

PAV2 SWITCH FUNCTIONS

GAIN TARGET

Set the **GAIN** switch to either Normal Auto [up] or Boost Auto [middle] position. Set the **CLR/BW** switch to **BW**. Use the +/- switch to adjust respective target level. Numerics will pop up on the video monitor [frameline output only] indicating the new value. Initial values: Normal=70, Boost=100.

MANUAL GAIN

With the **GAIN** switch set to manual [down] position, use the +/- switch to increase/decrease picture brightness. Note: increasing gain amplifies the video signal and therefore also increases video noise.

FRAMELINE BRIGHTNESS

Set the **CLR/BW** switch to **CLR**. With **GAIN** switch in Boost Auto [middle] position, use the +/- switch to brighten or darken the framelines.

MASK DENSITY

With **GAIN** switch in Normal Auto [up] position, use the +/- switch to brighten or darken the mask surrounding the framelines.

TEXT DISPLAY

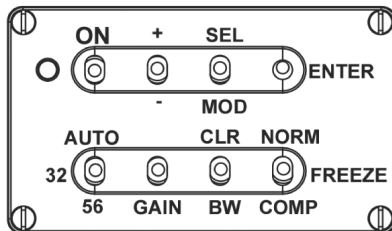
Press the **ENTER** button to enable/change/disable on-screen text, [from frameline/text output].

CHARACTER SURROUND

Press and hold the **ENTER** button. Push the - switch to toggle between a black box around the text, or a black outline around each character.

FEET/METERS/FRAMES

Hold the **ENTER** button. Push the + switch. Toggles among feet, meters, and frames text display.



FOOTAGE COUNTER RESET

Hold the **ENTER** button for 3 seconds.

ANAMORPHIC

Push **MOD** and the - switches at the same time. Toggles through 4 positions: normal, anamorphic, upside-down spherical, upside down anamorphic.

FLICKER MODE

Push the **SEL** and + switches at the same time. Turns flicker mode on or off.

STATUS DISPLAY

Push the **MOD** and the + switches at the same time. Toggles through 3 positions: verbose status [software version and parameters], brief status [average picture level and gain level], and clean.

FILM FORMAT

Set **CLR/BW** switch to **BW**. Press and hold **ENTER** button. Push **SEL**. Toggles among modes: 4 Perf, 3 Perf, 16mm, 65mm.

PAV2 CONNECTIONS & ADJUSTMENTS

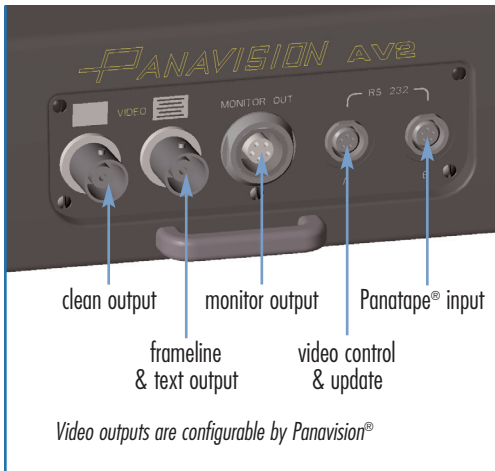


IMAGE POSITION ADJUSTMENTS

