +99.0	±0.0	Sets the white balance R gain value saved in memory B.
[B Gain <B>]	-99.0 to +99.0	±0.0	Sets the white balance B gain value saved in memory B.

## [Shooting] – [White Setting]

Adjusts white balance settings.

Menu item	Sub-item setting	Factory default value	Description
[Shockless White]	[Off] / 1 / 2 / 3	2	Sets the white balance response speed when switching white balance mode. [Off]: Switches instantaneously. 1 to 3: Switches more slowly the higher the number.
[ATW Speed]	1 / 2 / 3 / 4 / 5	3	Sets the response speed in auto white mode. 1: Fastest response speed
[White Switch<B>]	[Memory] / [ATW]	[Memory]	Selects the white balance adjustment mode that is selected when the WHT BAL switch is set to B.

Menu item	Sub-item setting	Factory default value	Description
[Filter White Memory]	[On] / [Off]	[Off]	<p>Turns the function that sets the white balance memory area for each ND filter on/off.</p> <p>[On]: Sets the white balance memory for each ND filter.</p> <p><b>Hint</b></p> <ul style="list-style-type: none"> <li>In preset mode, there are four settings ([Clear]/1/2/3). In variable mode, there are two settings ([Clear] and [On]).</li> </ul> <p>[Off]: Sets white balance memory common to all ND filters.</p>

## [Shooting] – [Offset White]

Sets white balance offset settings.

Menu item	Sub-item setting	Factory default value	Description
[Offset White <A>]	[On] / [Off]	[Off]	<p>Selects whether to add ([On]) or not ([Off]) an offset value to the white balance in memory A.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>This is set to [Off] (fixed) in log shooting mode.</li> </ul>
[Offset Color Temp<A>]	-99 to +99	±0	Sets the color temperature offset to be added to the white balance in memory A when [Offset White <A>] is set to [On].
[Offset Tint<A>]	-99 to +99	±0	Sets the [Tint] offset to be added to the white balance in memory A when [Offset White <A>] is set to [On].
[Offset White <B>]	[On] / [Off]	[Off]	<p>Selects whether to add ([On]) or not ([Off]) an offset value to the white balance in memory B.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>This is set to [Off] (fixed) in log shooting mode.</li> </ul>
[Offset Color Temp<B>]	-99 to +99	±0	Sets the color temperature offset to be added to the white balance in memory B when [Offset White <B>] is set to [On].
[Offset Tint<B>]	-99 to +99	±0	Sets the [Tint] offset to be added to the white balance in memory B when [Offset White <B>] is set to [On].
[Offset White<ATW>]	[On] / [Off]	[Off]	<p>Selects whether to add ([On]) or not ([Off]) an offset value to the white balance in auto white mode.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>This is set to [Off] (fixed) in log shooting mode.</li> </ul>
[Offset Color Temp<ATW>]	-99 to +99	±0	Sets the color temperature offset to be added to the white balance in auto white mode when [Offset White<ATW>] is set to [On].

Menu item	Sub-item setting	Factory default value	Description
[Offset Tint<ATW>]	-99 to +99	±0	Sets the [Tint] offset to be added to the white balance in auto white mode when [Offset White<ATW>] is set to [On].

## [Shooting] – [Focus]

Sets focus settings.

Menu item	Sub-item setting	Factory default value	Description
[AF Transition Speed]	[1(Slow)] / 2 / 3 / 4 / 5 / 6 / [7(Fast)]	5	Sets the speed of the focus drive for when the subject changes during auto focus.
[AF Subj. Shift Sens.]	[1(Locked On)] / 2 / 3 / 4 / [5(Responsive)]	[5(Responsive)]	Sets the sensitivity for changing subject focus during auto focus.
[Focus Area]	[Wide] / [Zone] / [Flexible Spot]	[Wide]	Sets the target area for auto focus and push auto focus. [Wide]: Searches for a subject over a wide angle of the image when focusing. [Zone]: Automatically searches for a focus point within the specified zone. [Flexible Spot]: Focuses on a specified position in the image.
[Subject Recognition AF]	[Human Only AF] / [Human Priority AF] / [Off]	[Human Priority AF]	Sets the mode of the subject recognition AF function. [Human Only AF]: The camera detects subjects (people) and focuses on and tracks their faces, eyes, heads, or bodies. Auto focus operation is paused while a person is not detected. [Human Priority AF]: The camera detects subjects (people) and focuses on and tracks their faces, eyes, heads, or bodies. Auto focus operation is active even when a person is not detected. [Off]: The subject recognition AF function is disabled.
[Touch Function in MF]	[Tracking AF] / [Spot Focus]	[Tracking AF]	Sets the touch operation mode during manual focus.
[Multi Selector Function]	[Subject Sel. Cursor] / [Pointer]	[Subject Sel. Cursor]	Sets the method for specifying the auto focus target in response to multi selector operation. [Subject Sel. Cursor]: Selects a subject recognition frame using the multi selector. [Pointer]: Selects a subject on the screen by moving the tracking AF pointer using the multi selector.
[Pointer Color]	[Orange] / [White] / [Yellow] / [Cyan] / [Green] / [Magenta] / [Red] / [Blue]	[Orange]	Sets the color of the pointer used for specifying the focus target.
[Pointer Border]	[On] / [Off]	[On]	Turns the border of the pointer used for specifying the focus target on/off.
[AF Assist]	[On] / [Off]	[On]	When set to [On], this allows you to temporarily override auto focus and set focus manually.

## [Shooting] – [S&Q Motion]

Sets Slow & Quick Motion mode settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns Slow & Quick Motion mode on/off.
[Frame Rate]	1fps to 60fps / 100fps / 120fps / 150fps / 180fps / 200fps / 240fps	–	<p>Sets the frame rate for Slow &amp; Quick Motion mode.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>The available settings vary depending on the selected system frequency, codec, and video format.</li> </ul>

## [Shooting] – [LUT On/Off]

Sets LUT settings.

Menu item	Sub-item setting	Factory default value	Description
[ <b>1</b> SDI/HDMI] (PXW-Z200 only)	[LUT On] / [LUT Off]	[LUT Off]	<p>Selects whether to apply a monitor LUT to the SDI and HDMI output video.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Configurable in log shooting mode.</li> </ul>
[ <b>1</b> HDMI] (HXR-NX800 only)	[LUT On] / [LUT Off]	[LUT Off]	<p>Selects whether to apply a monitor LUT to the HDMI output video.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Configurable in log shooting mode.</li> </ul>
[ <b>2</b> LCD/VF/Proxy/Stream]	[LUT On] / [LUT Off]	[LUT Off]	<p>Selects whether to apply a monitor LUT to the LCD, viewfinder, proxy, and stream output video.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Configurable in log shooting mode.</li> </ul>

## [Shooting] – [NIGHTSHOT]

Sets night shot settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns night shot mode on/off.

Menu item	Sub-item setting	Factory default value	Description
[IR Light]	[On] / [Off]	[On]	Turns the infrared light on/off when night shot mode is turned on.
[Image Color]	[White] / [Green]	[White]	Sets the color of the image when night shot mode is turned on.

## [Shooting] – [Noise Suppression]

Sets noise suppression settings.

### Hint

- The [Setting(Custom)] and [Level(Custom)] settings are reflected in the [Target Display] setting.

Menu item	Sub-item setting	Factory default value	Description
[Setting(Custom)]	[On] / [Off]	[On]	Turns the noise suppression function on/off in custom shooting mode.  <b>Note</b> <ul style="list-style-type: none"> <li>This function cannot be configured in log shooting mode.</li> </ul>
[Level(Custom)]	[Low] / [Mid] / [High]	[Mid]	Sets the noise suppression level in custom shooting mode.  <b>Note</b> <ul style="list-style-type: none"> <li>This function cannot be configured in log shooting mode.</li> </ul>
[Setting(Flexible ISO)]	[On] / [Off]	[Off]	Turns the noise suppression function on/off in log shooting mode.  <b>Note</b> <ul style="list-style-type: none"> <li>This function cannot be configured in custom shooting mode.</li> </ul>
[Level(Flexible ISO)]	[Low] / [Mid] / [High]	[Mid]	Sets the noise suppression level in log shooting mode.  <b>Note</b> <ul style="list-style-type: none"> <li>This function cannot be configured in custom shooting mode.</li> </ul>

## [Shooting] – [Flicker Reduce]

Sets flicker correction settings.



Menu item	Sub-item setting	Factory default value	Description
[Mode]	[Auto] / [On] / [Off]	[Off]	Sets the flicker correction mode.
[Frequency]	[50Hz] / [60Hz]	[60Hz]	Sets the frequency of the power source supplying the lighting that is causing the flicker.

## [Shooting] – [SteadyShot]

Sets image stabilization settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Active] / [Standard] / [Off]	[Standard]	Sets the image stabilization function.

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## [Project] Menu

The following tables describe the function and settings of each menu item.

### [Project] – [Base Setting]

Sets base settings.

Menu item	Sub-item setting	Factory default value	Description
[Shooting Mode]	[Custom] / [Flexible ISO]	[Custom]	Sets the shooting mode.
[Target Display]	[SDR(BT.709)] / [HDR(HLG)]	[SDR(BT.709)]	Sets the video standard for recording/output in custom shooting mode.

### [Project] – [Rec Format]

Sets recording format settings.

Menu item	Sub-item setting	Factory default value	Description
[Frequency]	119.88 / 100 / 59.94 / 50 / 29.97 / 25 / 23.98	59.94	Selects the system frequency.
[Codec]	[XAVC HS-L 422] / [XAVC HS-L 420] / [XAVC S-L 422] / [XAVC S-L 420] / [XAVC S-I]	[XAVC S-L 420]	Sets the clip recording/playback codec.
[Video Format]	For details about settings, see the following topic. <a href="#">[Video Format] / [Quality] / [Bit Rate] Settings</a>	–	Sets the recording format.
[Quality]	For details about settings, see the following topic. <a href="#">[Video Format] / [Quality] / [Bit Rate] Settings</a>	–	Sets the recording bit rate.
[Bit Rate]	For details about settings, see the following topic. <a href="#">[Video Format] / [Quality] / [Bit Rate] Settings</a>	–	Displays the recording bit rate.

### [Project] – [Flexible ISO Setting]

Sets log shooting ([Flexible ISO]) mode settings. Enabled in log shooting mode only.

Menu item	Sub-item setting	Factory default value	Description
[Color Gamut]	[S-Gamut3/SLog3] / [S-Gamut3.Cine/SLog3]	[S-Gamut3.Cine/SLog3]	Sets the color gamut for log shooting mode.
[Embed LUT File]	[On] / [Off]	[On]	Turns 3D LUT file (CUBE file) metadata recording on/off.

### [Project] – [HDR Setting]

Sets HDR mode settings.

**Note**

- Configurable only when [Shooting Mode] is set to [Custom] and [Target Display] is set to [HDR(HLG)].

Menu item	Sub-item setting	Factory default value	Description
[LCD/VF SDR Preview]	[On] / [Off]	[Off]	In HDR mode, this turns the function that converts the LCD monitor/viewfinder image from HDR to SDR on/off when gamma display assist is enabled.  <b>Hint</b> <ul style="list-style-type: none"> <li>When set to [On], [SDR Gain] is applied to the LCD monitor / viewfinder image.</li> </ul>
[SDR Gain]	0dB to -15dB	-6dB	In HDR mode, this sets the [SDR Gain] setting that is applied to the LCD monitor / viewfinder when [LCD/VF SDR Preview] is set to [On].

**[Project] – [Simul Rec]**

Sets simultaneous recording mode settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns the simultaneous recording function on/off and sets the recording destination media.
[Rec Button Set]	[Rec Button:   Handle Rec Button:   ] / [Rec Button:  Handle Rec Button:  ] / [Rec Button:  Handle Rec Button:  ]	[Rec Button:   Handle Rec Button:   ]	Assigns the record START/STOP buttons used to control each memory card.

**[Project] – [Proxy Rec]**

Sets proxy recording mode settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns proxy recording mode on/off.
[Proxy Format]	[HEVC 1920 (16M)] / [HEVC 1920 (9M)] / [AVC 1280 (6M)]	[AVC 1280 (6M)]	Sets the picture size for the proxy file.
[Audio Channel]	[CH1/CH2] / [CH3/CH4]	[CH1/CH2]	Selects the audio channel to record to proxy data.
[Chunk]	[30s] / [1min] / [2min]	[30s]	Selects the chunk recording interval for proxy files.

**[Project] – [SDI/HDMI Rec Control] (PXW-Z200 only)**

Sets SDI/HDMI recording control settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Off] / [SDI/HDMI Remote I/F] / [Parallel Rec]	[Off]	<p>Sets recording start/stop control of an external connected device via the SDI/HDMI output signal.</p> <p>[Off]: Do not use remote control.</p> <p>[SDI/HDMI Remote I/F]: Record stop/start control of an external connected device, when there is no media inserted in the unit. Not synchronized with frame accuracy to the media in the unit.</p> <p>[Parallel Rec]: Record stop/start control of an external connected device, when media is inserted in the unit. Synchronized with frame accuracy to the media in the unit.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>For control using the HDMI output signal, set [TC/Media] – [HDMI TC Out] – [Setting] to [On] in the full menu.</li> </ul>

### [Project] – [HDMI Rec Control] (HXR-NX800 only)

Sets HDMI recording control settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	<p>Sets recording start/stop control of an external connected device via the HDMI output signal.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>For control using the HDMI output signal, set [TC/Media] – [HDMI TC Out] – [Setting] to [On] in the full menu.</li> </ul>

### [Project] – [Auto Framing]

Sets auto framing settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns the auto framing function on/off.
[Framing Operation Mode]	[Start When Tracking] / [Auto Start] / [Auto Start(15s switch)] / [Auto Start(30s switch)]	[Auto Start]	Sets the start method and operation of framing/cropping.
[Crop Level]	[Large Crop Level] / [Medium Crop Level] / [Small Crop Level]	[Medium Crop Level]	Sets the size of the range for cropping a recognized subject.
[Framing Tracking Speed]	[1(Slow)] / 2 / 3 / 4 / [5(Fast)]	3	Sets the speed at which framing/cropping track the subject.
[Rec/Stream]	[Crop] / [Full]	[Crop]	Sets whether to crop the recorded video and streaming output video.

Menu item	Sub-item setting	Factory default value	Description
[HDMI]	[Crop] / [Full]	[Crop]	Sets whether to crop the HDMI output video.

### **[Project] – [Assignable Button]**

Sets function assignments to assignable buttons.

Menu item	Sub-item setting	Description
<p>&lt;1&gt; to &lt;11&gt; / [&lt;PUSH AUTO&gt;]</p>	<p>[Off] / [ISO/Gain] / [AGC] / [Push AGC] / [ND Filter Position] / [Auto ND Filter] / [Push Auto ND] / [Auto Iris] / [Push Auto Iris] / [Shutter] / [Auto Shutter] / [AE Level/Mode] / [Backlight] / [Spotlight] / [Preset White Select] / [White Balance] / [ATW] / [ATW Hold] / [AF Speed/Sens.] / [Focus Setting] / [Subject Recognition AF] / [Push AF/Push MF] / [Focus Hold] / [Focus Magnifier ×3/×6] / [Focus Magnifier ×3] / [Focus Magnifier ×6] / [S&amp;Q Motion] / [LUT On/Off <b>1</b>] / [LUT On/Off <b>2</b>] / [NIGHTSHOT] / [SteadyShot] / [SteadyShot Active] / [SteadyShot Standard] / [Rec] / [Auto Framing Pause] / [Auto Framing Settings] / [Rec Review] / [Shot Mark1] / [Shot Mark2] / [Clip Flag OK] / [Clip Flag NG] / [Clip Flag Keep] / [Color Bars] / [Tally [Front]] / [DURATION/TC/U-BIT] / [Display] / [Lens Info] / [Video Signal Monitor] / [Marker] / [LCD/VF Adjust] / [Gamma Display Assist] / [Peaking] / [Zebra] / [Thumbnail] / [Touch Operation] / [Handle Zoom] / [Stream] / [Auto Upload (Proxy)] / [Enlarge Screen] / [Direct Menu] / [Network Status] / [User Menu] / [Menu]</p>	<p>Assigns functions to assignable buttons.</p> <p>[ISO/Gain]: Displays/exits the [ISO]/[Gain Mode]/[Value] direct menu.</p> <p>[AGC]: Turns auto gain control on/off.</p> <p>[Push AGC]: Enables auto gain control while the button is pressed..</p> <p>[ND Filter Position]: Switches the ND filter position.</p> <p>[Auto ND Filter]: Turns the auto ND filter function on/off instantly.</p> <p>[Push Auto ND]: Enables the auto ND filter while the button is pressed.</p> <p>[Auto Iris]: Turns auto iris on/off.</p> <p>[Push Auto Iris]: Enables auto iris while the button is pressed.</p> <p>[Shutter]: Displays/exits the [Auto Shutter]/[ECS]/[Shutter Value] direct menu.</p> <p>[Auto Shutter]: Turns auto shutter on/off.</p> <p>[AE Level/Mode]: Displays/exits the [AE Mode]/[Level] direct menu.</p> <p>[Backlight]: Switches between [Backlight]/[Standard].</p> <p>[Spotlight]: Switches between [Spotlight]/[Standard].</p> <p>[Preset White Select]: Switches the white balance preset mode value.</p> <p>[White Balance]: Displays/exits the [White Balance Mode]/[Value] direct menu.</p> <p>[ATW]: Turns auto white mode on/off.</p> <p>[ATW Hold]: Pauses auto white operation.</p> <p>[AF Speed/Sens.]: Switches the focus operation speed setting and focus change sensitivity setting.</p> <p>[Focus Setting]: Sets the focus area.</p> <p>[Subject Recognition AF]:</p>

Menu item	Sub-item setting	Description
		<p>Switches the subject recognition auto focus operation.</p> <p>[Push AF/Push MF]: Activates auto focus while the button is pressed in manual focus mode. Activates manual focus while the button is pressed in auto focus mode.</p> <p>[Focus Hold]: Holds fixed focus while the button is pressed in auto focus mode.</p> <p>[Focus Magnifier ×3/×6]/[Focus Magnifier ×3]/[Focus Magnifier ×6]: Turns the focus magnifier on/off.</p> <p>[S&amp;Q Motion]: Turns Slow &amp; Quick Motion on/off when pressed. Sets the recording frame rate when pressed and held.</p> <p>[LUT On/Off <b>1</b> ]: Switches the [Shooting] – [LUT On/Off] – [ <b>1</b> HDMI]/[ <b>1</b> SDI/HDMI] setting.</p> <p>[LUT On/Off <b>2</b> ]: Switches the [Shooting] – [LUT On/Off] – [ <b>2</b> LCD/VF/Proxy/Stream] setting.</p> <p>[NIGHTSHOT]: Turns night shot mode on/off.</p> <p>[SteadyShot]: Switches the image stabilization function in the order [Standard] → [Active] → [Off] → [Standard].</p> <p>[SteadyShot Active]: Switches the image stabilization function between [Active] and [Off].</p> <p>[SteadyShot Standard]: Switches the image stabilization function between [Standard] and [Off].</p> <p>[Rec]: Starts/stops recording.</p> <p>[Auto Framing Pause]: Pauses/resumes auto framing.</p> <p>[Auto Framing Settings]: Sets the crop level and framing tracking speed for auto framing.</p>

Menu item	Sub-item setting	Description
		<p>[Rec Review]: Turns the recording review function on/off.</p> <p>[Shot Mark1]: Adds shot mark1 to the currently recording or playing clip.</p> <p>[Shot Mark2]: Adds shot mark2 to the currently recording or playing clip.</p> <p>[Clip Flag OK]: Executes [Add OK]. Press twice to execute [Delete Clip Flag].</p> <p>[Clip Flag NG]: Executes [Add NG]. Press twice to execute [Delete Clip Flag].</p> <p>[Clip Flag Keep]: Executes [Add KEEP]. Press twice to execute [Delete Clip Flag].</p> <p>[Color Bars]: Turns color bars on/off.</p> <p>[Tally [Front]]: Turns the recording/tally lamp (front) light/flashing on/off.</p> <p>[DURATION/TC/U-BIT]: Switches between [Time Code]/[Users Bit]/[Duration].</p> <p>[Display]: Turns the screen display on/off.</p> <p>[Lens Info]: Switches the depth-of-field display.</p> <p>[Video Signal Monitor]: Switches the video signal monitor display (for example, waveform monitor).</p> <p>[Marker]: Turns markers on/off.</p> <p>[LCD/VF Adjust]: Displays the level bars for adjusting the brightness of the LCD monitor/viewfinder screen.</p> <p>[Gamma Display Assist]: Switches the gamma display assist function.</p> <p>[Peaking]: Turns peaking on/off.</p> <p>[Zebra]: Turns zebra on/off.</p> <p>[Thumbnail]: Displays/exits the thumbnail screen.</p> <p>[Touch Operation]: Turns touch operation on/off.</p> <p>[Handle Zoom]: Switches the handle zoom operation.</p> <p>[Stream]: Turns streaming on/off.</p> <p>[Auto Upload (Proxy)]: Switches proxy file auto</p>



Menu item	Sub-item setting	Description
		transfer between [On]/[Off]/[Chunk]. [Enlarge Screen]: Switches the screen magnifier magnification. [Direct Menu]: Displays/exits the direct menu. [Network Status]: Displays the [Network] status screen. [User Menu]: Displays/exits the [User] menu. [Menu]: Displays/exits the full menu.

### [Project] – [Multi Function Dial]

Assigns functions to the multi-function dial.

Menu item	Sub-item setting	Factory default value	Description
[Default Function]	[Off] / [ISO/Gain] / [Auto Exposure Level] / [Audio Input Level]	[Off]	Assigns the default function of the multi-function dial. [ISO/Gain]: Adjusts the gain. [Auto Exposure Level]: Adjusts the auto exposure level. [Audio Input Level]: Adjusts the audio recording level.

### [Project] – [User File]

Sets settings related to user file operations.

Menu item	Sub-item setting	Factory default value	Description
[Load from Media(B)]	[Execute] / [Cancel]	–	Loads user file settings from a memory card inserted into card slot B. [Execute]: Execute function.
[Save to Media(B)]	[Execute] / [Cancel]	–	Saves user file settings to a memory card inserted into card slot B. [Execute]: Execute function.
[File ID]	–	–	Displays a screen for displaying/editing the file ID of user files.
[Load Customize Data]	[On] / [Off]	[Off]	Sets whether to load [User] menu customization information when [Load from Media(B)] is executed.
[Load White Data]	[On] / [Off]	[Off]	Sets whether to load white balance information when [Load from Media(B)] is executed.

### [Project] – [All File]

Sets settings related to All files.

Menu item	Sub-item setting	Factory default value	Description
[Load from Media(B)]	[Execute] / [Cancel]	–	Loads All file settings from a memory card inserted into card slot B. [Execute]: Execute function.
[Load from Cloud(Private)]	[Execute] / [Cancel]	–	Loads an uploaded All file from the “C3 Portal” cloud service (private). [Execute]: Execute function.
[Load from Cloud(Share)]	[Execute] / [Cancel]	–	Loads an uploaded All file from the “C3 Portal” cloud service (share). [Execute]: Execute function.
[Save to Media(B)]	[Execute] / [Cancel]	–	Saves All file settings to a memory card inserted into card slot B. [Execute]: Execute function.
[Save to Cloud(Private)]	[Execute] / [Cancel]	–	Saves All file settings to the “C3 Portal” cloud service (private). [Execute]: Execute function.
[Save to Cloud(Share)]	[Execute] / [Cancel]	–	Saves All file settings to the “C3 Portal” cloud service (share). [Execute]: Execute function.
[File ID]	–	–	Assigns a name to the file.
[Load Network Data]	[On] / [Off]	[Off]	Sets whether to load [Network] menu settings information when [Load from Media(B)] is executed.

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## [Paint/Look] Menu

The following tables describe the function and settings of each menu item.

### [Paint/Look] – [Scene File]

Sets settings related to scene files.

**Note**

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Description
[Recall]	–	Loads a scene file stored in internal memory and applies the settings as the current image quality settings.
[Store]	–	Saves the current image quality state as a scene file in internal memory.
[Delete]	–	Deletes a scene file stored in internal memory.
[Preset Recall]	When [Target Display] – [SDR(BT.709)] is selected in custom shooting mode: [S-Cinetone] / [ITU709] / [709tone] When [Target Display] – [HDR(HLG)] is selected in custom shooting mode: [HLG Live] / [HLG Mild] / [HLG Natural]	Applies preset image quality settings (non-rewritable) as the current image quality settings.

### [Paint/Look] – [Base Look]

Sets settings related to the base look.

Menu item	Sub-item setting	Factory default value	Description
[Select]	When [Target Display] – [SDR(BT.709)] is selected in custom shooting mode: [S-Cinetone] / [ITU709] / [709tone]/User 1 to User 16 When [Target Display] – [HDR(HLG)] is selected in custom shooting mode: [HLG Live] / [HLG Mild] / [HLG Natural]/ User 1 to User 16 In log shooting mode: [s709] / [709(800%)] / [S-Log3] / User 1 to User 16	When [Target Display] – [SDR(BT.709)] is selected in custom shooting mode: [ITU709] When [Target Display] – [HDR(HLG)] is selected in custom shooting mode: [HLG Mild] In log shooting mode: [s709]	Selects a base look.
[Delete]	–	–	Deletes the selected base look.
[Delete All]	–	–	Deletes all base looks.

Menu item	Sub-item setting	Factory default value	Description
[Import from Media(B)]	[Execute] / [Cancel]	–	Imports a base look file from a memory card inserted into card slot B. [Execute]: Execute function.
[Import from Cloud(Private)]	[Execute] / [Cancel]	–	Imports an uploaded base look file from the “C3 Portal” cloud service (private). [Execute]: Execute function.
[Import from Cloud(Share)]	[Execute] / [Cancel]	–	Imports an uploaded base look file from the “C3 Portal” cloud service (share). [Execute]: Execute function.
[Input]	[S-Gamut3/SLog3] / [S-Gamut3.Cine/SLog3]	[S-Gamut3.Cine/SLog3]	Sets the input color gamut for the base look selected using [Select].
[Output]	[BT.709] / [HLG]	[BT.709]	Sets the output color gamut for the base look selected using [Select].
[AE Level Offset]	0EV / 1/3EV / 2/3EV / 1EV / 4/3EV / 5/3EV / 2EV	0EV	Sets the exposure reference value for the base look selected using [Select].

## [Paint/Look] – [Reset Paint Settings]

Resets the [Paint/Look] menu settings, excluding the base look.

### Note

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Description
[Reset without Base Look]	[Execute] / [Cancel]	Resets the [Paint/Look] menu settings, excluding the base look. [Execute]: Execute function.

## [Paint/Look] – [Black]

Sets black settings.

### Note

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Factory default value	Description
[Master Black]	-99.0 to +99.0	±0.0	Sets the master black level.
[R Black]	-99.0 to +99.0	±0.0	Sets the R black level.
[B Black]	-99.0 to +99.0	±0.0	Sets the B black level.

## [Paint/Look] – [Knee]

Sets knee correction settings.

### Note

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off] / ---	When [Target Display] – [SDR(BT.709)] is selected: [On] When [HDR(HLG)] is selected: [Off]	Turns knee correction on/off.  <b>Hint</b> ● Enabled only when [Base Look] – [Select] – [ITU709], [709tone], [HLG Live], [HLG Mild], or [HLG Natural] is selected.
[Auto Knee]	[On] / [Off] / ---	When [Target Display] – [SDR(BT.709)] is selected: [On] When [HDR(HLG)] is selected: [Off]	Turns auto knee on/off.  <b>Hint</b> ● Enabled only when [Setting] is set to [On] and [Base Look] – [Select] – [ITU709] or [709tone] is selected.
[Point]	75% to 109%	90%	Sets the knee point.
[Slope]	-99 to +99	±0	Sets the knee slope.

## [Paint/Look] – [Detail]

Sets detail adjustment settings.

### Note

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[On]	Turns detail on/off.
[Level]	-7 to +7	±0	Sets the detail level.
[Manual Setting]	[On] / [Off] / ---	[Off]	Turns detail manual adjustment on/off.

Menu item	Sub-item setting	Factory default value	Description
[H/V Ratio]	-2 to +2	±0	Sets the balance between vertical (V) and horizontal (H) detail for detail manual adjustment.
[B/W Balance]	[Type1] / [Type2] / [Type3] / [Type4] / [Type5]	[Type3]	Sets the balance between detail for low-luminance areas (Black) and detail for high-luminance areas (White) for detail manual adjustment.
[Limit]	0 to 7	0	Sets the limit level of the detail for detail manual adjustment.
[Crispeneing]	0 to 7	0	Sets the crispeneing level for detail manual adjustment.
[High Light Detail]	0 to 4	0	Sets the detail level of high-luminance areas for detail manual adjustment.

## [Paint/Look] – [Matrix]

Sets matrix correction settings.

### Note

- Enabled in custom shooting mode only.

Menu item	Sub-item setting	Factory default value	Description
[User Matrix]	[On] / [Off]	[Off]	Turns user matrix correction on/off.
[User Matrix Level]	-99 to +99	±0	Adjusts the color intensity of the entire image.
[User Matrix Phase]	-99 to +99	±0	Adjusts the color tone of the entire image.
[User Matrix R-G]	-99 to +99	±0	Sets a user-defined R-G user matrix.
[User Matrix R-B]	-99 to +99	±0	Sets a user-defined R-B user matrix.
[User Matrix G-R]	-99 to +99	±0	Sets a user-defined G-R user matrix.
[User Matrix G-B]	-99 to +99	±0	Sets a user-defined G-B user matrix.
[User Matrix B-R]	-99 to +99	±0	Sets a user-defined B-R user matrix.
[User Matrix B-G]	-99 to +99	±0	Sets a user-defined B-G user matrix.

## [Paint/Look] – [Multi Matrix]

Sets multi matrix correction settings.

### Note

- Enabled in custom shooting mode only.
- [Area Indication] is applied to all video outputs. Be aware of this fact when using a video output signal as the main signal.
- Multi matrix correction adjusts the hue and saturation for each color axis, with the total hue subdivided into 16. When selecting the color axis you want to adjust, you can check where the color axis you want to adjust is located in the captured image by turning on [Area Indication]. After confirming the location, turn off [Area Indication] and then adjust the hue and saturation.
- During recording operation, [Area Indication] is turned off (fixed).
- When you switch from the multi matrix correction settings screen to another screen, [Area Indication] is automatically turned off.

- While setting multi matrix correction, the DISPLAY button acts as an [Area Indication] select button. [Area Indication] toggles on/off each time you press the DISPLAY button.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns multi matrix correction on/off.
[Area Indication]	[On] / [Off]	[Off]	<p>Turns on/off the display function that identifies the target area corresponding to the target color axis for adjustment selected in [Axis]. The parts of the captured image outside the target area are displayed in monotone.</p> <p><b>Hint</b></p> <ul style="list-style-type: none"> <li>While setting multi matrix correction, you can turn [Area Indication] on/off using the DISPLAY button.</li> </ul> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>[Area Indication] is applied to all video outputs. Be aware of this fact when using a video output signal as the main signal.</li> </ul>
[Reset]	[Execute] / [Cancel]	–	Resets the hue and saturation settings of each color axis to the default values.
[Axis]	B / B+ / MG- / MG / MG+ / R / R+ / YL- / YL / YL+ / G- / G / G+ / CY / CY+ / B-	B	Selects the target color axis for adjustment.
[Hue]	-99 to +99	±0	Sets the hue of the target color axis for adjustment selected in [Axis].
[Saturation]	-99 to +99	±0	Sets the saturation of the target color axis for adjustment selected in [Axis].

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## [TC/Media] Menu

The following tables describe the function and settings of each menu item.

### [TC/Media] – [Timecode]

Sets timecode settings.

Menu item	Sub-item setting	Factory default value	Description
[Mode]	[Preset] / [Regen] / [Clock]	[Preset]	Sets the timecode running mode. [Preset]: Starts running from a preset value. [Regen]: Starts running from the timecode of the end of the previous clip. [Clock]: Uses the internal clock as the timecode.
[Run]	[Rec Run] / [Free Run]	[Rec Run]	[Rec Run]: Runs only when recording. [Free Run]: Always running, regardless of recording operation.
[Setting]	–	–	Sets the timecode to an arbitrary value. [Set]: Apply setting.
[Reset]	[Execute] / [Cancel]	–	Resets the timecode to 00:00:00:00. [Execute]: Execute function.
[TC Format]	[DF] / [NDF]	[DF]	Sets the timecode format. [DF]: Drop Frame [NDF]: Non-Drop Frame

### [TC/Media] – [TC Display]

Sets time data display settings.

Menu item	Sub-item setting	Factory default value	Description
[Display Select]	[Timecode] / [Users Bit] / [Duration]	[Timecode]	Switches the time data display.

### [TC/Media] – [Users Bit]

Sets settings related to user bits.

Menu item	Sub-item setting	Factory default value	Description
[Mode]	[Fix] / [Time]	[Fix]	Sets the user bit mode. [Fix]: Uses an arbitrary fixed value in user bits. [Time]: Uses the current hour, minute, and second in user bits.
[Setting]	–	–	Sets the user bits to an arbitrary value.

### [TC/Media] – [HDMI TC Out]



Sets settings related to timecode output when using HDMI.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Sets whether to output the timecode to devices for other purposes using HDMI.

### [TC/Media] – [Clip Name Format]

Sets settings related to clip naming.

Menu item	Sub-item setting	Factory default value	Description
[Clip Number]	[Series] / [Reset]	[Series]	<p>Sets the numbering method of clip numbers.</p> <p>[Series]: A method of generating numbers starting from a series number counter stored in the unit. However, if the largest number among the clips on a memory card is greater than the series number counter, the numbering will start from that number.</p> <p>[Reset]: A method of numbering starting from the highest number among the clips on a memory card.</p>
[Series Counter Reset]	[Execute] / [Cancel]	–	<p>Resets the series number counter stored in the unit.</p> <p>[Execute]: Execute function.</p> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;"> <p><b>Hint</b></p> <ul style="list-style-type: none"> <li>Each time a clip is recorded, the series number counter is updated with the number of that clip.</li> </ul> </div>
[Title Name Settings]	Enter an arbitrary character	C	Sets the title part of the clip name.

### [TC/Media] – [Update Media]

Updates the management file on memory cards.

Menu item	Sub-item setting	Description
[Media(A)]	[Execute] / [Cancel]	Updates the management file on the memory card in card slot A. [Execute]: Execute function.
[Media(B)]	[Execute] / [Cancel]	Updates the management file on the memory card in card slot B. [Execute]: Execute function.

### [TC/Media] – [Format Media]

Initializes memory cards.

Menu item	Sub-item setting	Description
[Media(A)]	[Full Format] / [Quick Format] / [Cancel]	Formats the memory card in card slot A.
[Media(B)]	[Full Format] / [Quick Format] / [Cancel]	Formats the memory card in card slot B.



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## [Monitoring] Menu

The following tables describe the function and settings of each menu item.

### [Monitoring] – [Output On/Off]

Sets video output settings.

Menu item	Sub-item setting	Factory default value	Description
[SDI] (PXW-Z200 only)	[On] / [Off]	[On]	Turns SDI output on/off.
[HDMI]	[On] / [Off]	[On]	Turns HDMI output on/off.

### [Monitoring] – [Output Format]

Sets output format settings.

Menu item	Sub-item setting	Description
PXW-Z200	[SDI]	For details about settings, see the following topic. <a href="#">SDI/HDMI Output Connector Output Formats (PXW-Z200 only)</a>
	[HDMI]	
HXR-NX800	[HDMI]	For details about settings, see the following topic. <a href="#">HDMI Output Connector Output Formats</a>

Sets the SDI and HDMI output resolution.

### [Monitoring] – [Output Display]

Sets screen display output settings.

Menu item	Sub-item setting	Factory default value	Description
[SDI] (PXW-Z200 only)	[On] / [Off]	[Off]	Sets whether the menu, status, and screen display are embedded in the SDI output signal.
[HDMI]	[On] / [Off]	[Off]	Sets whether the menu, status, and screen display are embedded in the HDMI output signal.

### [Monitoring] – [Display On/Off]

Selects the items to display on the shooting screen/playback screen.

Menu item	Sub-item setting	Factory default value	Description
[Network Status]	[On] / [Off]	[On]	Selects the items to display on the shooting screen/playback screen.
[File Transfer Status]	[On] / [Off]	[On]	
[Stream Status]	[On] / [Off]	[On]	
[Rec/Play Status]	[On] / [Off]	[On]	
[Tally]	[On] / [Off]	[On]	
[Battery Remain]	[On] / [Off]	[On]	
[Focus Mode]	[On] / [Off]	[On]	
[Focus Position]	[On] / [Off]	[On]	
[Focus Area Indicator]	[On] / [Off]	[On]	
[Subject Recognition Frame]	[On] / [Off]	[On]	
[Tracking AF Pointer]	[On] / [Off]	[On]	
[Lens Info]	[On] / [Off]	[Off]	
[Rec Format]	[On] / [Off]	[On]	
[Frame Rate]	[On] / [Off]	[On]	
[Zoom Position]	[On] / [Off]	[On]	
[UWP RF Level]	[On] / [Off]	[On]	
[SteadyShot]	[On] / [Off]	[On]	
[Base Look/Rec Look]	[On] / [Off]	[On]	
[SDI/HDMI Rec Control] (PXW-Z200 only)	[On] / [Off]	[On]	
[HDMI Rec Control] (HXR-NX800 only)	[On] / [Off]	[On]	
[Monitoring Look]	[On] / [Off]	[On]	
[Proxy Status]	[On] / [Off]	[On]	
[Media Status]	[On] / [Off]	[On]	
[Video Signal Monitor]	[Off] / [Waveform] / [Vector] / [Histogram]	[Off]	
[Clip Name]	[On] / [Off]	[On]	
[White Balance]	[On] / [Off]	[On]	
[Scene File]	[On] / [Off]	[On]	
[Auto Exposure Mode]	[On] / [Off]	[On]	
[Auto Exposure Level]	[On] / [Off]	[On]	

Menu item	Sub-item setting	Factory default value	Description
[Timecode]	[On] / [Off]	[On]	
[ND Filter]	[On] / [Off]	[On]	
[Iris]	[On] / [Off]	[On]	
[ISO/Gain]	[On] / [Off]	[On]	
[Shutter]	[On] / [Off]	[On]	
[Level Gauge]	[On] / [Off]	[On]	
[Audio Level Meter]	[On] / [Off]	[On]	
[Video Level Warning]	[On] / [Off]	[On]	
[NIGHTSHOT]	[On] / [Off]	[On]	
[Clip Number]	[On] / [Off]	[On]	
[Notice Message]	[On] / [Off]	[On]	

## [Monitoring] – [Marker]

Sets marker display settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[On]	Turns the display of all markers on/off.
[Color]	[White] / [Yellow] / [Cyan] / [Green] / [Magenta] / [Red] / [Blue]	[White]	Selects the marker signal color.
[Center Marker]	1 / 2 / 3 / 4 / [Off]	[Off]	Selects the center marker.
[Safety Zone]	[On] / [Off]	[Off]	Turns the safety zone marker on/off.
[Safety Area]	80% / 90% / 92.5% / 95%	90%	Selects the size of the safety zone marker (as a percentage of total screen size).
[Aspect Marker]	[Line] / [Mask] / [Off]	[Off]	Selects the type of aspect marker.
[Aspect Mask]	0 to 15	12	Sets the level of the video signal outside the marker.
[Aspect Safety Zone]	[On] / [Off]	[Off]	Turns the aspect safety zone marker on/off.
[Aspect Safety Area]	80% / 90% / 92.5% / 95%	90%	Selects the size of the aspect safety zone marker (as a percentage of total screen size).
[Aspect Select]	1:1 / 4:3 / 13:9 / 14:9 / 15:9 / 17:9 / 1.66:1 / 1.85:1 / 2.35:1 / 2.39:1 / [Custom]	2.39:1	Sets the aspect ratio when displaying the aspect marker.

Menu item	Sub-item setting	Factory default value	Description
[Custom Aspect Ratio]	Enter an arbitrary value	01.00:01.00	Sets the aspect ratio to an arbitrary value.  <b>Note</b> <ul style="list-style-type: none"> <li>This setting is enabled when [Aspect Select] is set to [Custom].</li> </ul>
[Guide Frame]	[On] / [Off]	[Off]	Turns the guide frame display on/off.
[100% Marker]	[On] / [Off]	[Off]	Turns the 100% marker display on/off.
[User Box]	[On] / [Off]	[Off]	Turns the user box marker display on/off.
[User Box Width]	3 to 479	240	Sets the user box marker width (distance from the center to the left and right edges).
[User Box Height]	3 to 269	135	Sets the user box marker height (distance from the center to the top and bottom edges).
[User Box H Position]	-476 to +476	0	Sets the horizontal position of the center of the user box marker.
[User Box V Position]	-266 to +266	0	Sets the vertical position of the center of the user box marker.

## [Monitoring] – [LCD Monitor/VF]

Sets LCD monitor/viewfinder settings.

Menu item	Sub-item setting	Factory default value	Description
[LCD Monitor Brightness]	1 to 15	8	Adjusts the brightness of the LCD monitor image.
[LCD Monitor Color Mode]	[Color] / [B&W]	[Color]	Selects the display mode of the LCD monitor in E-E display/recording mode.
[VF Brightness]	1 to 3	2	Adjusts the brightness of the viewfinder image.
[VF Color Mode]	[Color] / [B&W]	[Color]	Selects the display mode of the viewfinder in E-E display/recording mode.

## [Monitoring] – [Gamma Display Assist]

Sets gamma display assist settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[On]	<p>Turns the gamma display assist function on/off when [Custom] – [Target Display] – [HDR(HLG)] is selected.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>This is set to [Off] (fixed) when [Custom] – [Target Display] is set to [SDR(BT.709)] and in log shooting mode.</li> </ul>

## [Monitoring] – [Peaking]

Sets peaking settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns peaking on/off.
[Peaking Level]	[High] / [Mid] / [Low]	[Mid]	Sets the color peaking signal level.
[Color]	[B&W] / [Red] / [Yellow] / [Blue]	[B&W]	Selects the color of the color peaking signal.

## [Monitoring] – [Zebra]

Sets zebra pattern settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Off] / [Zebra1] / [Zebra2]	[Off]	Selects the zebra display type.
[Zebra1 Level]	0% to 109%	70%	Sets the [Zebra1] display level.
[Zebra1 Aperture Level]	2% to 20%	10%	Sets the [Zebra1] aperture level.
[Zebra2 Level]	0% to 109%	100%	Sets the [Zebra2] display level.

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## [Audio] Menu

The following tables describe the function and settings of each menu item.

For details about settings, see the following topic.

[Block Diagrams](#)

### [Audio] – [Audio Input]

Sets audio input settings.

Menu item	Sub-item setting	Factory default value	Description
[CH1 Input Select]	[INPUT1] / [INPUT3 (L)] / [Internal MIC] / [Shoe CH1]	[Internal MIC]	Switches the input source for CH1.
[CH2 Input Select]	[INPUT1] / [INPUT2] / [INPUT3 (R)] / [Internal MIC] / [Shoe CH2]	[Internal MIC]	Switches the input source for CH2.
[CH3 Input Select]	[Off] / [INPUT1] / [INPUT3 (L)] / [Internal MIC] / [Shoe CH1] / [Shoe CH3]	[Internal MIC]	Switches the input source for CH3.
[CH4 Input Select]	[Off] / [INPUT1] / [INPUT2] / [INPUT3 (R)] / [Internal MIC] / [Shoe CH2] / [Shoe CH4]	[Internal MIC]	Switches the input source for CH4.
[INPUT1 MIC Reference]	-80dB / -70dB / -60dB / -50dB / -40dB / -30dB	-50dB	Sets the reference recording level for XLR microphone input from INPUT 1.
[INPUT2 MIC Reference]	-80dB / -70dB / -60dB / -50dB / -40dB / -30dB	-50dB	Sets the reference recording level for XLR microphone input from INPUT 2.
[Line Input Reference]	+4dB / 0dB / -3dB / [EBUL]	+4dB	Selects the reference input level when the INPUT 1/INPUT 2 switch is set to LINE.
[Reference Level]	-20dB / -18dB / -16dB / -12dB / [EBUL]	-20dB	Selects the recording level of the 1 kHz reference tone signal.
[CH1 Wind Filter]	[On] / [Off]	[Off]	Enables/disables the wind reduction filter for CH1.
[CH2 Wind Filter]	[On] / [Off]	[Off]	Enables/disables the wind reduction filter for CH2.
[CH3 Wind Filter]	[On] / [Off]	[Off]	Enables/disables the wind reduction filter for CH3.
[CH4 Wind Filter]	[On] / [Off]	[Off]	Enables/disables the wind reduction filter for CH4.



Menu item	Sub-item setting	Factory default value	Description
[CH3 Level Control]	[Auto] / [Manual]	[Auto]	<p>Selects automatic audio input level adjustment or manual adjustment for CH3.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>If both [CH3 Input Select]/[CH4 Input Select] are set to [Internal MIC], CH4 is switched to automatic/manual in conjunction with this setting.</li> </ul>
[CH4 Level Control]	[Auto] / [Manual]	[Auto]	<p>Selects automatic audio input level adjustment or manual adjustment for CH4.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>If both [CH3 Input Select]/[CH4 Input Select] are set to [Internal MIC], CH4 is switched to automatic/manual in conjunction with the [CH3 Level Control] setting.</li> </ul>
[CH3 Input Level]	0 to 99	49	Sets the input level for CH3.
[CH4 Input Level]	0 to 99	49	Sets the input level for CH4.
[Audio Input Level]	0 to 99	99	<p>Sets the audio input level.</p> <p>Can be used as the master volume, according to the settings of [CH1 Level] to [CH4 Level].</p>
[Limiter Mode]	[Off] / -6dB / -9dB / -12dB / -15dB / -17dB	[Off]	Selects the limiter characteristic for large input signals when adjusting the audio input level manually.
[CH1&2 AGC Mode]	[Mono] / [Stereo]	[Stereo]	Sets the auto level adjustment mode for CH1 and CH2. When [Stereo] is selected, auto gain control is linked between channels.
[CH3&4 AGC Mode]	[Mono] / [Stereo]	[Stereo]	Sets the auto level adjustment mode for CH3 and CH4. When [Stereo] is selected, auto gain control is linked between channels.
[AGC Spec]	-6dB / -9dB / -12dB / -15dB / -17dB	-6dB	Selects the auto gain control characteristic.
[1kHz Tone on Color Bars]	[On] / [Off]	[Off]	<p>Turns the 1 kHz reference tone signal on/off when displaying color bars.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When set to [On], the 1 kHz reference tone signal is output on CH3/CH4, even if [CH3 Input Select]/[CH4 Input Select] are set to [Off].</li> </ul>

Menu item	Sub-item setting	Factory default value	Description
[CH1 Level]	Input without XLR adaptor: [Audio Input Level] / [Side] / [Level+Side] Input with XLR adaptor: [Audio Input Level] / [Through]	Input without XLR adaptor: [Level+Side] Input with XLR adaptor: [Audio Input Level]	Sets the combination of audio input level adjustments enabled for CH1.  <b>Note</b> ● [Side] refers to the AUDIO LEVEL (CH1) dial on the side of the unit. When [Level+Side] is selected, the audio recording level is determined by the combination of the [Audio Input Level] and dial settings.
[CH2 Level]	Input without XLR adaptor: [Audio Input Level] / [Side] / [Level+Side] Input with XLR adaptor: [Audio Input Level] / [Through]	Input without XLR adaptor: [Level+Side] Input with XLR adaptor: [Audio Input Level]	Sets the combination of audio input level adjustments enabled for CH2.  <b>Note</b> ● [Side] refers to the AUDIO LEVEL (CH2) dial on the side of the unit. When [Level+Side] is selected, the audio recording level is determined by the combination of the [Audio Input Level] and dial settings.
[CH3 Level]	Input without XLR adaptor: [Audio Input Level] / [CH3 Input Level] / [Level+CH3 Input Level] Input with XLR adaptor: [Audio Input Level] / [Through]	Input without XLR adaptor: [Level+CH3 Input Level] Input with XLR adaptor: [Audio Input Level]	Sets the combination of audio input level adjustments enabled for CH3.
[CH4 Level]	Input without XLR adaptor: [Audio Input Level] / [CH4 Input Level] / [Level+CH4 Input Level] Input with XLR adaptor: [Audio Input Level] / [Through]	Input without XLR adaptor: [Level+CH4 Input Level] Input with XLR adaptor: [Audio Input Level]	Sets the combination of audio input level adjustments enabled for CH4.

## [Audio] – [Audio Output]

Sets audio output settings.

Menu item	Sub-item setting	Factory default value	Description
[Monitor CH]	[CH1/CH2] / [CH3/CH4] / [MIX ALL] / [CH1] / [CH2] / [CH3] / [CH4]	[CH1/CH2]	Selects the audio channel output to the headphone jack and built-in speaker.  <b>Note</b> ● If audio for multiple channels is set for simultaneous output, the output level for each channel is reduced for output to prevent clipping.

Menu item	Sub-item setting	Factory default value	Description
[Headphone Out]	[Mono] / [Stereo]	[Stereo]	Selects whether the headphone jack output is monaural or stereo.
[Alarm Level]	0 to 7	4	Adjusts the volume of the alarm.
[HDMI Output CH]	[CH1/CH2] / [CH3/CH4]	[CH1/CH2]	Sets the combination of audio channels on the HDMI output.

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## [Thumbnail] Menu

The following tables describe the function and settings of each menu item.

### [Thumbnail]

Menu item	Description
[Display Clip Properties]	Displays the clip properties screen.

### [Thumbnail] – [Set Clip Flag]

Sets clip flag settings.

Menu item	Description
[Add OK]	Adds an [OK] flag.
[Add NG]	Adds an [NG] flag.
[Add KEEP]	Adds a [KEEP] flag.
[Delete Clip Flag]	Deletes all flags.

### [Thumbnail] – [Lock/Unlock Clip]

Sets clip protection settings.

Menu item	Description
[Select Clip]	Selects and locks/unlocks a clip.
[Lock All Clips]	Locks all clips.
[Unlock All Clips]	Unlocks all clips.

### [Thumbnail] – [Delete Clip]

Deletes clips.

Menu item	Description
[Select Clip]	Deletes a clip.
[All Clips]	Deletes all clips.

### [Thumbnail] – [Copy Clip]

Copies clips.

Menu item	Description
[Select Clip]	Copies a clip.
[All Clips]	Copies all clips.

## [Thumbnail] – [Transfer Clip]

Transfers clips.

### Note

- [Transfer Clip] cannot be configured when a password is not configured using [Network] – [Network Setup] – [Edit Authentication] – [Input Password].

Menu item	Description
[Select Clip]	Transfers selected clips.
[All Clips]	Transfers all clips. <div data-bbox="272 824 699 943" style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>• Up to 200 clips can be transferred.</li> </ul> </div>

## [Thumbnail] – [Transfer Clip (Proxy)]

Transfers proxy clips.

### Note

- [Transfer Clip (Proxy)] cannot be configured when a password is not configured using [Network] – [Network Setup] – [Edit Authentication] – [Input Password].

Menu item	Description
[Select Clip]	Transfers proxy clips corresponding to the selected clips.
[All Clips]	Transfers proxy clips corresponding to all the clips. <div data-bbox="272 1547 908 1666" style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>• Up to 200 clips can be transferred.</li> </ul> </div>

## [Thumbnail] – [Filter Clips]

Sets settings of clips to display.

Menu item	Description
[OK]	Displays only clips that have an [OK] flag.
[NG]	Displays only clips that have an [NG] flag.
[KEEP]	Displays only clips that have a [KEEP] flag.

Menu item	Description
[None]	Displays only clips that have no flag.
[All]	Displays all clips, regardless of whether there are any flags.

### [Thumbnail] – [Customize View]

Switches the thumbnail screen view.

Menu item	Sub-item setting	Factory default value	Description
[Thumbnail Caption]	[Date Time] / [Time Code] / [Duration] / [Sequential Number]	[Time Code]	Switches the information displayed below thumbnails.

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## [Technical] Menu

The following tables describe the function and settings of each menu item.

### [Technical] – [Color Bars]

Sets color bar settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns color bars on/off.
[Type]	ARIB / 100% / 75% / SMPTE	ARIB	Selects the color bar type.

### [Technical] – [ND Dial]

Sets settings related to ND VARIABLE dial operations.

Menu item	Sub-item setting	Factory default value	Description
[CLEAR with Dial]	[On] / [Off]	[On]	Sets whether to enable ND filter status switching ([Clear] ⇔ [On]) by ND VARIABLE dial operation.

### [Technical] – [Tally]

Sets recording/tally lamp settings.

Menu item	Sub-item setting	Factory default value	Description
[Front Tally Lamp]	[On] / [Off]	[On]	Turns the recording/tally lamp (front) on/off.
[Rear Tally Lamp]	[On] / [Off]	[On]	Turns the recording/tally lamp (rear) on/off.

### [Technical] – [Touch Operation]

Sets settings related to touch operation.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[On]	Turns touch operation on/off.

### [Technical] – [Rec Review]

Sets recording review settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[3s] / [10s] / [Clip]	[3s]	Selects the time for playback of clips just recorded for recording review.

## [Technical] – [Zoom]

Sets the zoom settings.

Menu item	Sub-item setting	Factory default value	Description
[Zoom Type]	[Optical Zoom Only] / [On(Clear Image Zoom)]	[Optical Zoom Only]	Sets the type of zoom. [Optical Zoom Only]: Optical zoom is adjusted by operation of the lens. [On(Clear Image Zoom)]: Electronic zoom with little or no deterioration in image quality..

## [Technical] – [Handle Zoom]

Sets handle zoom settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Off] / [Low] / [High] / [Variable]	[Variable]	Sets the speed of the handle zoom.
[High]	1 to 8	8	Sets the zoom speed when the handle zoom lever is pressed when [Setting] is set to [High].
[Low]	1 to 8	3	Sets the zoom speed when the handle zoom lever is pressed when [Setting] is set to [Low].  <b>Note</b> <ul style="list-style-type: none"> <li>Uneven zooming may occur when the zoom speed is set to a low value.</li> </ul>

## [Technical] – [Speed Zoom]










Sets the high-speed zoom function settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns the high-speed zoom function on/off.

## [Technical] – [Menu Settings]

Sets settings related to the menu.



Menu item	Sub-item setting	Factory default value	Description
[User Menu Only]	[On] / [Off]	[Off]	Sets whether to display the [User] menu only or display the menu list when the unit displays the menu. [On]: Displays the [User] menu only. [Off]: Displays the menu list.
[Menu Page On/Off]	[  Camera] / [  Project] / [  Monitoring] / [  Assignable Button] / [  Battery] / [  Media] / [  Network] / [  Stream] / [  File Transfer]	–	Turns the status screen display on/off.
[User Menu with Lock]	[On] / [Off]	[Off]	Sets whether to lock the menu display, showing the [User] menu only.  <b>Note</b> <ul style="list-style-type: none"> <li>● In normal menu display operation, this item is not displayed.</li> </ul>

## [Technical] – [Fan Control]

Sets fan control mode settings.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Auto] / [Minimum] / [Off in Rec]	[Auto]	Sets the control mode of the fan.  <b>Note</b> <ul style="list-style-type: none"> <li>● Even when set to [Off in Rec], the fan will operate if the internal temperature of the unit rises above a certain value.</li> </ul>

## [Technical] – [Lens]

Sets settings related to lenses.

Menu item	Sub-item setting	Factory default value	Description
[Distance Display]	[Meter] / [Feet]	[Meter]	Sets the display units for lens information and focus position.
[Zoom Position Display]	[Number] / [Bar]	[Number]	Sets the display format for the zoom position.

## [Technical] – [Video Light Set]

Sets the video light lighting method. Available only when using the HVL-LBPC (option).

Menu item	Sub-item setting	Factory default value	Description
[Video Light Set]	[Power Link] / [Rec Link] / [Rec Link + Stby]	[Power Link]	Sets the lighting control method for the video light attached to the multi-interface shoe. [Power Link]: Turns the video light on/off when the unit is turned on/off. [Rec Link]: Turns the video light on/off when the unit starts/stops recording. [Rec Link + Stby]: Turns the video light on/standby when the unit starts/stops recording.

### [Technical] – [Camera Battery Alarm]

Sets battery low-voltage alarm settings.

Menu item	Sub-item setting	Factory default value	Description
[Low Battery]	5% / 10% / 15% / --- / 45% / 50%	10%	Sets the remaining battery level to display a battery low-voltage alarm (5% increments).
[Battery Empty]	3% to 7%	3%	Sets the remaining battery level to display a battery empty alarm.

### [Technical] – [Camera DC IN Alarm]

Sets input voltage alarm settings.

Menu item	Sub-item setting	Factory default value	Description
[DC Low Voltage1]	16.0V to 19.0V	16.5V	Sets the voltage to display a DC IN low input voltage alarm.
[DC Low Voltage2]	15.5V to 18.5V	15.5V	Sets the voltage to display a DC IN insufficient input voltage alarm.

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## [Network] Menu

The following tables describe the function and settings of each menu item.

### [Network] – [Network Setup]

Executes the network setup assist tool.

Menu item	Sub-item setting	Factory default value	Description
[Setup for Mobile App]	–	–	Starts the network setup assist tool.
[LAN Type Select]	[Wireless LAN AP 2.4G] / [Wireless LAN AP 5G] / [Wireless LAN ST] / [Wired LAN] / [Off]	[Off]	Sets the LAN connection method. For models that do not support the 5 GHz band, [Wireless LAN AP 2.4G] and [Wireless LAN AP 5G] are replaced by [Wireless LAN AP].
[Show Authentication]	–	–	Displays the user name and password for access authentication as text and QR code.
[Edit Authentication]	[User Name]	–	Sets the user name for access authentication.
	[Input Password]	–	Sets the password for access authentication.  <b>Note</b> ● From a security standpoint, it is recommended that you set a password with a sufficiently long character string that is hard to guess by others, and that you store it safely.
	[Generate Password] – [Execute] / [Cancel]	–	Automatically generates a password for access authentication. [Execute]: Execute function.

### [Network] – [Wireless LAN]

Sets settings related to wireless LAN.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[Access Point (2.4GHz)] / [Access Point (5GHz)] / [Station Mode] / [Off]	[Off]	<p>Selects the operation mode of the wireless LAN connection.</p> <p>For models that do not support the 5 GHz band, [Access Point (2.4GHz)] and [Access Point (5GHz)] are replaced by [Access Point Mode].</p> <div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 5px; margin-top: 10px;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>● The unit does not support simultaneous use of wireless LAN and wired LAN.</li> </ul> </div>
[Channel]	–	–	Displays the wireless LAN channel. (Access point mode only)
[Camera SSID & Password]	–	–	Displays the SSID and password of the unit. (Access point mode only)
[Regenerate Password]	–	–	Regenerates the password for access point mode. (Access point mode only)
[Camera Remote Control]	–	–	Displays whether remote control from a mobile device connected to the unit by wireless LAN in station mode is enabled. (Station mode only)
[Connected Network]	–	–	Displays the connected wireless LAN network access point. (Station mode only)
[Scan Networks]	–	–	Detects the wireless LAN networks access points and displays a list. (Station mode only)
[WPS]	[Execute] / [Cancel]	–	Establishes a connection using WPS (Wi-Fi Protected Setup). [Execute]: Execute function. (Station mode only)

Menu item	Sub-item setting	Factory default value	Description
[Manual Register]	–	–	Sets the wireless LAN network access point to connect. (Station mode only)
	[SSID]	–	Sets the SSID for the access point to connect.
	[Security]	–	Set the type of security for the access point to connect.
	[Password]	–	Sets the password for the access point to connect.  <div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 5px;"> <p><b>Hint</b></p> <ul style="list-style-type: none"> <li>When security is set to [WPA/WPA2]: *****. When security is set to [None]: (blank)</li> </ul> </div>
	[DHCP]	–	Turns DHCP on/off.
	[IP Address]	–	Sets the IP address of the unit when [DHCP] is set to [Off].
	[Subnet Mask]	–	Sets the subnet mask of the unit when [DHCP] is set to [Off].
	[Gateway]	–	Sets the default gateway of the unit when [DHCP] is set to [Off].
	[DNS Auto]	–	Enables/disables DNS auto acquisition when [DHCP] is set to [On].
	[Primary DNS Server]	–	Sets the primary DNS server of the unit when [DNS Auto] is set to [Off].
[Secondary DNS Server]	–	Sets the secondary DNS server of the unit when [DNS Auto] is set to [Off].	
[IP Address]	–	–	Displays the IP address of the unit.
[Subnet Mask]	–	–	Displays the subnet mask of the unit.
[MAC Address]	–	–	Displays the MAC address of the wireless LAN interface of the unit.

## [Network] – [Wired LAN]

Sets settings related to wired LAN.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns wired LAN on/off.  <div style="border: 1px solid #ccc; background-color: #f9f9f9; padding: 5px;"> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>The unit does not support simultaneous use of wireless LAN and wired LAN.</li> </ul> </div>

Menu item	Sub-item setting	Factory default value	Description
[Camera Remote Control]	[Enable] / [Disable]	[Disable]	Sets whether to enable remote control from a device connected to the unit by wired LAN.
[Detail Settings]	–	–	Configures properties of the wired LAN.
	[DHCP]	–	Turns DHCP on/off.
	[IP Address]	–	Sets the IP address of the unit when [DHCP] is set to [Off].
	[Subnet Mask]	–	Sets the subnet mask of the unit when [DHCP] is set to [Off].
	[Gateway]	–	Sets the default gateway of the unit when [DHCP] is set to [Off].
	[DNS Auto]	–	Enables/disables DNS auto acquisition when [DHCP] is set to [On].
	[Primary DNS Server]	–	Sets the primary DNS server of the unit when [DNS Auto] is set to [Off].
	[Secondary DNS Server]	–	Sets the secondary DNS server of the unit when [DNS Auto] is set to [Off].
[IP Address]	–	–	Displays the IP address of the unit.
[Subnet Mask]	–	–	Displays the subnet mask of the unit.
[MAC Address]	–	–	Displays the MAC address of the unit.

## [Network] – [USB Tethering]

Sets settings related to USB tethering.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Enables/disables the USB tethering function of the unit.
[Camera Remote Control]	[Enable] / [Disable]	[Disable]	Enables/disables remote control via USB tethering from “Monitor & Control,” “Creators' App for enterprise,” or other mobile device application.
[IP Address]	–	–	Displays the IP address of the unit.
[Subnet Mask]	–	–	Displays the subnet mask of the unit.

## [Network] – [Bluetooth]

Sets settings related to Bluetooth.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns the Bluetooth function on/off.
[Pairing]	[Execute] / [Cancel]	–	Pairs the unit with a Bluetooth device. [Execute]: Execute function.

Menu item	Sub-item setting	Factory default value	Description
[Manage Paired Device]	–	–	Displays/deletes paired Bluetooth device.
[Device Address]	–	–	Displays the Bluetooth address of the unit.

## [Network] – [File Transfer]

Sets settings related to file transfers.

Menu item	Sub-item setting	Factory default value	Description
[Auto Upload]	[On] / [Off]	[Off]	<p>Turns auto transfer of original clips on/off.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When [Project] – [Simul Rec] – [Setting] is set to [On], clips recorded on the memory card in card slot B are not automatically uploaded.</li> </ul>
[Auto Upload (Proxy)]	[On] / [Off] / [Chunk]	[Off]	<p>[On]: Enables auto transfer of proxy clips. [Off]: Disables auto transfer of proxy clips. [Chunk]: Automatically transfers proxy clips recorded in chunks without waiting for recording to end.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>When [Project] – [Simul Rec] – [Setting] is set to [On], clips recorded on the memory card in card slot B are not automatically uploaded. Also, [Chunk] is grayed out and cannot be selected.</li> </ul>
[Default Upload Server]	–	–	<p>Selects the file transfer destination server. The server selected here becomes the auto transfer destination for original clips and proxy clips, and the transfer destination for clips from the thumbnail screen.</p> <p>Displays the [Display Name] setting configured in [Server Settings1] to [Server Settings3].</p>
[Clear Completed Jobs]	[Execute] / [Cancel]	–	<p>Clears completed transfer jobs from the job list.</p> <p>[Execute]: Execute function.</p>
[Clear All Jobs]	[Execute] / [Cancel]	–	<p>Clears all transfer jobs from the job list.</p> <p>[Execute]: Execute function.</p>
[View Job List]	–	–	Displays the transfer job list.

Menu item	Sub-item setting	Factory default value	Description
[Server Settings1]	[Display Name]	–	Sets the display name shown in the transfer destination settings.
	[Service] – [FTP]	[FTP]	Displays the type of server.
	[Host Name]	–	Sets the host name of the transfer destination server.
	[Port] (1 to 65535)	21	Sets the port number of the transfer destination server.
	[User Name]	–	Sets the user name for authentication of the transfer destination server connection.
	[Password]	–	Sets the authentication password of the transfer destination server connection.
	[Passive Mode] – [On] / [Off (Active Mode)]	[Off (Active Mode)]	Turns passive mode on/off.
	[Destination Directory]	–	Sets the name of the transfer destination directory.
	[Using Secure Protocol] – [On] / [Off]	[Off]	Sets whether to use secure FTP transfer (FTPES) ([On]) or not ([Off]).
	[Root Certificate] – [Load] / [Clear] / [None]	[None]	Loads a root certificate for secure FTP transfer and clears settings.
	[Root Certificate Status] – [Loaded] / [No Certificate]	[No Certificate]	Displays the root certificate load status for secure FTP transfer.
	[Reset] – [Execute] / [Cancel]	–	Resets the [Server Settings1] settings to the default values. [Execute]: Execute function.
[Server Settings2]	Same as [Server Settings1]	–	–
[Server Settings3]	Same as [Server Settings1]	–	–

## [Network] – [Stream]

Sets settings related to streaming.

Menu item	Sub-item setting	Factory default value	Description
[Setting]	[On] / [Off]	[Off]	Turns streaming on/off.
[Destination Select]	–	–	Selects the streaming connection destination. Displays the [Display Name] setting configured in [RTMP/RTMPS 1] to [RTMP/RTMPS 3] and [SRT-Caller 1] to [SRT-Caller 3].



Menu item	Sub-item setting	Factory default value	Description
[RTMP/RTMPS 1]	–	–	Sets a RTMP/RTMPS streaming connection.
	[Display Name]	–	Sets the display name shown in [Destination Select].
	[Codec]	[H.264/AVC]	Displays the codec of the streaming video.
	[Resolution] – [3840×2160P] / [1920×1080P] / [1280×720P]	[1920×1080P]	Sets the resolution of the streaming video.
	[Bit Rate]	[9Mbps]	Sets the bit rate of the streaming video.
	[Destination URL]	–	Sets the URL of the server to connect.
	[Stream Key]	–	Sets the stream key used for streaming.
	[RTMPS Certificate] – [Load] / [Clear] / [None]	[None]	Loads/clears a default certificate.
	[RTMPS Certificate Status] – [Loaded] / [Default]	[Default]	Displays the certificate load status for RTMPS connection.
	[Reset] – [Execute] / [Cancel]	–	Returns the settings to the default values. [Execute]: Execute function.
[RTMP/RTMPS 2]	Same as [RTMP/RTMPS 1]	–	–
[RTMP/RTMPS 3]	Same as [RTMP/RTMPS 1]	–	–
[RTMPS Default Certificates]	[Replace] – [Execute] / [Cancel]	–	Loads default certificates from a memory card inserted in card slot B. [Execute]: Execute function.
	[Reset] – [Execute] / [Cancel]	–	Initializes the settings of the default certificate group. [Execute]: Execute function.
	[Status]	[Preinstall]	Displays the status of the default certificate group.

Menu item	Sub-item setting	Factory default value	Description
[SRT-Caller 1]	–	–	Sets an SRT streaming connection.
	[Display Name]	–	Sets the display name shown in [Destination Select].
	[Codec]	[H.264/AVC]	Displays the codec of the streaming video.
	[Resolution] – [1920×1080P] / [1280×720P]	[1920×1080P]	Sets the resolution of the streaming video.
	[Bit Rate]	[9Mbps]	Sets the bit rate for streaming.
	[Destination URL]	–	Sets the URL of the server to connect.
	[Port] (1 to 65535)	7001	Sets the port of the streaming transmit destination.
	[Latency] (20ms to 8000ms)	[120 ms]	Sets the streaming distribution latency.
	[TTL] (1 to 255)	[64 times]	Sets the time-to-live (TTL) value for streaming.
	[Encryption] – [None] / [AES-128] / [AES-256]	[None]	Sets the encryption method for streaming.
	[Passphrase]	–	Sets the passphrase used for encryption for streaming.
	[ARC] – [On] / [Off]	[On]	Enables/disables ARC when streaming.
	[Reset] – [Execute] / [Cancel]	–	Returns the settings to the default values. [Execute]: Execute function.
[SRT-Caller 2]	Same as [SRT-Caller 1]	–	–
[SRT-Caller 3]	Same as [SRT-Caller 1]	–	–

## [Network] – [Network Reset]

Resets the network settings.

Menu item	Sub-item setting	Description
[Reset]	[Execute] / [Cancel]	Resets the network settings. [Execute]: Execute function.

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## [Maintenance] Menu

The following tables describe the function and settings of each menu item.

### [Maintenance] – [Language]

Sets the display language.

Menu item	Description
[Select]	Sets the display language. [Set]: Apply setting.

### [Maintenance] – [Accessibility]

Sets settings related to the screen reader function and screen magnifier function.

Menu item	Sub-item setting	Factory default value	Description
[Screen Reader]	–	–	Sets screen reader settings.
	[Setting] – [On] / [Off]	[Off]	Turns the screen reader on/off.
	[Speed] – [Fast 4] / [Fast 3] / [Fast 2] / [Fast 1] / [Standard] / [Slow 1] / [Slow 2]	[Standard]	Sets the screen reader speed.
	[Volume] (1 to 15)	7	Sets the screen reader volume.
	[Read Out when Power On] – [Enable] / [Disable]	[Enable]	Sets whether the screen reader is turned on if you press and hold the MENU button and turn the unit on.
[Enlarge Screen]	–	–	Sets screen magnifier settings.
	[Setting] – [Enable] / [Disable]	[Disable]	Turns the screen magnifier on/off.
	[Magnification] – x1.5 / x2.0 / x2.5 / x3.0	–	Sets the screen magnifier magnification factor.
	[Enlarge Screen Button] – [Assignable Button <1>] to [Assignable Button <11>] / [<PUSH AUTO>]	[Assignable Button <11>]	Sets the button for the screen magnifier.

### [Maintenance] – [Clock Set]

Sets internal clock settings.

Menu item	Sub-item setting	Factory default value	Description
[Time Zone]	[UTC -12:00] to [UTC +14:00]	–	Sets the time difference from UTC in 30-minute units.

Menu item	Sub-item setting	Factory default value	Description
[Date Mode]	[YYMMDD] / [MMDDYY] / [DDMMYY]	[YYMMDD]	Selects the display format for dates. [YYMMDD]: Year, month, day [MMDDYY]: Month, day, year [DDMMYY]: Day, month, year
[12h/24h]	[12h] / [24h]	[24h]	Selects the clock display format. [12h]: 12-hour mode [24h]: 24-hour mode
[Date]	–	–	Sets the current date. [Set]: Apply setting.
[Time]	–	–	Sets the current time. [Set]: Apply setting.

## [Maintenance] – [All Reset]

Resets settings to factory default values.

Menu item	Sub-item setting	Description
[Reset]	[Execute] / [Cancel]	Resets settings to factory default values. [Execute]: Execute function.  <b>Note</b> <ul style="list-style-type: none"> <li>3D LUT files imported using [Paint/Look] – [Base Look] – [Import from Media(B)]/[Import from Cloud(Private)]/[Import from Cloud(Share)] are not deleted. To delete all imported 3D LUT files, execute [Paint/Look] – [Base Look] – [Delete All].</li> </ul>
[Reset without Network]	[Execute] / [Cancel]	Resets the menu settings, excluding [Network] menu settings, to the factory default state.
[Reset to Factory Defaults]	[Execute] / [Cancel]	Deletes all settings, scene files, and user base look values, and resets them to the factory default state.

## [Maintenance] – [Hours Meter]

Displays the accumulated running time.

Menu item	Sub-item setting	Factory default value	Description
[Hours(System)]	–	–	Displays the accumulated hours of use (cannot be reset).
[Hours(Reset)]	–	–	Displays the accumulated hours of use (can be reset).
[Reset]	[Execute] / [Cancel]	–	Resets [Hours(Reset)] to 0. [Execute]: Execute function.

## [Maintenance] – [Device Information]

Displays a certification mark.

Menu item	Description
[Certification Logo]	Displays a certification mark.

## **[Maintenance] – [Version]**

Displays version information.

Menu item	Sub-item setting	Factory default value	Description
[Version Number]	Vx.xx	–	Displays the software version of the unit.
[Version Up]	[Execute] / [Cancel]	–	Updates the software of the unit.

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## [ISO/Gain] Settings and Default Values

The range of [ISO/Gain] settings and default values vary depending on the [Mode]/[Target Display]/[Base Look] – [Select] settings.

### When [Mode] is set to [ISO]

#### Custom shooting mode

✓: Supported

×: Not supported

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
ISO 250	✓ ([ISO/Gain<L>] default value)	×	×
ISO 320	✓	×	×
ISO 400	✓	×	×
ISO 500	✓ ([ISO/Gain<M>] default value)	×	×
ISO 640	✓	×	×
ISO 800	✓	×	×
ISO 1000	✓ ([ISO/Gain<H>] default value)	×	×
ISO 1250	✓	×	×
ISO 1600	✓	✓ ([ISO/Gain<L>] default value)	✓ ([ISO/Gain<L>] default value)
ISO 2000	✓	✓	✓
ISO 2500	✓	✓	✓
ISO 3200	✓	✓ ([ISO/Gain<M>] default value)	✓ ([ISO/Gain<M>] default value)
ISO 4000	✓	✓	✓
ISO 5000	✓	✓	✓
ISO 6400	✓	✓ ([ISO/Gain<H>] default value)	✓ ([ISO/Gain<H>] default value)
ISO 8000	✓	✓	✓
ISO 10000	✓	✓	✓

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
ISO 12800	✓	✓	✓
ISO 16000	✓	x	x

### Log shooting mode

✓ : Supported

x: Not supported

Settings range	
ISO 1600	✓ ([ISO/Gain<L>] default value)
ISO 2000	✓
ISO 2500	✓
ISO 3200	✓ ([ISO/Gain<M>] default value)
ISO 4000	✓
ISO 5000	✓
ISO 6400	✓ ([ISO/Gain<H>] default value)
ISO 8000	✓
ISO 10000	✓
ISO 12800	✓

### When [Mode] is set to [dB]

✓ : Supported

x: Not supported

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
-3dB	✓	✓	✓
-2dB	✓	✓	✓
-1dB	✓	✓	✓
0dB	✓ ([ISO/Gain<L>] default value)	✓ ([ISO/Gain<L>] default value)	✓ ([ISO/Gain<L>] default value)
1dB	✓	✓	✓
2dB	✓	✓	✓
3dB	✓	✓	✓

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
4dB	✓	✓	✓
5dB	✓	✓	✓
6dB	✓ ([ISO/Gain<M>] default value)	✓ ([ISO/Gain<M>] default value)	✓ ([ISO/Gain<M>] default value)
7dB	✓	✓	✓
8dB	✓	✓	✓
9dB	✓	✓	✓
10dB	✓	✓	✓
11dB	✓	✓	✓
12dB	✓ ([ISO/Gain<H>] default value)	✓ ([ISO/Gain<H>] default value)	✓ ([ISO/Gain<H>] default value)
13dB	✓	✓	✓
14dB	✓	✓	✓
15dB	✓	✓	✓
16dB	✓	✓	✓
17dB	✓	✓	✓
18dB	✓	✓	✓
19dB	✓	✗	✗
20dB	✓	✗	✗
21dB	✓	✗	✗
22dB	✓	✗	✗
23dB	✓	✗	✗
24dB	✓	✗	✗
25dB	✓	✗	✗
26dB	✓	✗	✗
27dB	✓	✗	✗
28dB	✓	✗	✗
29dB	✓	✗	✗
30dB	✓	✗	✗
31dB	✓	✗	✗
32dB	✓	✗	✗



[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
33dB	✓	x	x
34dB	✓	x	x
35dB	✓	x	x
36dB	✓	x	x

**Note**

- The minimum value is 0dB when shooting HFR (high frame rate) in Slow & Quick Motion mode or when the system frequency is 119.88P/100P.

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## [AGC Limit] Settings and Default Values

The range of [AGC Limit] settings and default values vary depending on the [Mode]/[Target Display]/[Base Look] – [Select] settings.

### When [Mode] is set to [ISO]

#### Custom shooting mode

✓ : Supported

× : Not supported

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
ISO 320	✓	×	×
ISO 400	✓	×	×
ISO 500	✓	×	×
ISO 640	✓	×	×
ISO 800	✓	×	×
ISO 1000	✓	×	×
ISO 1250	✓	×	×
ISO 1600	✓	×	×
ISO 2000	✓	✓	✓
ISO 2500	✓	✓	✓
ISO 3200	✓	✓	✓
ISO 4000	✓	✓	✓
ISO 5000	✓	✓	✓
ISO 6400	✓	✓ (default value)	✓ (default value)
ISO 8000	✓ (default value)	✓	✓
ISO 12800	✓	✓	✓
ISO 16000	✓	×	×

#### Log shooting mode

✓ : Supported

× : Not supported

Settings range	
ISO 2000	✓

Settings range	
ISO 2500	✓
ISO 3200	✓
ISO 4000	✓
ISO 5000	✓
ISO 6400	✓ (default value)
ISO 8000	✓
ISO 10000	✓
ISO 12800	✓

### When [Mode] is set to [dB]

✓ : Supported

× : Not supported

[Target Display]	[SDR(BT.709)]	[HDR(HLG)]	[SDR(BT.709)] and [HDR(HLG)]
[Base Look] – [Select]	Preset base look	Preset base look	User base look
3dB	✓	✓	✓
6dB	✓	✓	✓
9dB	✓	✓	✓
12dB	✓	✓	✓
15dB	✓	✓	✓
18dB	✓	✓ (default value)	✓ (default value)
21dB	✓	×	×
24dB	✓	×	×
27dB	✓	×	×
30dB	✓ (default value)	×	×
33dB	✓	×	×
36dB	✓	×	×

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## [Video Format] / [Quality] / [Bit Rate] Settings

The range of [Video Format]/[Quality]/[Bit Rate] settings vary depending on the [Frequency]/[Codec] settings.

[Frequency]	[Codec]	[Video Format]	[Quality]		
			[High]	[Mid]	[Low]
119.88	XAVC HS-L 422	3840×2160P	280	280	280
	XAVC HS-L 420	3840×2160P	200	200	200
	XAVC S-L 422	3840×2160P	280	280	280
	XAVC S-L 420	3840×2160P	200	200	200
		1920×1080P	100	60	60
100	XAVC HS-L 422	3840×2160P	280	280	280
	XAVC HS-L 420	3840×2160P	200	200	200
	XAVC S-L 422	3840×2160P	280	280	280
	XAVC S-L 420	3840×2160P	200	200	200
		1920×1080P	100	60	60
59.94	XAVC HS-L 422	3840×2160P	200	100	100
	XAVC HS-L 420	3840×2160P	150	75	45
	XAVC S-L 422	3840×2160P	200	200	200
		1920×1080P	50	50	50
	XAVC S-L 420	3840×2160P	150	150	150
		1920×1080P	50	25	25
	XAVC S-I	3840×2160P	600	600	600
		1920×1080P	222	222	222

[Frequency]	[Codec]	[Video Format]	[Quality]		
			[High]	[Mid]	[Low]
50	XAVC HS-L 422	3840×2160P	200	100	100
	XAVC HS-L 420	3840×2160P	150	75	45
	XAVC S-L 422	3840×2160P	200	200	200
		1920×1080P	50	50	50
	XAVC S-L 420	3840×2160P	150	150	150
		1920×1080P	50	25	25
	XAVC S-I	3840×2160P	500	500	500
		1920×1080P	185	185	185
29.97	XAVC S-L 422	3840×2160P	140	140	140
		1920×1080P	50	50	50
	XAVC S-L 420	3840×2160P	100	60	60
		1920×1080P	50	16	16
	XAVC S-I	3840×2160P	300	300	300
		1920×1080P	111	111	111
25	XAVC S-L 422	3840×2160P	140	140	140
		1920×1080P	50	50	50
	XAVC S-L 420	3840×2160P	100	60	60
		1920×1080P	50	16	16
	XAVC S-I	3840×2160P	250	250	250
		1920×1080P	93	93	93
23.98	XAVC HS-L 422	3840×2160P	100	50	50
	XAVC HS-L 420	3840×2160P	100	50	30
	XAVC S-L 422	3840×2160P	100	100	100
		1920×1080P	50	50	50
	XAVC S-L 420	3840×2160P	100	60	60
		1920×1080P	50	50	50
	XAVC S-I	3840×2160P	240	240	240
		1920×1080P	89	89	89

## Image Quality Settings Saved for Each Shooting Mode

The current status of configuration items related to image quality are saved for each of the following shooting modes. When you change the shooting mode, the settings that are saved for the target shooting mode are applied.

- [Custom] – [SDR(BT.709)]
- [Custom] – [HDR(HLG)]
- [Flexible ISO]

The configuration items related to image quality which are saved for each shooting mode are shown below.

✓: Item is saved.

×: Item is not saved.

Configuration item		Shooting mode			
		[Custom]		[Flexible ISO]	
		[SDR(BT.709)]	[HDR(HLG)]		
[Shooting] Menu	[ISO/Gain]	✓ <sup>1)</sup>		✓	
	[White]	[Preset White]	✓	✓	
		Other than above	✓		
	[White Setting]		✓		
	[Offset White]		✓		×
	[LUT On/Off]		×		✓
	[Noise Suppression]	[Setting(Custom)] / [Level(Custom)]	✓	✓	×
		[Setting(Flexible ISO)] / [Level(Flexible ISO)]	×		✓
[Paint] Menu	[Base Look]	[Select]	✓	✓	✓
		[Input] <sup>2)</sup>	✓		
		[Output] <sup>2)</sup>	✓		
		[AE Level Offset] <sup>2)</sup>	✓		
	[Black]		✓	✓	×
	[Knee]	[Auto Knee]	✓	×	×
		Other than above	✓	✓	×
	[Detail]		✓	✓	×
	[Matrix]		✓	✓	×
	[Multi Matrix]		✓	✓	×

- 1) Separate ISO sensitivity settings may be saved for [Custom] – [SDR(BT.709)]/[HDR(HLG)].
- 2) Settings are saved for each [Base Look], and do not depend on the shooting mode.

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## Saving a Configuration File

You can save the settings of the full menu to a memory card inserted into card slot B. You can also save an All file to a cloud service. This allows you to quickly recall an appropriate set of menu settings for the current situation. Configuration data is saved in the following categories.

### User file

User files save the setting items and configuration data of the customizable [User] menu.

You can save up to 64 files on a memory card.

By loading this file into the memory of the unit, you can customize the setup of the [User] menu.

### All file

All files save the configuration data of all menus. You can save up to 64 files on a memory card. Up to 120 files can be saved to "C3 Portal" (cloud service), comprising up to 60 private files and 60 share files.

#### Note

- For details about the content saved in an All file, see the following topic.  
[Items Saved in Files](#)

## Saving to a memory card

You can save a user file/All file to a memory card.

- 1. Insert a memory card into a card slot B.**
- 2. For a user file, select [Project] – [User File] – [Save to Media(B)] – [Execute] in the full menu. For an All file, select [Project] – [All File] – [Save to Media(B)] – [Execute] in the full menu.**  
A file save destination screen appears.
- 3. Select a [No File] row on the save destination screen.**  
Selecting a row with a [File ID] entry will overwrite the selected file.  
The [File ID] value assigned when saving can be changed using the menu.
- 4. Select [Execute] on the confirmation screen.**

## Saving an All file to a cloud service

You can save an All file to a cloud service.

- 1. Connect to the unit from the "Creators' App for enterprise" smartphone application.**  
For details, see the following topic.  
[Transferring Files to "C3 Portal"](#)
- 2. Select [Project] – [All File] – [Save to Cloud(Private)]/[Save to Cloud(Share)] – [Execute] in the full menu.**  
A file save destination screen appears.
- 3. Select a [No File] row on the save destination screen.**  
Selecting a row with a [File ID] entry will overwrite the selected file.  
The [File ID] value assigned when saving can be changed using the menu.
- 4. Select [Execute] on the confirmation screen.**

## Loading from a memory card

You can load a user file/All file from a memory card.



1. **Insert a memory card on which a file is saved into card slot B.**
2. **For a user file, select [Project] – [User File] – [Load from Media(B)] – [Execute] in the full menu. For an All file, select [Project] – [All File] – [Load from Media(B)] – [Execute] in the full menu.**  
A file list screen appears.
3. **Select a file to load.**  
A confirmation screen appears.
4. **Select [Execute].**

#### Note

- The unit will reboot automatically after loading configuration data.
- When [Project] – [All File] – [Load Network Data] is set to [Off] in the full menu, all settings in the All file are loaded except [Network] menu settings.

## Loading an All file from a cloud service

You can load an All file from a cloud service.

1. **Connect to the unit from the “Creators’ App for enterprise” smartphone application.**  
For details, see the following topic.  
[Transferring Files to “C3 Portal”](#)
2. **Select [Project] – [All File] – [Load from Cloud(Private)]/[Load from Cloud(Share)] – [Execute] in the full menu.**  
A file list screen appears.
3. **Select a file to load.**  
A confirmation screen appears.
4. **Select [Execute] on the confirmation screen.**

#### Note

- The unit will reboot automatically after loading configuration data.
- When [Project] – [All File] – [Load Network Data] is set to [Off] in the full menu, all settings in the All file are loaded except [Network] menu settings.

## Changing the file ID

You can change the file ID of a user file/All file.

1. **For a user file, select [Project] – [User File] – [File ID] in the full menu. For an All file, select [Project] – [All File] – [File ID] in the full menu.**  
A screen for editing the file ID appears.
2. **Select a character using the multi selector or the multi-function dial, then press the multi selector or multi-function dial.**
3. **Repeat step 2 as required.**
4. **When finished entering characters, select [Done].**

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## Preparing to Connect an External Monitor/Recorder

You can display the shooting/playback image on an external monitor. You can also connect an external recorder and record the output signal from the unit.

To display the shooting/playback image on an external monitor, select the output signal of the unit and use an appropriate cable for the monitor to be connected.

You can display the same information that is visible on the LCD monitor/viewfinder, such as status information and menus, on an external monitor. Set [Info. Disp.] to [On] on the [Monitoring] status screen or set [Monitoring] – [Output Display] to [On] in the full menu according to the connector type to connect to the monitor.

### Note

- Observe the following when connecting an external monitor or recording device to the unit. Failing to do so may cause large currents to flow in the internal circuitry of the unit which may damage electronic components.

#### 1. About DC cables

Use DC cables with a low GND line impedance for connecting an external monitor and recording devices.

#### 2. Checking for potential difference

Before use, make sure that there is no potential difference between all connected devices and the unit.

(1) Disconnect all connected devices, such as an external monitor and recording devices, from the unit. Check that the 75  $\Omega$  coaxial cable, HDMI and other cables are not connected.

(2) Connect the DC cables of all connected devices and the unit, and then turn on the power of each connected device and the unit.

(3) Use a tester or other device to confirm that there is no potential difference between the unit and each connected device.

If there is a potential difference, it is possible that the impedance of the GND line of one of the DC cables is high. Replace such cables with cables having a low GND line impedance, as required, to eliminate any potential difference.

#### 3. Connection and power-on sequence

Connect each cable and turn on the power in the following order.

(1) Turn off the power of the unit, external monitor, recording devices, and all other devices.

(2) Connect the DC cables of all devices.

(3) Connect the 75  $\Omega$  coaxial cable, HDMI and other cables.

(4) Turn on the power of all connected devices and then the unit.

For details, contact a Sony service representative.

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## Connecting an External Device to the SDI Output (PXW-Z200 only)

---

Enable/disable the output and set the output format on the [Monitoring] status screen.

Use a commercially available 75  $\Omega$  coaxial cable for connection.

### To start recording on the unit and external device simultaneously

When using SDI signal output, set [Project] – [SDI/HDMI Rec Control] – [Setting] to [SDI/HDMI Remote I/F]/[Parallel Rec] in the full menu to output a REC trigger signal to the external device connected to the SDI OUT connector to start recording in sync with the unit.

#### Note

- If a connected external device does not support a REC trigger signal, the device cannot be operated.
- When set to [SDI/HDMI Remote I/F], only the REC trigger signal is output if there is no memory card inserted.

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PXW-Z200/HXR-NX800

## Connecting an External Device to the HDMI Output

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Enable/disable the output and set the output format on the [Monitoring] status screen.

### To start recording on the unit and external device simultaneously

When using HDMI signal output, set [TC/Media] – [HDMI TC Out] – [Setting] to [On] in the full menu to output a REC trigger signal to the external device connected to the HDMI output connector to start recording in sync with the unit.

On the PXW-Z200: [Project] – [SDI/HDMI Rec Control] – [Setting] – [SDI/HDMI Remote I/F] / [Parallel Rec]

On the HXR-NX800: [Project] – [HDMI Rec Control] – [Setting] – [On]

#### Note

- If a connected external device does not support a REC trigger signal, the device cannot be operated.
- When set to [SDI/HDMI Remote I/F], only the REC trigger signal is output if there is no memory card inserted.

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## Synchronizing Timecode with an External Device (PXW-Z200 only)

You can synchronize the timecode of the unit with an external device.

### Locking to the timecode of another device

1. Set the external device that will be the timecode source to a mode where the timecode output is continuously updated.
2. Set [TC/Media] – [Timecode] in the full menu as follows.  
[Mode] – [Preset]  
[Run] – [Free Run]
3. Press an assignable button assigned with [DURATION/TC/U-BIT] to display the timecode on the screen.
4. Check that the TC IN/OUT switch is set to the IN position, then supply a reference timecode for synchronizing the system frequency of the unit to the TC IN/OUT connector.

The timecode generator of the unit acquires lock with the reference timecode, and “EXT-LK” is displayed on the screen. Once about ten seconds have elapsed after the timecode locks, the external lock state is maintained even if the external reference timecode source is disconnected.

#### Note

- When the timecode locks, the timecode of the unit instantly acquires lock with the timecode of the external device and the timecode value of the external value appears in the timecode display area. However, do not start recording immediately. Wait for a few seconds until the timecode generator stabilizes before recording.
- If the frequency of the reference timecode and the frame frequency on the unit are not the same, lock cannot be acquired and the unit will not operate properly. If this occurs, the timecode will not acquire successful lock with the external timecode.
- The timecode may shift by one frame per hour with respect to the reference timecode.

### To release the timecode lock

Change the [TC/Media] – [Timecode] setting in the full menu.

The timecode lock is also released if the system frequency is changed or if you start shooting in Slow & Quick Motion mode.

### Synchronizing the timecode of another device with the timecode of the unit

Set the unit that will be the timecode source to a mode in which the timecode output is continuously updated ([Free Run] or [Clock]).

1. Set the timecode of the unit using [TC/Media] – [Timecode] in the full menu.
2. Check that the TC IN/OUT select switch is set to the OUT position, and connect the TC IN/OUT connector to the timecode input connector of the device you want to synchronize.

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## Using a Mobile Device or LANC Remote Control

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You can control the unit remotely using a mobile device application/LANC remote control.

### “Monitor & Control” application

For details about how to connect to the unit with a mobile device and how to operate the “Monitor & Control” application, refer to the Help Guide for the “Monitor & Control” application.

### LANC remote control

A LANC remote control (such as the RM-30BP) is a remote controller that is compliant with the LANC standard. It can control the functions of the unit remotely, such as focus/iris/ND filter/zoom/white balance/shutter speed/gain, using LANC communication.

Connect the LANC remote control to the REMOTE connector on the unit.

A single LANC remote control can connect to and control multiple cameras. You can also use two LANC remote controls to control a single camera using a daisy-chain connection.

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## Using a Bluetooth Remote Control

You can control the unit remotely using a Bluetooth remote control (option). Visit the support portal for details about Bluetooth remote controls supported by the unit.

[https://www.sony.com/electronics/support/articles/00266597?utm\\_source=glean](https://www.sony.com/electronics/support/articles/00266597?utm_source=glean)

Check steps 1 and 2.

### Pairing the unit and Bluetooth remote control

1. Set **[Network] – [Bluetooth] – [Setting] to [On]** in the full menu.

2. Select **[Network] – [Pairing] – [Execute]** in the full menu.

The pairing standby screen appears.

3. Initiate pairing on the Bluetooth remote control.

For details about operation, refer to the operating instructions for the Bluetooth remote control.

When paired successfully, a pairing confirmation screen appears on the unit.

4. Select **[OK]**.

Control of the unit using the Bluetooth remote control is enabled. After connecting for the first time, subsequently you can connect the unit and Bluetooth remote control just by setting **[Bluetooth] – [Setting] to [On]**.

#### Hint

- The Bluetooth remote control is connected via Bluetooth only while controlling the unit from the Bluetooth remote control.
- If the unit does not respond correctly, check the following and pair the devices again.
  - Check that the unit is not connected via Bluetooth to another device.
  - Execute **[Network] – [Network Reset] – [Reset]** in the full menu.

#### Note

- When the unit is initialized, the pairing information is cleared. To use the Bluetooth remote control, pair the devices again.
- If Bluetooth communication is unstable, make sure there are no obstacles, such as other persons or metallic objects, between the unit and the Bluetooth remote control.
- If large volume communication is in progress, such as when streaming using the wireless LAN 2.4 GHz band, the response to the Bluetooth remote control may become unstable. In this case, consider using a wired LAN connection.

### Checking the paired Bluetooth remote control

Select **[Network] – [Bluetooth] – [Manage Paired Device]** in the full menu to display the paired Bluetooth remote control.

### Deleting a paired Bluetooth remote control

1. Select **[Network] – [Bluetooth] – [Manage Paired Device]** in the full menu.

2. Select the Bluetooth remote control to delete.

3. Select **[Execute]**.

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## Managing/Editing Clips using a Computer

You can import clips to your computer, manage them on your computer, and edit them in a nonlinear editing system using a card reader (option) or the mass storage mode of the unit.

### Using a card reader (option)

Connect a CFexpress Type A card reader or SD card reader to a computer using a USB cable, and insert a memory card into the card reader slot. The memory card is recognized as a computer extension drive. On supported computers, you can import clips faster using the mass storage mode of the unit.

### Using mass storage mode

Connect the unit and computer using mass storage mode. A memory card inserted in card slot A or B of the unit is recognized as a computer extension drive.

1. **Connect the USB-C connector to the computer using a USB cable.**
2. **Turn the unit on.**

A message appears on the LCD monitor/viewfinder asking whether to enable USB connection.

#### Note

- When [USB Tethering] – [Setting] is set to [On] on the [Network] status screen, mass storage mode cannot be used. Set [Setting] to [Off].
- The USB connection confirmation message is not displayed while another message is displayed, for example, when formatting or restoring a memory card. The confirmation message is displayed when the formatting or restoring execution ends. The USB connection confirmation message is also not displayed when the clip properties screen is displayed. The message is displayed when processing ends or when you return to the thumbnail screen.

3. **Turn the multi-function dial to select [Execute].**
4. **On Windows, check that the card is added as a removable disk in the “My Computer” window.  
On Mac, check that a folder called “NO NAME” or “Untitled” (editable) is created on the desktop.**

#### Note

- Do not perform the following operations if the access indicator is lit red.
  - Turning the unit off
  - Disconnecting the power cord
  - Removing the memory card
  - Disconnecting the USB cable
- Operation is not guaranteed to work on all computers.

### Using a nonlinear editing system

In a nonlinear editing system, editing software (option) that supports the formats recorded by the unit is required. Use dedicated application software to save the clips you want to edit on the HDD of the computer beforehand.



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## SDI/HDMI Output Connector Output Formats (PXW-Z200 only)

The resolution of the output format is limited by [Frequency/Scan]/[Video Format] on the [Project] status screen or the [Project] – [Rec Format] – [Frequency]/[Video Format] settings in the full menu. The video will not be output if a higher resolution than the playback video resolution is configured.

The following table shows the output formats supported by the SDI/HDMI output connectors of the PXW-Z200.

[Project] – [Rec Format]		[Monitoring] – [Output Format]	
[Frequency]	[Video Format]	[SDI]	[HDMI]
100/119.88Hz	3840×2160	3840×2160P	1920×1080P
		3840×2160P	1920×1080i
		(Output stopped)	3840×2160P
		1920×1080P Level A (default value)	1920×1080P (default value)
		1920×1080P Level A	1920×1080i
		1920×1080P Level B	1920×1080P
		1920×1080P Level B	1920×1080i
		1920×1080i	1920×1080i
	1920×1080	1920×1080P Level A (default value)	1920×1080P (default value)
		1920×1080P Level A	1920×1080i
		1920×1080P Level B	1920×1080P
		1920×1080P Level B	1920×1080i
		1920×1080i	1920×1080i
		1920×1080i	1920×1080i

[Project] – [Rec Format]		[Monitoring] – [Output Format]	
[Frequency]	[Video Format]	[SDI]	[HDMI]
50/59.94Hz	3840×2160	3840×2160P	3840×2160P
		3840×2160P	1920×1080P
		3840×2160P	1920×1080i
		1920×1080P Level A (default value)	1920×1080P (default value)
		1920×1080P Level A	1920×1080i
		1920×1080P Level B	1920×1080P
		1920×1080P Level B	1920×1080i
		1920×1080i	1920×1080i
	1920×1080	1920×1080P Level A (default value)	1920×1080P (default value)
		1920×1080P Level A	1920×1080i
		1920×1080P Level B	1920×1080P
		1920×1080P Level B	1920×1080i
		1920×1080i	1920×1080i
		(Output stopped)	720×480P <sup>1) 3)</sup> 720×576P <sup>2) 3)</sup>
25/29.97Hz	3840×2160	3840×2160P	3840×2160P
		3840×2160P	1920×1080P
		1920×1080P	1920×1080P
		1920×1080PsF (default value)	1920×1080i (default value)
	1920×1080	1920×1080P	1920×1080P
		1920×1080PsF (default value)	1920×1080i (default value)
23.98Hz	3840×2160	3840×2160P	3840×2160P
		3840×2160P	1920×1080P
		1920×1080P (default value)	1920×1080P (default value)
		1920×1080PsF	1920×1080P
	1920×1080	1920×1080P (default value)	1920×1080P (default value)
		1920×1080PsF	1920×1080P

- 1) When the system frequency is 59.94.  
2) When the system frequency is 50.  
3) The screen display cannot be embedded.



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## HDMI Output Connector Output Formats

The resolution of the output format is limited by [Frequency/Scan]/[Video Format] on the [Project] status screen or the [Project] – [Rec Format] – [Frequency]/[Video Format] settings in the full menu. The video will not be output if a higher resolution than the playback video resolution is configured.

The following table shows the output formats supported by the HDMI output connector of the HXR-NX800.

[Project] – [Rec Format]		[Monitoring] – [Output Format]
[Frequency]	[Video Format]	[HDMI]
100/119.88Hz	3840×2160	3840×2160P
		1920×1080P (default value)
		1920×1080i
	1920×1080	1920×1080P (default value)
		1920×1080i
50/59.94Hz	3840×2160	3840×2160P
		1920×1080P (default value)
		1920×1080i
	1920×1080	1920×1080P (default value)
		1920×1080i
		720×480P <sup>1) 3)</sup>
		720×576P <sup>2) 3)</sup>
25/29.97Hz	3840×2160	3840×2160P
		1920×1080P
		1920×1080i (default value)
	1920×1080	1920×1080P
		1920×1080i (default value)
23.98Hz	3840×2160	3840×2160P
		1920×1080P (default value)
	1920×1080	1920×1080P (default value)

1) When the system frequency is 59.94.

2) When the system frequency is 50.

3) The screen display cannot be embedded.



## Troubleshooting

If a problem occurs, check the following to help resolve the issue.

### Power supply

Symptom	Cause	Solution
The unit does not power on.	No battery pack is mounted and no power is supplied to the DC IN connector.	Mount a battery pack or connect to AC power using an AC adaptor.
	The battery pack is fully discharged.	Replace the battery pack with a fully charged one.
The power supply cuts out while operating.	The battery pack is discharged.	Replace the battery pack with a fully charged one.
The battery pack becomes discharged very quickly.	The ambient temperature is very low.	This is due to the battery characteristics and is not a defect.
	The battery pack is inadequately charged.	Recharge the battery pack. If the battery pack is quickly discharged even after you charged it fully, it may be close to the end of its life. Replace it with a new one.

### Recording/playback

Symptom	Cause	Solution
Recording does not start when you press the record START/STOP button.	The memory card is full.	Replace the memory card with one having sufficient space.
Audio recording is not possible.	The AUDIO LEVEL dials (CH1/CH2) are set to the minimum level.	Adjust the AUDIO LEVEL dials (CH1/CH2).
The recorded sound is distorted.	The audio level is too high.	Adjust the AUDIO LEVEL dials (CH1/CH2).
The recorded sound has a high noise level.	The audio level is too low.	Adjust the AUDIO LEVEL dials (CH1/CH2). When an external microphone is selected, also adjust [Audio] – [Audio Input] – [INPUT1 MIC Reference]/[INPUT2 MIC Reference] in the full menu.
Clips cannot be played back.	The clip is being edited.	Clips cannot be played back if you have modified file names or folders, or edited the clip on a computer. This is not a malfunction.
	The clip is being recorded on another device.	Clips recorded on other devices may not be played back, or displayed in incorrect size. This is not a malfunction.

## External devices

Symptom	Solution
The computer does not recognize the unit.	Turn USB tethering off and then reconnect the unit and computer.
	Disconnect the USB cable from the computer, then connect it again securely.
	Disconnect the USB cable from your computer, reboot your computer, and connect the computer and unit again using the correct procedure.
	Disconnect the USB cable from the unit, then connect it again securely.
Clips cannot be loaded on the computer.	Disconnect the USB cable from the computer, restart the unit, and then connect it again.
	Application software must be installed to load clips on your computer.

## Wireless LAN

### Note

- Obstructions and electromagnetic interference between the unit and wireless LAN router or mobile device, or the ambient environment (such as wall materials) could shorten the communication range or prevent connections altogether. If you experience these problems, check the connection/communication status after moving the unit to a new location so that the unit and wireless router/mobile device are closer together.

Symptom	Solution
A mobile device cannot access the unit.	<ul style="list-style-type: none"><li>● Check the wireless LAN router connection (IP address, etc.).</li><li>● The communication setting between the access point clients may be invalid. For details, refer to the operation manual for the wireless LAN router.</li></ul>
You cannot log in to the unit.	Check the user name and password that you set.

## Internet connection

Symptom	Solution
File transfer fails.	The user name and password of the server may not be correct. Input the correct user name and password.
File transfer is not available.	Signal condition may be poor. Move to another location and try again.

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## Error/Warning Messages

If a warning/caution/operation that requires confirmation occurs on the unit, a message is displayed on the LCD monitor/viewfinder screen, tally lamp starts flashing, and a warning sound is emitted.  
The warning sound is emitted from the headphones connected to the headphone connector.

### Error messages

The unit will stop operation when the following kind of display occurs.

Error message	Warning sound	Recording/tally lamp	Cause and Solution
E + error code	Continuous	Flashing rapidly	Indicates an abnormality in the unit. Recording stops, even if [ ● Rec] is displayed on the screen. Turn off the unit, and check for any problem with connected devices, cables, or memory cards. If the error persists when the unit is turned on again, contact your Sony service representative. If the unit does not turn off when the power switch is set to  (standby), remove the battery pack or disconnect the AC adaptor. An error display or warning sound may not occur depending on the status of the unit.

### Warning messages

Follow the instructions provided if the following display occurs.

Warning message	Warning sound	Recording/tally lamp	Cause and Solution
[Battery Near End]	Intermittent	Flashing	The remaining capacity of the battery pack is getting low. Recharge at the earliest convenience.
[Battery End]	Continuous	Flashing rapidly	The battery pack is discharged. Recording is disabled. Stop operation and replace the battery pack.
[Temperature High]	Intermittent	Flashing	The internal temperature is high. Turn off the unit and allow it to cool down before operating it again.
[Media Temperature High]	Intermittent	Flashing	The temperature of the CFexpress card is high. Replace the card or allow it to cool down before using it again.
[Voltage Low]	Intermittent	Flashing	The DC IN voltage is low (level 1). Check the power source.
[Insufficient Voltage]	Continuous	Flashing rapidly	The DC IN voltage is too low (level 2). Recording is disabled. Connect a different power source.
[Media Near Full]	Intermittent	Flashing	The remaining capacity on the memory card is getting low. Replace at the earliest convenience.
[Media Full]	Continuous	Flashing rapidly	Clips could not be recorded or copied because there is no remaining capacity on the memory card. Replace immediately.



Warning message	Warning sound	Recording/tally lamp	Cause and Solution
[Clips Near Full]	Intermittent	Flashing	The number of additional clips that can be recorded on a memory card is getting low. Replace at the earliest convenience.
[Clips Full]	Continuous	Flashing rapidly	The maximum number of clips that can be recorded on the memory card has been reached. Recording or copying more clips is not possible. Replace immediately.
[Last Clip Recording]	Intermittent	Flashing	The clip currently recording is the last clip that can be recorded, as the maximum number of clips has been reached. Prepare a new memory card.
[Media(A) Life Near End] <sup>1)</sup>	Intermittent	Flashing	The memory card is approaching the end of its life. Replace at the earliest convenience.
[Media(A) Life End] <sup>1)</sup>	Continuous	Flashing rapidly	The memory card has reached the end of its life. Replace immediately.
[Media(A) Near Full] <sup>1)</sup>	Intermittent	Flashing	When using the simultaneous recording function
[Media(A) Full] <sup>1)</sup>	Continuous	Flashing rapidly	When using the simultaneous recording function
[Media(A) Clips Near Full] <sup>1)</sup>	Intermittent	Flashing	When using the simultaneous recording function
[Media(A) Clips Full] <sup>1)</sup>	Continuous	Flashing rapidly	When using the simultaneous recording function
[Media(A) Last Clip Rec] <sup>1)</sup>	Intermittent	Flashing	When using the simultaneous recording function
[Transfer Jobs Near Full]	–	–	The number of FTP file transfer jobs that can be registered is getting low.
[Transfer Jobs Full]	–	–	The number of FTP file transfer jobs that can be registered has reached the upper limit. To add another job, first delete any unwanted jobs. <sup>2)</sup>

1) "(B)" is displayed for the memory card in card slot B.

2) You can select and delete jobs using [Network] – [File Transfer] – [View Job List] in the full menu. You can also delete jobs from the "Monitor & Control" job list.

## Caution/Operation messages

The following caution and operation messages may appear in the center of the screen. Follow the instructions provided to resolve the issue.

Display message	Cause and Solution
[Battery Error] [Please Change Battery]	An error was detected in the battery pack. Replace with a normal battery pack.
[Backup Battery End] [Please Change]	The remaining capacity of the backup battery is insufficient. Charge the backup battery.

Display message	Cause and Solution
[Unknown Media(A)] [Please Change] <sup>1)</sup>	A memory card that has been partitioned or a memory card containing more clips that can be handled by the unit was inserted. The card cannot be used in the unit, and must be replaced.
[Cannot Use Media(A)] [Unsupported File System] <sup>1)</sup>	A card using a different file system or an unformatted card was inserted. The card cannot be used in the unit, and must be replaced or formatted using the unit.
[Media Error] [Media(A) Needs to be Restored] <sup>1)</sup>	An error occurred on the memory card, and the card must be restored. Restore the memory card.
[Media Error] [Media(A) Error] [Media(B) Error]	The memory card may be damaged, and can no longer be used for recording. Playback is possible, so making a copy and replacing the memory card is recommended.
[Media Error] [Cannot Use Media(A)] <sup>1)</sup>	The memory card may be damaged, and can no longer be used for recording or playback. The card cannot be used in the unit, and must be replaced.
[Media(A) Error] [Recording Halted] [Playback Halted] <sup>1)</sup>	Recording and playback was stopped because an error occurred while using the memory card. If the problem persists, replace the memory card.
[Media(A) Life End] <sup>1)</sup> [Change Media(A)] <sup>1)</sup>	The memory card has reached the end of its life. Make a backup, and replace the card immediately. If you continue using the card, the card may not be able to record or play. For details, refer to the operating instructions for the memory card.
[The specified address is invalid.]	The specified address is invalid. Check that the setting is correct.
[Cannot Use Specified Port Number]	The specified port number is invalid. Check that the setting is correct.
[Fan Stopped]	The built-in fan stopped. Avoid use at high temperatures, disconnect the power, and contact your Sony service representative.
[Failed]	This error may appear if an address cannot be obtained when [DHCP] is set to [On]. Check the DHCP server settings.
[Addition of auto upload job failed.]	The maximum number of transfer jobs has been reached. Clear any unwanted jobs. The auto transfer destination setting for original files or proxy files may also be incorrect. Check that the setting is correct.
[Not found.]	Network (access point) with the specified SSID could not be found. Check that the setting is correct.
[Authentication Failed]	Connection authentication on the network (access point) with the specified SSID failed. Check that the password and other settings are correct.
[An IP address conflict has occurred. Please check the network settings.]	There is a conflict in the network addresses of the wireless LAN or wired LAN and USB tethering. Change the address manually or change the settings for the network router.

Display message	Cause and Solution
[The IP address of the Wireless LAN Access Point Mode has been changed due to an IP address conflict.]	The IP address in wireless LAN access point mode was changed due to a conflict in the network addresses of the wireless LAN access point mode or wired LAN and USB tethering. Check the new IP address setting.

1) "(B)" is displayed for the memory card in card slot B.

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## Items Saved in Files

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The following table shows the full menu items saved to an All file/scene file.

✓ : Saved in file.

× : Not saved in file.

– : Not saved in file (temporary menu)

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Shooting]	[ISO/Gain]	[Mode]	✓	×
		[ISO/Gain<H>]	✓	×
		[ISO/Gain<M>]	✓	×
		[ISO/Gain<L>]	✓	×
		[Shockless Gain]	✓	×
	[ND Filter]	[Preset1]	✓	×
		[Preset2]	✓	×
		[Preset3]	✓	×
	[Shutter]	[Mode]	✓	×
		[Shutter Speed On/Off]	✓	×
		[Shutter Speed]	✓	×
		[Shutter Angle]	✓	×
		[ECS On/Off]	✓	×
		[ECS Frequency]	✓	×
	[Auto Exposure]	[Level]	✓	×
		[Mode]	✓	×
		[Speed]	✓	×
		[AGC]	✓	×
		[AGC Limit]	✓	×
		[AGC Point]	✓	×
		[Auto Shutter]	✓	×
		[A.SHT Limit]	✓	×
		[A.SHT Point]	✓	×
		[Clip High light]	✓	×
		[Detect Window]	✓	×
		[Detect Window Indication]	✓	×
		[Custom Width]	✓	×
[Custom Height]		✓	×	
[Custom H Position]		✓	×	
[Custom V Position]	✓	×		

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[White]	[Preset White]	✓	×
		[Color Temp <A>]	✓	×
		[Tint<A>]	✓	×
		[R Gain <A>]	✓	×
		[B Gain <A>]	✓	×
		[Color Temp <B>]	✓	×
		[Tint<B>]	✓	×
		[R Gain <B>]	✓	×
		[B Gain <B>]	✓	×
	[White Setting]	[Shockless White]	✓	×
		[ATW Speed]	✓	×
		[White Switch<B>]	✓	×
		[Filter White Memory]	✓	×
	[Offset White]	[Offset White <A>]	✓	×
		[Offset Color Temp<A>]	✓	×
		[Offset Tint<A>]	✓	×
		[Offset White <B>]	✓	×
		[Offset Color Temp<B>]	✓	×
		[Offset Tint<B>]	✓	×
		[Offset White<ATW>]	✓	×
		[Offset Color Temp<ATW>]	✓	×
		[Offset Tint<ATW>]	✓	×
	[Focus]	[AF Transition Speed]	✓	×
		[AF Subj. Shift Sens.]	✓	×
		[Focus Area]	✓	×
		[Subject Recognition AF]	✓	×
		[Touch Function in MF]	✓	×
		[Multi Selector Function]	✓	×
		[Pointer Color]	✓	×
		[Pointer Border]	✓	×
		[AF Assist]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[S&Q Motion]	[Setting]	✓	×
		[Frame Rate]	✓	×
	[LUT On/Off]	[ <b>1</b> SDI/HDMI]	✓	×
		[ <b>1</b> HDMI]	✓	×
		[ <b>2</b> LCD/VF/Proxy/Stream]	✓	×
	[NIGHTSHOT]	[Setting]	✓	×
		[IR Light]	✓	×
		[Image Color]	✓	×
	[Noise Suppression]	[Setting(Custom)]	✓	×
		[Level(Custom)]	✓	×
		[Setting(Flexible ISO)]	✓	×
		[Level(Flexible ISO)]	✓	×
	[Flicker Reduce]	[Mode]	✓	×
		[Frequency]	✓	×
	[SteadyShot]	[Setting]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Project]	[Base Setting]	[Shooting Mode]	✓	–
		[Target Display]	✓	–
	[Rec Format]	[Frequency]	✓	×
		[Codec]	✓	×
		[Video Format]	✓	×
		[Quality]	✓	×
		[Bit Rate]	–	–
	[Flexible ISO Setting]	[Color Gamut]	✓	–
		[Embed LUT File]	✓	×
	[HDR Setting]	[LCD/VF SDR Preview]	✓	×
		[SDR Gain]	✓	×
	[Simul Rec]	[Setting]	✓	×
		[Rec Button Set]	✓	×
	[Proxy Rec]	[Setting]	✓	×
		[Proxy Format]	✓	×
		[Audio Channel]	✓	×
		[Chunk]	✓	×
	[SDI/HDMI Rec Control]	[Setting]	✓	×
	[HDMI Rec Control]	[Setting]	✓	×
	[Auto Framing]	[Setting]	×	×
		[Framing Operation Mode]	✓	×
		[Crop Level]	✓	×
		[Framing Tracking Speed]	✓	×
		[Rec/Stream]	✓	×
		[HDMI]	✓	×



Level 1	Level 2	Level 3	[All File]	[Scene File]
	[Assignable Button]	<1>	✓	×
		<2>	✓	×
		<3>	✓	×
		<4>	✓	×
		<5>	✓	×
		<6>	✓	×
		<7>	✓	×
		<8>	✓	×
		<9>	✓	×
		<10>	✓	×
		<11>	✓	×
		[<PUSH AUTO>]	✓	×
		[Multi Function Dial]	[Default Function]	✓
	[User File]	[Load from Media(B)]	–	–
		[Save to Media(B)]	–	–
		[File ID]	×	×
		[Load Customize Data]	✓	×
		[Load White Data]	✓	×
	[All File]	[Load from Media(B)]	–	–
		[Load from Cloud(Private)]	–	–
		[Load from Cloud(Share)]	–	–
		[Save to Media(B)]	–	–
		[Save to Cloud(Private)]	–	–
		[Save to Cloud(Share)]	–	–
		[File ID]	✓	×
		[Load Network Data]	×	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Paint/Look]	[Scene File]	[Recall]	-	-
		[Store]	-	-
		[Delete]	-	-
		[Preset Recall]	-	-
	[Base Look]	[Select]	✓	✓
		[Delete]	-	-
		[Delete All]	-	-
		[Import from Media(B)]	-	-
		[Import from Cloud(Private)]	-	-
		[Import from Cloud(Share)]	-	-
		[Input]	✓	×
		[Output]	✓	×
		[AE Level Offset]	✓	×
	[Reset Paint Settings]	[Reset without Base Look]	-	-
	[Black]	[Master Black]	✓	✓
		[R Black]	✓	✓
		[B Black]	✓	✓
	[Knee]	[Setting]	✓	✓
		[Auto Knee]	✓	✓
		[Point]	✓	✓
		[Slope]	✓	✓
	[Detail]	[Setting]	✓	✓
		[Level]	✓	✓
		[Manual Setting]	✓	✓
		[H/V Ratio]	✓	✓
		[B/W Balance]	✓	✓
		[Limit]	✓	✓
		[Crispening]	✓	✓
[High Light Detail]		✓	✓	

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[Matrix]	[User Matrix]	✓	✓
		[User Matrix Level]	✓	✓
		[User Matrix Phase]	✓	✓
		[User Matrix R-G]	✓	✓
		[User Matrix R-B]	✓	✓
		[User Matrix G-R]	✓	✓
		[User Matrix G-B]	✓	✓
		[User Matrix B-R]	✓	✓
		[User Matrix B-G]	✓	✓
	[Multi Matrix]	[Setting]	✓	✓
		[Area Indication]	×	×
		[Reset]	–	–
		[Axis]	×	×
		[Hue]	✓	✓
[Saturation]		✓	✓	
[TC/Media]	[Timecode]	[Mode]	✓	×
		[Run]	✓	×
		[Setting]	×	×
		[Reset]	–	–
		[TC Format]	✓	×
	[TC Display]	[Display Select]	✓	×
	[Users Bit]	[Mode]	✓	×
		[Setting]	×	×
	[HDMI TC Out]	[Setting]	✓	×
	[Clip Name Format]	[Clip Number]	✓	×
		[Series Counter Reset]	–	–
		[Title Name Settings]	✓	×
	[Update Media]	[Media(A)]	–	–
		[Media(B)]	–	–
	[Format Media]	[Media(A)]	–	–
		[Media(B)]	–	–

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Monitoring]	[Output On/Off]	[SDI]	✓	×
		[HDMI]	✓	×
	[Output Format]	[SDI]	✓	×
		[HDMI]	✓	×
	[Output Display]	[SDI]	✓	×
		[HDMI]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[Display On/Off]	[Network Status]	✓	×
		[File Transfer Status]	✓	×
		[Stream Status]	✓	×
		[Rec/Play Status]	✓	×
		[Tally]	✓	×
		[Battery Remain]	✓	×
		[Focus Mode]	✓	×
		[Focus Position]	✓	×
		[Focus Area Indicator]	✓	×
		[Subject Recognition Frame]	✓	×
		[Tracking AF Pointer]	✓	×
		[Lens Info]	✓	×
		[Rec Format]	✓	×
		[Frame Rate]	✓	×
		[Zoom Position]	✓	×
		[UWP RF Level]	✓	×
		[SteadyShot]	✓	×
		[Base Look/Rec Look]	✓	×
		[SDI/HDMI Rec Control]	✓	×
		[HDMI Rec Control]	✓	×
		[Monitoring Look]	✓	×
		[Proxy Status]	✓	×
		[Media Status]	✓	×
		[Video Signal Monitor]	✓	×
		[Clip Name]	✓	×
		[White Balance]	✓	×
		[Scene File]	✓	×
		[Auto Exposure Mode]	✓	×
		[Auto Exposure Level]	✓	×
		[Timecode]	✓	×
		[ND Filter]	✓	×
		[Iris]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
		[ISO/Gain]	✓	×
		[Shutter]	✓	×
		[Level Gauge]	✓	×
		[Audio Level Meter]	✓	×
		[Video Level Warning]	✓	×
		[NIGHTSHOT]	✓	×
		[Clip Number]	✓	×
		[Notice Message]	✓	×
	[Marker]	[Setting]	✓	×
		[Color]	✓	×
		[Center Marker]	✓	×
		[Safety Zone]	✓	×
		[Safety Area]	✓	×
		[Aspect Marker]	✓	×
		[Aspect Mask]	✓	×
		[Aspect Safety Zone]	✓	×
		[Aspect Safety Area]	✓	×
		[Aspect Select]	✓	×
		[Custom Aspect Ratio]	✓	×
		[Guide Frame]	✓	×
		[100% Marker]	✓	×
		[User Box]	✓	×
		[User Box Width]	✓	×
		[User Box Height]	✓	×
		[User Box H Position]	✓	×
	[User Box V Position]	✓	×	
	[LCD Monitor/VF]	[LCD Monitor Brightness]	✓	×
		[LCD Monitor Color Mode]	✓	×
		[VF Brightness]	✓	×
		[VF Color Mode]	✓	×
	[Gamma Display Assist]	[Setting]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[Peaking]	[Setting]	✓	×
		[Peaking Level]	✓	×
		[Color]	✓	×
	[Zebra]	[Setting]	✓	×
		[Zebra1 Level]	✓	×
		[Zebra1 Aperture Level]	✓	×
		[Zebra2 Level]	✓	×

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Audio]	[Audio Input]	[CH1 Input Select]	✓	×
		[CH2 Input Select]	✓	×
		[CH3 Input Select]	✓	×
		[CH4 Input Select]	✓	×
		[INPUT1 MIC Reference]	✓	×
		[INPUT2 MIC Reference]	✓	×
		[Line Input Reference]	✓	×
		[Reference Level]	✓	×
		[CH1 Wind Filter]	✓	×
		[CH2 Wind Filter]	✓	×
		[CH3 Wind Filter]	✓	×
		[CH4 Wind Filter]	✓	×
		[CH3 Level Control]	✓	×
		[CH4 Level Control]	✓	×
		[CH3 Input Level]	✓	×
		[CH4 Input Level]	✓	×
		[Audio Input Level]	✓	×
		[Limiter Mode]	✓	×
		[CH1&2 AGC Mode]	✓	×
		[CH3&4 AGC Mode]	✓	×
		[AGC Spec]	✓	×
		[1kHz Tone on Color Bars]	✓	×
		[CH1 Level]	✓	×
		[CH2 Level]	✓	×
	[CH3 Level]	✓	×	
	[CH4 Level]	✓	×	
	[Audio Output]	[Monitor CH]	✓	×
		[Headphone Out]	✓	×
		[Alarm Level]	✓	×
		[HDMI Output CH]	✓	×



Level 1	Level 2	Level 3	[All File]	[Scene File]
[Thumbnail]	[Display Clip Properties]		-	-
	[Set Clip Flag]	[Add OK]	-	-
		[Add NG]	-	-
		[Add KEEP]	-	-
		[Delete Clip Flag]	-	-
	[Lock/Unlock Clip]	[Select Clip]	-	-
		[Lock All Clips]	-	-
		[Unlock All Clips]	-	-
	[Delete Clip]	[Select Clip]	-	-
		[All Clips]	-	-
	[Copy Clip]	[Select Clip]	-	-
		[All Clips]	-	-
	[Transfer Clip]	[Select Clip]	-	-
		[All Clips]	-	-
	[Transfer Clip (Proxy)]	[Select Clip]	-	-
		[All Clips]	-	-
	[Filter Clips]	[OK]	-	-
		[NG]	-	-
		[KEEP]	-	-
		[None]	-	-
		[All]	-	-
	[Customize View]	[Thumbnail Caption]	✓	-

Level 1	Level 2	Level 3	[All File]	[Scene File]
[Technical]	[Color Bars]	[Setting]	×	×
		[Type]	✓	×
	[ND Dial]	[CLEAR with Dial]	✓	×
	[Tally]	[Front Tally Lamp]	✓	×
		[Rear Tally Lamp]	✓	×
	[Touch Operation]	[Setting]	✓	×
	[Rec Review]	[Setting]	✓	×
	[Zoom]	[Zoom Type]	✓	×
	[Handle Zoom]	[Setting]	✓	×
		[High]	✓	×
		[Low]	✓	×
	[Speed Zoom]	[Setting]	✓	×
	[Menu Settings]	[User Menu Only]	✓	×
		[Menu Page On/Off]	✓	×
		[User Menu with Lock]	×	×
	[Fan Control]	[Setting]	✓	×
	[Lens]	[Distance Display]	✓	×
		[Zoom Position Display]	✓	×
	[Video Light Set]	[Video Light Set]	✓	×
	[Camera Battery Alarm]	[Low Battery]	✓	×
[Battery Empty]		✓	×	
[Camera DC IN Alarm]	[DC Low Voltage1]	✓	×	
	[DC Low Voltage2]	✓	×	

Level 1	Level 2	Level 3	[All File]	[Scene File]	
[Network]	[Network Setup]	[Setup for Mobile App]	–	–	
		[LAN Type Select]	✓	×	
		[Show Authentication]	–	–	
		[Edit Authentication]			
		[User Name]	×	×	
		[Input Password]	×	×	
		[Generate Password]	×	×	
	[Wireless LAN]	[Setting]	✓	×	
		[Channel]	–	–	
		[Camera SSID & Password]	–	–	
		[Regenerate Password]	–	–	
		[Camera Remote Control]	–	–	
		[Connected Network]	–	–	
		[Scan Networks]	–	–	
		[WPS]	–	–	
		[Manual Register]			
		[SSID]	–	–	
		[Security]	–	–	
		[Password]	–	–	
		[DHCP]	–	–	
		[IP Address]	–	–	
		[Subnet Mask]	–	–	
		[Gateway]	–	–	
		[DNS Auto]	–	–	
		[Primary DNS Server]	–	–	
		[Secondary DNS Server]	–	–	
		[IP Address]	–	–	
[Subnet Mask]	–	–			
[MAC Address]	–	–			

Level 1	Level 2	Level 3	[All File]	[Scene File]	
	[Wired LAN]	[Setting]	✓	×	
		[Camera Remote Control]	✓	×	
		[Detail Settings]			
		[DHCP]	✓	×	
		[IP Address]	✓	×	
		[Subnet Mask]	✓	×	
		[Gateway]	✓	×	
		[DNS Auto]	✓	×	
		[Primary DNS Server]	✓	×	
		[Secondary DNS Server]	✓	×	
		[IP Address]	–	–	
		[Subnet Mask]	–	–	
		[MAC Address]	–	–	
	[USB Tethering]	[Setting]	✓	×	
		[Camera Remote Control]	✓	×	
		[IP Address]	–	–	
		[Subnet Mask]	–	–	
	[Bluetooth]	[Setting]	✓	×	
		[Pairing]	–	–	
		[Manage Paired Device]	×	×	
[Device Address]		–	–		

Level 1	Level 2	Level 3	[All File]	[Scene File]
	[File Transfer]	[Auto Upload]	✓	×
		[Auto Upload (Proxy)]	✓	×
		[Default Upload Server]	✓	×
		[Clear Completed Jobs]	–	–
		[Clear All Jobs]	–	–
		[View Job List]	–	–
		[Server Settings1] / [Server Settings2] / [Server Settings3]		
		[Display Name]	✓	×
		[Service]	✓	×
		[Host Name]	✓	×
		[Port]	✓	×
		[User Name]	×	×
		[Password]	×	×
		[Passive Mode]	✓	×
		[Destination Directory]	✓	×
		[Using Secure Protocol]	✓	×
		[Root Certificate]	–	–
		[Root Certificate Status]	–	–
		[Reset]	–	–

Level 1	Level 2	Level 3	[All File]	[Scene File]		
	[Stream]	[Setting]	x	x		
		[Destination Select]	✓	x		
		[RTMP/RTMPS 1] / [RTMP/RTMPS 2] / [RTMP/RTMPS 3]				
		[Display Name]	✓	x		
		[Codec]	–	–		
		[Resolution]	✓	x		
		[Bit Rate]	✓	x		
		[Destination URL]	x	x		
		[Stream Key]	x	x		
		[RTMPS Certificate]	–	–		
		[RTMPS Certificate Status]	–	–		
		[Reset]	–	–		
		[RTMPS Default Certificates]				
		[Replace]	–	–		
		[Reset]	–	–		
		[Status]	–	–		
		[SRT-Caller 1] / [SRT-Caller 2] / [SRT-Caller 3]				
		[Display Name]	✓	x		
		[Codec]	✓	x		
		[Resolution]	✓	x		
		[Bit Rate]	✓	x		
		[Destination URL]	x	x		
		[Port]	✓	x		
		[Latency]	✓	x		
		[TTL]	✓	x		
		[Encryption]	x	x		
		[Passphrase]	x	x		
		[ARC]	✓	x		
		[Reset]	–	–		
		[Network Reset]	[Reset]	–	–	

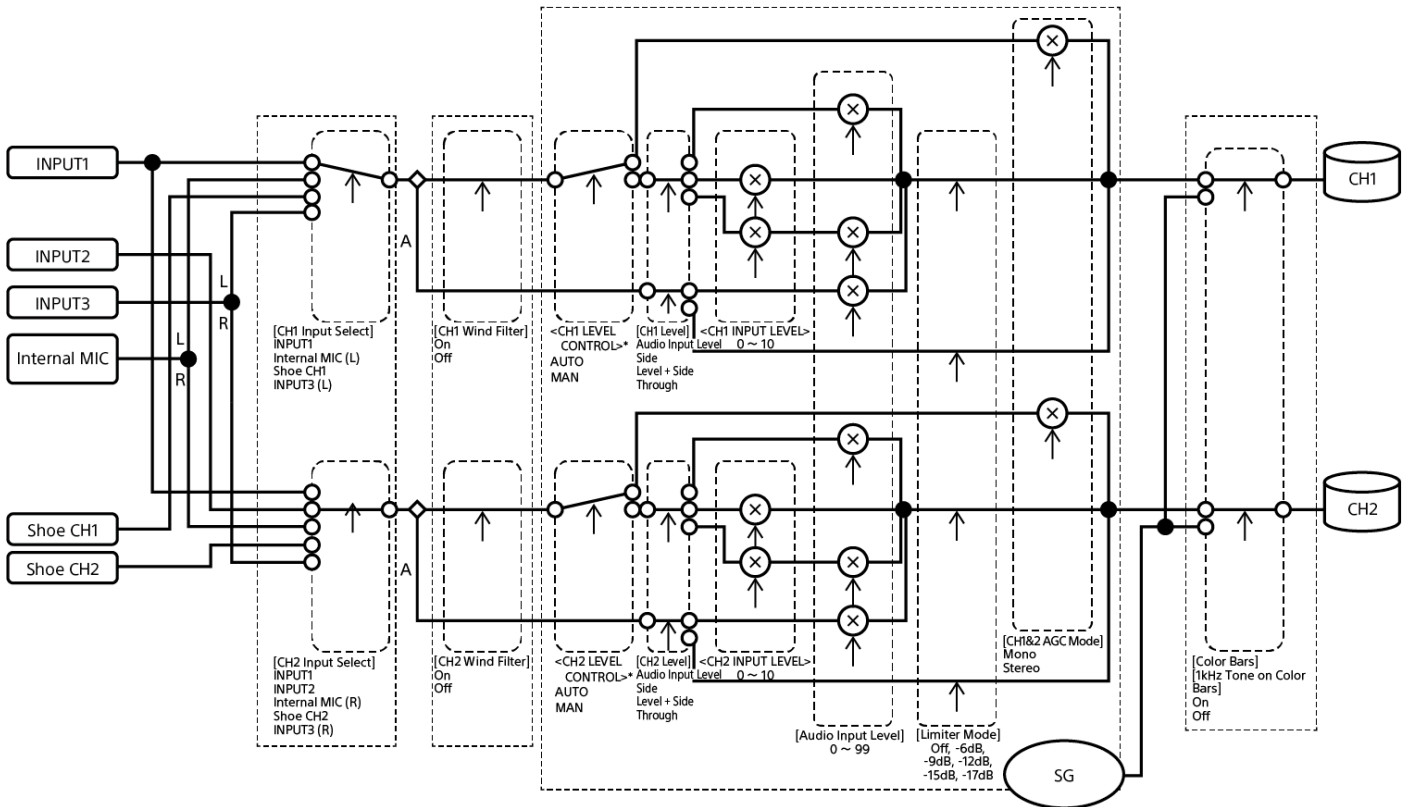
Level 1	Level 2	Level 3	[All File]	[Scene File]
[Maintenance]	[Language]	[Select]	✓	×
	[Accessibility]	[Screen Reader]		
		[Setting]	✓	×
		[Speed]	✓	×
		[Volume]	✓	×
		[Read Out when Power On]	✓	×
		[Enlarge Screen]		
		[Setting]	✓	×
		[Magnification]	✓	×
		[Enlarge Screen Button]	✓	×
	[Clock Set]	[Time Zone]	✓	×
		[Date Mode]	✓	×
		[12h/24h]	✓	×
		[Date]	×	×
		[Time]	×	×
	[All Reset]	[Reset]	—	—
		[Reset without Network]	—	—
		[Reset to Factory Defaults]	—	—
	[Hours Meter]	[Hours(System)]	—	—
		[Hours(Reset)]	—	—
		[Reset]	—	—
	[Device Information]	[Certification Logo]	—	—
	[Version]	[Version Number]	—	—
		[Version Up]	—	—

TP1001670421

## Block Diagrams

The block diagrams are related to audio and the [Audio] menu.

### [Audio Input] (CH1&CH2)

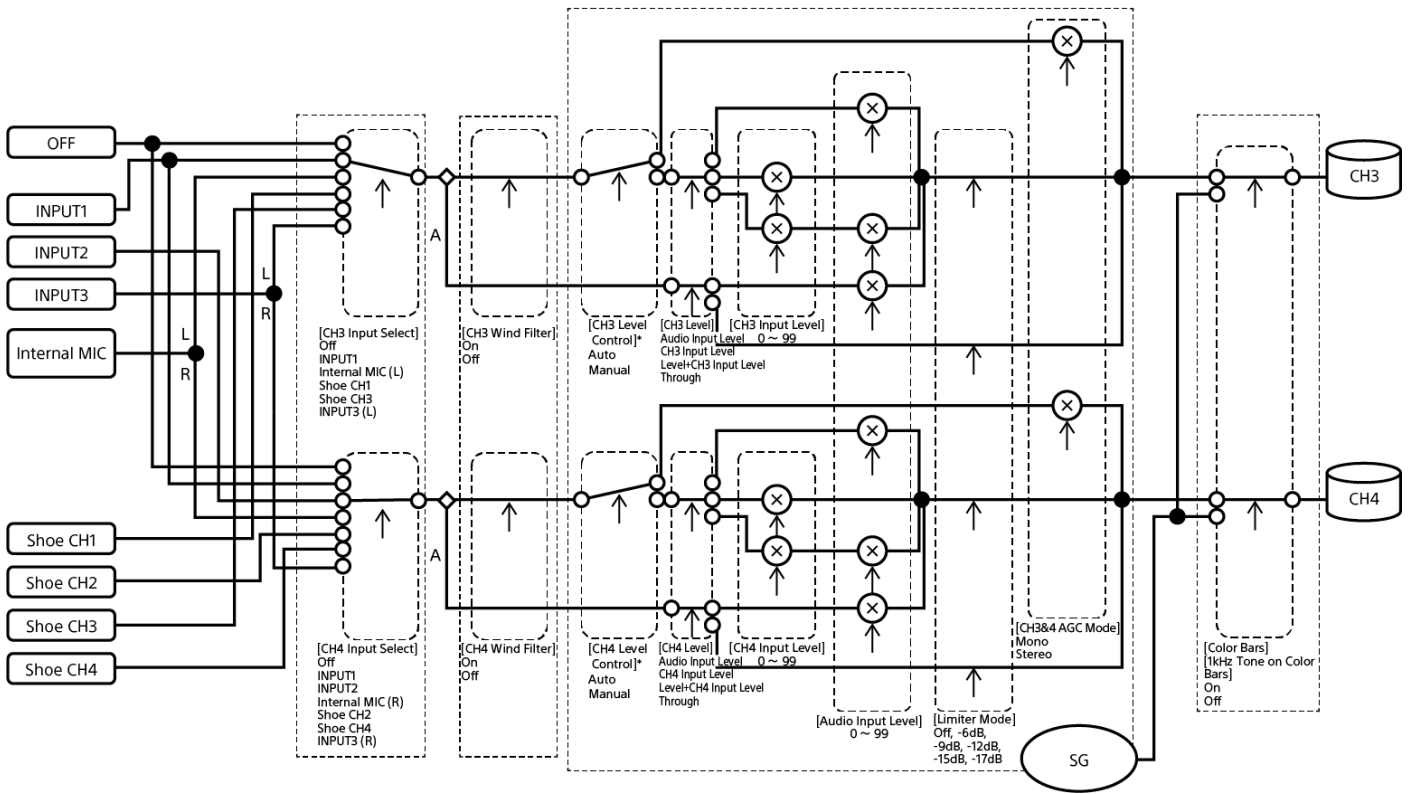


A: With XLR adaptor

\* Set by [Audio Input] – [CH1 Level Control] to [CH4 Level Control] on the [Audio] status screen for audio input from an XLR adaptor.

### [Audio Input] (CH3&CH4)





A: With XLR adaptor

\* Set by [Audio Input] – [CH1 Level Control] to [CH4 Level Control] on the [Audio] status screen for audio input from an XLR adaptor.

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

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NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY SONY OR AN AUTHORIZED REPRESENTATIVE OF SONY SHALL CREATE A WARRANTY, DUTY OR CONDITION OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THESE EXCLUSIONS MAY NOT APPLY TO YOU TO THE EXTENT THEY ARE CONTRARY TO APPLICABLE LAW OF YOUR JURISDICTION.

## **LIMITATION OF LIABILITY**

SONY AND EACH OF THE THIRD-PARTY SUPPLIERS (for purposes of this Section, SONY and each of the THIRD-PARTY SUPPLIERS shall be collectively referred to as "SONY") SHALL NOT BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, EXEMPLARY OR CONSEQUENTIAL LOSS OR DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT LIABILITY OR UNDER ANY OTHER LEGAL THEORY RELATED TO THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES ARISING OUT OF LOSS OF PROFITS, LOSS OF REVENUE, LOSS OF DATA, LOSS OF USE OF THE SOFTWARE OR ANY ASSOCIATED HARDWARE, DOWN TIME AND USER'S TIME, EVEN IF ANY OF THEM HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES. IN ANY CASE, EACH AND ALL OF THEIR AGGREGATE LIABILITY UNDER ANY PROVISION OF THIS EULA SHALL BE LIMITED TO THE GREATER OF (i) THE AMOUNT ACTUALLY PAID FOR THE SOFTWARE, SONY'S PRODUCT WHICH THE SOFTWARE IS EMBEDDED IN OR BUNDLED WITH AND/OR SONY'S SERVICE TO WHICH THE SOFTWARE IS DEDICATED OR (ii) THE FIXED AMOUNT AGREED IN WRITING BETWEEN SONY AND YOU. SOME JURISDICTIONS DO NOT ALLOW SUCH EXCLUSIONS OR LIMITATIONS OF LIABILITY, SO THE ABOVE EXCLUSIONS OR LIMITATIONS MAY NOT APPLY TO YOU TO THE EXTENT THEY ARE CONTRARY TO APPLICABLE LAW OF YOUR JURISDICTION.

#### **INDEMNITY**

Except as prohibited by applicable law, you agree to indemnify and hold harmless SONY and the THIRD-PARTY SUPPLIERS and their respective affiliates, officers and employees, from any loss, claim or demand, including reasonable attorneys' fees, made by any third party due to or arising out of your use of the SOFTWARE and/or the DEVICE (including, without limitation, any software vulnerability caused by such use), your violation of this EULA or your failure to fulfill your responsibility under this EULA.

#### **AUTOMATIC UPDATE FEATURE**

From time to time, SONY or the THIRD-PARTY SUPPLIERS may automatically update or otherwise modify the SOFTWARE, including, but not limited to, for purposes of enhancement of security functions, error correction and improvement of functions, at such time as you interact with SONY's or third parties' servers, or otherwise. Such updates or modifications may delete or change the nature of features or other aspects of the SOFTWARE, including, but not limited to, functions you may rely upon. You acknowledge and agree that such activities may occur at SONY's sole discretion and that SONY may condition continued use of the SOFTWARE upon your complete installation or acceptance of such update or modifications. Any updates/modifications shall be deemed to be, and shall constitute part of, the SOFTWARE for purposes of this EULA. By acceptance of this EULA, you consent to such update/modification.

#### **FORCE MAJEURE**

SONY shall not be liable for any delay or failure to perform resulting from causes outside its reasonable control, including, but not limited to, fire, floods, storms, earthquakes, epidemics, acts of God, war, terrorism, riots, insurrection, embargos, acts of civil, military or governmental authorities, nuclear or other accidents, explosions, strikes or shortages of transportation facilities, fuel, energy, labor or materials.

#### **ENTIRE AGREEMENT, WAIVER, SEVERABILITY**

This EULA (and SONY's applicable privacy policy separately presented to you, if any), as amended and modified from time to time, constitute the entire agreement(s) between you and SONY with respect to the SOFTWARE. The failure of SONY to exercise or enforce any right or provision of this EULA shall not constitute a waiver of such right or provision. If any part of this EULA is held invalid, illegal, or unenforceable, that provision shall be enforced to the maximum extent permissible so as to maintain the intent of this EULA, and the other parts will remain in full force and effect.

#### **GOVERNING LAW AND JURISDICTION**

The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this EULA. This EULA shall be governed by the laws of Japan, without regards to conflict of laws provisions. Any dispute arising out of this EULA shall be subject to the exclusive venue of the Tokyo District Court in Japan, and the parties hereby consent to the venue and jurisdiction of such courts. The foregoing does not apply to you to the extent applicable law of your jurisdiction restricts or prohibits such agreements.

#### **EQUITABLE REMEDIES**

Notwithstanding anything contained in this EULA to the contrary, you acknowledge and agree that any violation of or non-compliance with this EULA by you will cause irreparable harm to SONY, for which monetary damages would be inadequate, and you consent to SONY obtaining any injunctive or equitable relief that SONY deems necessary or appropriate in such circumstances. SONY may also take any legal and technical remedies to prevent violation of and/or to enforce this EULA, including, but not limited to, immediate termination of your use of the SOFTWARE, if SONY believes in its sole discretion that you are violating or intend to violate this EULA. These remedies are in addition to any other remedies SONY may have at law, in equity or under contract.

## **TERMINATION**

Without prejudice to any of its other rights, SONY may suspend your access or use of the SOFTWARE and/or terminate this EULA if you fail to comply with any of its terms. In case of such termination, you must: (i) cease all use, and destroy any copies, of the SOFTWARE; (ii) comply with the requirements in the section below entitled "Your Account Responsibilities".

## **AMENDMENT**

SONY RESERVES THE RIGHT TO AMEND ANY OF THE TERMS OF THIS EULA AT ITS SOLE DISCRETION BY POSTING NOTICE ON A SONY DESIGNATED WEB SITE, BY EMAIL NOTIFICATION TO AN EMAIL ADDRESS PROVIDED BY YOU, BY PROVIDING NOTICE AS PART OF THE PROCESS IN WHICH YOU OBTAIN UPGRADES/UPDATES OR BY ANY OTHER LEGALLY RECOGNIZABLE FORM OF NOTICE. If you do not agree to the amendment, you should promptly contact SONY for instructions. Your continued use of the SOFTWARE after the effective date of any such notice shall be deemed your agreement to be bound by such amendment.

## **THIRD-PARTY BENEFICIARIES**

Each THIRD-PARTY SUPPLIER is an express intended third-party beneficiary of, and shall have the right to enforce, each provision of this EULA with respect to the software of such party.

## **YOUR ACCOUNT RESPONSIBILITIES**

Should you return your DEVICE to its place of purchase, sell or otherwise transfer your DEVICE, or if this EULA is terminated, you are responsible for and must, if reasonably possible, uninstall the SOFTWARE from the DEVICE and delete any and all accounts you may have established on DEVICE or are accessible through the SOFTWARE. You are solely responsible for maintaining the confidentiality of any accounts you have with SONY or third parties and any usernames and passwords associated with your use of the DEVICE.

Should you have any questions concerning this EULA, you may contact SONY by writing to SONY at the applicable contact address for each area or country.

## **For end users in the United States**

Last Updated: 2024-08

### **IMPORTANT:**

BEFORE USING THE SOFTWARE, PLEASE READ THIS END USER LICENSE AGREEMENT ("EULA") CAREFULLY. BY USING THE SOFTWARE YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS EULA. IF YOU DO NOT AGREE TO THE TERMS OF THIS EULA, YOU MAY NOT USE THE SOFTWARE.

This EULA is a legal agreement between (i) you and any entity you represent (collectively "you") and (ii) Sony Electronics Inc. ("SONY"). This EULA governs your rights and obligations regarding the software of the product of SONY and/or its third party licensors (including SONY's affiliates) and their respective affiliates (collectively, the "THIRD-PARTY SUPPLIERS"), together with any updates/upgrades, any printed, on-line or other electronic documentation for such software and any data files, each provided by SONY or the THIRD-PARTY SUPPLIERS, or created by operation of such software (collectively, the "SOFTWARE").

Notwithstanding the foregoing, any software in the SOFTWARE having a separate end user license agreement (including, but not limited to, GNU General Public license and Lesser/Library General Public License) shall be covered by such applicable separate end user license agreement in lieu of the terms of this EULA to the extent required by such separate end user license agreement ("EXCLUDED SOFTWARE").

## **SOFTWARE LICENSE**

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## **COPYRIGHT**

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## **GRANT OF LICENSE**

SONY grants you a limited, non-exclusive, personal, non-transferable license to use the SOFTWARE solely in connection with your compatible device (including, but not limited to, SONY's products which the SOFTWARE is embedded in or bundled with) ("DEVICE") solely in accordance with this EULA and the usage instructions as may be made available to you by SONY or the THIRD-PARTY SUPPLIERS. SONY and the THIRD-PARTY SUPPLIERS expressly reserve all rights, title and interest (including, but not limited to, all intellectual property rights) in and to the SOFTWARE that this EULA does not specifically grant to you.

## **REQUIREMENTS AND LIMITATIONS**

You may not copy, publish, adapt, redistribute, attempt to derive source code, modify, reverse engineer, decompile, or disassemble any of the SOFTWARE, whether in whole or in part, or create any derivative works from or of the SOFTWARE unless such derivative works are intentionally facilitated by the SOFTWARE. You may not modify or tamper with any digital rights management functionality of the SOFTWARE. You may not bypass, modify, defeat or circumvent any of the functions or protections of the SOFTWARE or any mechanisms operatively linked to the SOFTWARE. You may not separate any individual component of the SOFTWARE for use on more than one DEVICE unless expressly authorized to do so by SONY. You may not remove, alter, cover or deface any trademarks or notices on the SOFTWARE. You may not share, distribute, rent, lease, sublicense, assign, transfer or sell the SOFTWARE. You may not use the SOFTWARE in connection with violation of laws, regulations, court decisions or other legally binding dispositions by a public authority or public policy, or infringement of the rights or legally protected interests (including, but not limited to, intellectual and other property rights, rights to trade secrets, honors, privacy and publicity) of SONY, each of the THIRD-PARTY SUPPLIERS or any third parties. The software, network services or other products other than the SOFTWARE upon which the SOFTWARE'S performance depends might be modified, interrupted or discontinued at the discretion of the suppliers (software suppliers, service suppliers, or SONY). SONY and such suppliers do not warrant that the SOFTWARE, network services, contents or other products will continue to be available, or will operate without interruption or modification. You shall not, nor shall you instruct or permit, procure, enable or request any third party (including your users, third party personnel or other personnel, staff or contractors) to, take any action designed or intended to: (i) use the SOFTWARE (or any part thereof) in any manner or for any purpose that is inconsistent with this EULA; (ii) introduce to the SOFTWARE any "back door," "drop dead device," "time bomb," "Trojan horse," "virus," or "worm" (as such terms are commonly understood in the software industry) or any other equivalent code, files, scripts, agents, programs, software routine or instructions designed or intended to disrupt, disable, harm or otherwise impede in any manner the operation of the SOFTWARE or any device or system owned or controlled by you or any third party, or which otherwise may damage or destroy any data or file ("Malicious Code"); (iii) interfere with the proper working of the SOFTWARE; (iv) circumvent, disable, or interfere with security-related features of the SOFTWARE or features that prevent or restrict use, access to, or copying the SOFTWARE, or that enforce limitations on use of the SOFTWARE; or (v) impose (or which may impose, in your sole discretion) an unreasonable or disproportionately large load on the SOFTWARE.

## **EXCLUDED SOFTWARE AND OPEN SOURCE COMPONENTS**

Notwithstanding the foregoing limited license grant, you acknowledge that the SOFTWARE may include EXCLUDED SOFTWARE. Certain EXCLUDED SOFTWARE may be covered by open source software licenses ("Open Source Components"), which means any software licenses approved as open source licenses by the Open Source Initiative or any substantially similar licenses, including but not limited to any license that, as a condition of distribution of the software licensed under such license, requires that the distributor make the software available in source code format. If and to the extent disclosure is required, please visit [oss.sony.net/Products/Linux](http://oss.sony.net/Products/Linux) or other SONY-designated web site for a list of applicable OPEN SOURCE COMPONENTS included in the SOFTWARE from time to time, and the applicable terms and conditions governing its use. Such terms and conditions may be changed by the applicable third party at any time without liability to you. To the extent required by the licenses covering EXCLUDED SOFTWARE, the terms of such licenses will apply in lieu of the terms of this EULA. To the extent the terms of the licenses applicable to EXCLUDED SOFTWARE prohibit any of the restrictions in this EULA with respect to such EXCLUDED SOFTWARE, such restrictions will not apply to such EXCLUDED SOFTWARE. To the extent the terms of the licenses applicable to Open Source Components require SONY to make an offer to provide source code in connection with the SOFTWARE, such offer is hereby made.

## **USE OF SOFTWARE WITH COPYRIGHTED MATERIALS**

The SOFTWARE may be capable of being used by you to view, store, process and/or use content created by you and/or third parties. Such content may be protected by copyright, other intellectual property laws, and/or agreements. You agree to use the SOFTWARE only in compliance with all such laws and agreements that apply to such content. You acknowledge and agree that SONY may take appropriate measures to protect content stored, processed or used by the SOFTWARE. Such

measures include, but are not limited to, refusal to accept your request to enable backup and restoration of content through certain SOFTWARE features, and termination of this EULA in the event of your illegitimate use of the SOFTWARE.

#### **CONTENT SERVICE**

PLEASE ALSO NOTE THAT THE SOFTWARE MAY BE DESIGNED TO BE USED WITH CONTENT AVAILABLE THROUGH ONE OR MORE CONTENT SERVICES ("CONTENT SERVICE"). USE OF THE SERVICE AND THAT CONTENT IS SUBJECT TO THE TERMS OF SERVICE OF THAT CONTENT SERVICE. IF YOU DECLINE TO ACCEPT THOSE TERMS, YOUR USE OF THE SOFTWARE WILL BE LIMITED. You acknowledge and agree that certain content and services available through the SOFTWARE may be provided by third parties over which SONY has no control. WHERE CONTENT SERVICE IS NOT UNDER SONY'S CONTROL, SONY SHALL NOT BE LIABLE IN RESPECT OF ANY DAMAGES (OR OTHER LIABILITY) RELATED TO SUCH CONTENT SERVICE. USE OF THE CONTENT SERVICE REQUIRES AN INTERNET CONNECTION. THE CONTENT SERVICE MAY BE MODIFIED OR DISCONTINUED AT ANY TIME.

#### **INTERNET CONNECTIVITY AND THIRD PARTY SERVICES**

You acknowledge and agree that access to certain SOFTWARE features may require an Internet connection for which you are solely responsible. Further, you are solely responsible for payment of any fees associated with your Internet connection, including but not limited to Internet service provider or airtime charges. Operation of the SOFTWARE may be limited or restricted depending on the capabilities, bandwidth or technical limitations of your Internet connection and service. The provision, quality and security of such Internet connectivity are your responsibility or that of the third party providing such service. You are solely responsible in the event any Malicious Code introduced in the SOFTWARE because of or through, your internet connections.

#### **EXPORT AND OTHER REGULATIONS**

You agree to comply with all applicable export and re-export restrictions and regulations of the Department of Commerce and other United States agencies and authorities, and not to transfer, or authorize the transfer, of the SOFTWARE to a prohibited country or otherwise in violation of any such restrictions or regulations.

#### **U.S. GOVERNMENT RESTRICTED RIGHTS**

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#### **HIGH RISK ACTIVITIES**

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#### **EXCLUSION OF WARRANTY ON SOFTWARE**

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SECURE OR UNMODIFIED, (E) THAT THE SOFTWARE OR ANY EQUIPMENT, SYSTEM OR NETWORK ON WHICH THE SOFTWARE IS USED (INCLUDING THE DEVICE) WILL BE FREE OF VULNERABILITY TO INTRUSION OR ATTACK AND (F) REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE.

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#### **INDEMNITY**

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#### **AUTOMATIC UPDATE FEATURE**

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this EULA is held invalid, illegal, or unenforceable, that provision shall be enforced to the maximum extent permissible so as to maintain the intent of this EULA, and the other parts will remain in full force and effect.

### **GOVERNING LAW AND JURISDICTION**

The United Nations Convention on Contracts for the International Sale of Goods shall not apply to the SOFTWARE or this EULA. This EULA will not be governed or interpreted in any way by referring to any law based on the Uniform Computer Information Transactions Act (UCITA) or any other act derived from or related to UCITA. This EULA shall be governed by the laws of the State of Delaware (USA), without regard to conflict of laws provisions.

### **BINDING ARBITRATION**

ANY "DISPUTE" THAT IS NOT RESOLVED THROUGH THE INFORMAL NEGOTIATION PROCESS DESCRIBED ABOVE SHALL BE RESOLVED EXCLUSIVELY THROUGH BINDING ARBITRATION. "DISPUTE" is defined as any disagreement, cause of action, claim, controversy, or proceeding between you and any Sony entity related to or arising out of the SOFTWARE or this EULA. DISPUTE is to be given the broadest possible meaning that will be enforced. If a DISPUTE arises, you agree to first give notice to SONY by contacting Sony Electronics Inc. at 16535 Via Esprillo, MZ 1105, San Diego, CA 92127, Attn: Legal Department, and engaging in good faith negotiations to attempt to resolve any DISPUTE for at least 14 days, except that you or Sony (or any of its affiliates) may skip this informal negotiation procedure for DISPUTE enforcing, protecting, or concerning the validity of intellectual property rights.

### **ARBITRATION INSTRUCTIONS**

To begin arbitration, either you or SONY must make a written demand to the other for arbitration. The arbitration will take place before a single arbitrator. It will be administered in keeping with the Expedited Procedures of the Commercial Arbitration Rules, and the Supplementary Proceedings for Consumer-Related disputes when applicable ("Rules") of the American Arbitration Association ("AAA") in effect when the claim is filed. You may get a copy of AAA's Rules by contacting AAA at (800) 778-7879 or visiting [www.adr.org](http://www.adr.org). The filing fees to begin and carry out arbitration will be shared between you and SONY, but in no event shall your fees ever exceed the amount allowable by the special rules for Consumers Disputes provided for by AAA, at which point SONY will cover all additional administrative fees and expenses. This does not prohibit the arbitrator from giving the winning party their fees and expenses of the arbitration when appropriate pursuant to the Rules. Unless you and SONY agree differently, the arbitration will take place in the county and state where you live, and applicable federal or state law shall govern the substance of any DISPUTE. The Federal Arbitration Act, 9 U.S.C. § 1, et seq., will govern the arbitration itself and not any state law on arbitration. The arbitrator's decision will be binding and final, except for a limited right of appeal under the Federal Arbitration Act. The arbitrator may award declaratory or injunctive relief only in favor of the party seeking relief, and only to the extent necessary to provide relief warranted by that party's individual claim. Any court with jurisdiction over the parties may enforce the arbitrator's decision.

### **SMALL CLAIMS EXCEPTION**

Despite the provisions set forth above, you have the right to litigate any DISPUTE in small claims court or other similar court of limited jurisdiction, to the extent the amount at issue does not exceed \$15,000, and as long as such court has proper jurisdiction and all other requirements (including amount in controversy) are satisfied.

### **CLASS ACTION WAIVER**

YOU UNDERSTAND AND ACKNOWLEDGE THAT BY AGREEING TO BINDING ARBITRATION, YOU ARE GIVING UP THE RIGHT TO LITIGATE (OR PARTICIPATE IN AS A PARTY OR CLASS MEMBER) ANY DISPUTES IN COURT BEFORE A JUDGE OR JURY. ANY DISPUTE RESOLUTION PROCEEDING WILL BE CONDUCTED ONLY ON AN INDIVIDUAL BASIS, AND BOTH PARTIES AGREE NOT TO HAVE ANY DISPUTE HEARD AS A CLASS ACTION, REPRESENTATIVE ACTION, CONSOLIDATED ACTION, OR PRIVATE ATTORNEY GENERAL ACTION, UNLESS ALL PARTIES INVOLVED IN THE DISPUTE SPECIFICALLY AGREE TO DO SO IN WRITING FOLLOWING INITIATION OF THE ARBITRATION.

### **OPT-OUT INSTRUCTIONS**

IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION PROVISION AND/OR THE CLASS ACTION WAIVER ABOVE, THEN: (1) YOU MUST NOTIFY SONY IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU FIRST USE THE SOFTWARE OR AGREE TO THIS EULA, WHICHEVER OCCURS FIRST; (2) YOUR WRITTEN NOTIFICATION MUST BE MAILED TO SONY ELECTRONICS INC., 16535 VIA ESPRILLO, MZ 1105, SAN DIEGO CA 92127, ATTN: LEGAL DEPARTMENT; AND (3) YOUR WRITTEN NOTIFICATION MUST INCLUDE: (A) YOUR NAME; (B) YOUR ADDRESS; (C) THE DATE YOU FIRST USED THE SOFTWARE OR AGREED TO THIS EULA; AND (D) A CLEAR STATEMENT THAT YOU

DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ENTITY THROUGH ARBITRATION AND/OR TO BE BOUND BY THE CLASS ACTION WAIVER.

### **REJECTING CHANGES MADE TO THE DISPUTE PROCEDURES**

Despite anything to the contrary in this EULA, you may reject changes made to the binding arbitration provision and class action waiver if: (1) you've already begun authorized use of the SOFTWARE at the time the change was/is made; and (2) you mail written notice to the address in the immediately preceding paragraph within 30 days after the particular change was/is made. Should such a situation arise, you will still be bound by the DISPUTE procedures you previously agreed to and existing before the change you rejected was made.

### **MISCELLANEOUS**

Any DISPUTE determined not subject to arbitration and not initiated in small claims court will be litigated by either party in a court of competent jurisdiction in either the superior court for the County of San Diego or in the United States District Court for the Southern District of California.

### **EQUITABLE REMEDIES**

Notwithstanding anything contained in this EULA to the contrary, you acknowledge and agree that any violation of or non-compliance with this EULA by you will cause irreparable harm to SONY, for which monetary damages would be inadequate, and you consent to SONY obtaining any injunctive or equitable relief that SONY deems necessary or appropriate in such circumstances. SONY may also take any legal and technical remedies to prevent violation of and/or to enforce this EULA, including, but not limited to, immediate termination of your use of the SOFTWARE, if SONY believes in its sole discretion that you are violating or intend to violate this EULA. These remedies are in addition to any other remedies SONY may have at law, in equity or under contract.

### **TERMINATION**

Without prejudice to any of its other rights, SONY may suspend your access or use of the SOFTWARE and/or terminate this EULA if you fail to comply with any of its terms. In case of such termination, you must: (i) cease all use, and destroy any copies, of the SOFTWARE; (ii) comply with the requirements in the section below entitled "Your Account Responsibilities".

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Solid-State Memory Camcorder  
PXW-Z200/HXR-NX800

## Specifications

### General

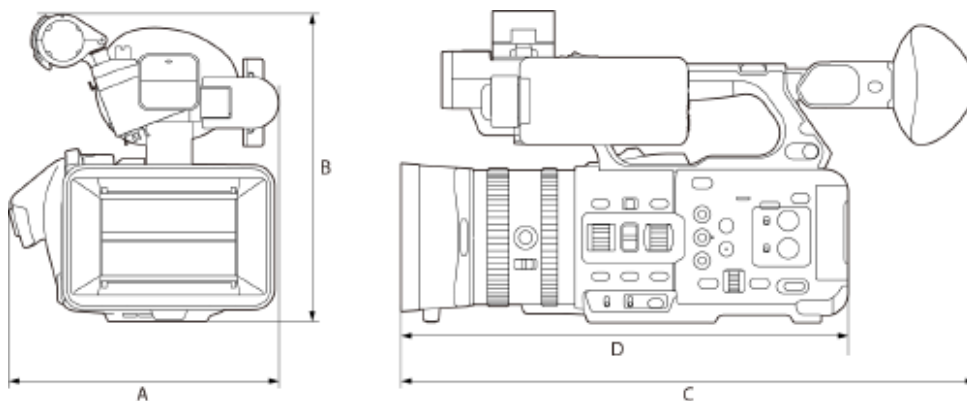
#### Mass

- PXW-Z200  
Approx. 1.96 kg (4 lb 5.1 oz) (main body only)  
Approx. 2.4 kg (5 lb 4.7 oz) (including lens hood, battery (BP-U35), LCD hood, microphone holder, eyecup)
- HXR-NX800  
Approx. 1.93 kg (4 lb 4.1 oz) (main body only)  
Approx. 2.38 kg (5 lb 4.0 oz) (including lens hood, battery (BP-U35), LCD hood, microphone holder, eyecup)

#### Dimensions (width × height × depth)

Approx. 175.6 mm (A) × 201.3 mm (B) × 371.1 mm (C) (7 inch × 8 inch × 14 <sup>5</sup>/<sub>8</sub> inch)

D: Approx. 289.2 mm (11 <sup>1</sup>/<sub>2</sub> inch)



#### Power requirements

19.5 V DC (18.0 V to 20.5 V)

#### Power consumption

- PXW-Z200  
Normal power consumption: Approx. 20 W (main body, XAVC S-L 420, QFHD 59.94P, CFexpress Type A memory card recording, LCD monitor/viewfinder lit (default), no peripheral devices connected)  
Maximum power consumption: Approx. 37 W (main body, XAVC S-I, QFHD 59.94P (S&Q 120 fps), CFexpress Type A memory card recording (2-card simultaneous recording), LCD monitor/viewfinder lit (maximum), peripheral devices connected (SDI, HDMI, USB, wireless devices))
- HXR-NX800  
Normal power consumption: Approx. 16 W (main body, XAVC S-L 420, QFHD 59.94P, CFexpress Type A memory card recording, LCD monitor/viewfinder lit (default), no peripheral devices connected)  
Maximum power consumption: Approx. 32 W (main body, XAVC S-I, QFHD 59.94P (S&Q 120 fps), CFexpress Type A memory card recording (2-card simultaneous recording), LCD monitor/viewfinder lit (maximum), peripheral devices connected (HDMI, USB, wireless devices))

#### Operating temperature

0 °C to 40 °C (32 °F to 104 °F)

#### Storage temperature

-20 °C to +60 °C (-4 °F to +140 °F)

#### Continuous operating time

- PXW-Z200  
Approx. 90 minutes (using BP-U35, normal power consumption)
- HXR-NX800  
Approx. 120 minutes (using BP-U35, normal power consumption)

### Recording format (video)

- XAVC HS Long 422/420
- XAVC S Long 422/420
- XAVC S-I Intra

### Recording format (audio)

LPCM 24-bit, 48 kHz, 4-channel

### Recording frame rate

- XAVC HS Long 422/420  
3840×2160/119.88P\*, 100P\*, 59.94P, 50P, 23.98P
- XAVC S Long 422  
3840×2160/119.88P\*, 100P\*, 59.94P, 50P, 29.97P, 25P, 23.98P  
1920×1080/59.94P, 50P, 29.97P, 25P, 23.98P
- XAVC S Long 420  
3840×2160/119.88P\*, 100P\*, 59.94P, 50P, 29.97P, 25P, 23.98P  
1920×1080/119.88P\*, 100P\*, 59.94P, 50P, 29.97P, 25P, 23.98P
- XAVC S Intra  
3840×2160/59.94P, 50P, 29.97P, 25P, 23.98P  
1920×1080/59.94P, 50P, 29.97P, 25P, 23.98P  
\* When Slow & Quick Motion is turned on, 119.88P and 100P cannot be used.

### Recording/playback time

- XAVC HS Long 420  
3840×2160/59.94P  
Approx. 80 minutes (using CEA-G160T)
- XAVC S Long 420  
3840×2160/59.94P  
Approx. 80 minutes (using CEA-G160T)  
1920×1080/59.94P  
Approx. 270 minutes (using CEA-G160T)
- XAVC S Intra  
3840×2160/59.94P  
Approx. 25 minutes (using CEA-G160T)  
1920×1080/59.94P  
Approx. 75 minutes (using CEA-G160T)

#### Note

- The recording/playback time may vary due to usage conditions and memory characteristics. The recording and playback times are for a continuous recording as a single clip. The actual times may be shorter, depending on the number of clips recorded.

## Camera section

### Imaging device (type)

1.0 inch stacked CMOS image sensor

### Number of pixels

20.9M (total)

14.0M (effective)

The number of effective pixels will vary depending on the shooting mode and settings.

### Auto focus

Detection method: Phase detection/contrast detection

### Internal ND filters

[Clear]: No ND filter

1: 1/4ND

2: 1/16ND

3: 1/64ND

Linearly variable ND: 1/4ND to 1/128ND

#### **Shutter speed**

64F to 1/8000 sec. (23.98P)

#### **Shutter angle**

5.6° to 360°, 2 to 64 frames

#### **Slow & Quick Motion**

XAVC S QFHD: 1 fps to 120 fps

XAVC S HD: 1 fps to 240 fps

#### **White balance**

2000 K to 15000 K

#### **Gain**

-3 dB to +36 dB (1 dB increments, using SDR ITU709)

#### **Base look**

[S-Cinetone] / [ITU709] / [709tone] / [s709] / [709(800%)] / [S-Log3] / [HLG Live] / [HLG Mild] / [HLG Natural]

## **Lens section**

Optical zoom ratio: 20, power drive

Focal length:  $f = 7.71$  to 154.21 mm, 24 to 480 mm (35 mm equivalent)

Iris: Open aperture (F value) F2.8 to F4.5, minimum aperture (F value) F11, closed (auto/manual switchable)

Focus: AF/MF switchable

Focus range: 10 mm to  $\infty$  (wide), 1000 mm to  $\infty$  (telephoto)

Image stabilization type: Optical

Filter diameter: 72 mm

## **Audio section**

#### **Sampling frequency**

48 kHz

#### **Quantization**

24-bit

#### **Frequency response**

XLR input MIC mode: 20 Hz to 20 kHz ( $\pm 3$  dB or less)

XLR input LINE mode: 20 Hz to 20 kHz ( $\pm 3$  dB or less)

#### **Dynamic range**

XLR input MIC mode: 80 dB (typical)

XLR input LINE mode: 90 dB (typical)

#### **Distortion**

XLR input MIC mode: 0.08% or lower ( $-40$  dBu input level)

XLR input LINE mode: 0.08% or lower ( $+14$  dBu input level)

#### **Built-in speaker**

Monaural

#### **Internal microphone**

Omnidirectional stereo electret condenser microphone

## **Input/output section**

#### **Inputs**

INPUT 1/2: XLR type, 3-pin, female

LINE / MIC / MIC+48V switchable

MIC: Reference  $-30$  dBu to  $-80$  dBu

INPUT3 connector: Stereo mini jack, plug-in power compatible

Reference  $-66$  dBu

TC IN (PXW-Z200 only): BNC type

#### **Outputs**

SDI OUT (PXW-Z200 only): BNC type, 12G-SDI, 6G-SDI, 3G-SDI (Level A/B), HD-SDI

Headphones (stereo mini jack):  $-16$  dBu (reference level output, maximum monitor volume,  $16 \Omega$  load)

HDMI: Type A, 19-pin

TC OUT (PXW-Z200 only): BNC type

**Other**

DC IN: EIAJ compliant, 18 V to 20.5 V DC

Multi interface shoe: Dedicated 21-pin

REMOTE: 2.5 mm 3-pole sub-mini type

USB-C: USB 3.2 Gen 1

## Display section

### LCD monitor

Screen size: 8.8 cm (3.5 inch) diagonal

Aspect ratio: 16:9

Number of pixels: 1280 (H) × 720 (V)

### Viewfinder

- Total display area  
Screen size: 1.0 cm (0.39 inch) diagonal  
Aspect ratio: 4:3  
Number of pixels: 1024 (H) × 768 (V)
- Effective display area  
Screen size: 0.92 cm (0.36 inch) diagonal  
Aspect ratio: 16:9  
Number of pixels: 1024 (H) × 576 (V)

## Media slot section

CFexpress Type A/SD card slot (2)

## Wired LAN

RJ45 type

1000BASE-T, 100BASE-TX, 10BASE-T

## Wireless LAN

WW634937\*/WW447862\* model

### Supported standards

IEEE 802.11a/b/g/n/ac

### Frequency band

2.4 GHz/5 GHz

### Security

WEP/WPA-PSK/WPA2-PSK

### Connection method

Wi-Fi Protected Setup™ (WPS)/Manual

### Access method

Infrastructure mode

WW593605\*/WW208017\* model

### Supported standards

IEEE 802.11b/g/n

### Frequency band

2.4 GHz

### Security

WEP/WPA-PSK/WPA2-PSK

### Connection method

Wi-Fi Protected Setup™ (WPS)/Manual

### Access method

Infrastructure mode

\* WWxxxx is the model name. Check the model nameplate on the bottom of the unit for the model name.



## Supported iPhone models

iPhone 15 Pro Max / iPhone 15 Pro / iPhone 15 Plus / iPhone 15 / iPhone 14 Pro Max / iPhone 14 Pro / iPhone 14 Plus / iPhone 14 / iPhone 13 Pro Max / iPhone 13 Pro / iPhone 13 / iPhone 13 mini  
(as of June, 2024)

## Supplied accessories

- AC adaptor (1)
- Power cord (1)
- Battery charger (1)
- Battery pack (1)
- LCD hood (1)
- Lens hood (1)
- Eyecup (1)
- Microphone holder (1)
- Cold shoe kit (1)  
(Cold shoe (1), shoe spring (1), screws (4))
- Before Using This Unit (1)
- Warranty booklet (1)

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