

**BILD : TV - 1 - 2 - 3 - 4 - USB - SCART - AV - COMP**

**MODE : STD - DYN - NAT - THEA - SPIEL - SPORT**

**# HKF: 0...100 H: \_\_\_\_\_ K: \_\_\_\_\_ F: \_\_\_\_\_**

**# Format: Norm Zoom Breit Kino 1:1 Pan Dir Auto**

**# BLight: Dyn: X - L - H > BL: 0...100 \_\_\_\_\_**

**# EXTD: Panel: ???  
OScan: 0 - 1  
Tint: R50...G50 \_\_\_\_\_  
Sharp: 0...20 \_\_\_\_\_  
Motion: X - L - M - H  
Noise: X - L - M - H  
Adapt.K: X - L - M - H  
Temp: X - W - C**

**# WEISS:  
2-pt: Offset>Gain = R>G>B: -25...+25  
10-pt: 0/1  
Level-%: 10/20/30/40/50/60/70/80/90/100 %  
R>G>B: -10...+10**

**2-pt-Offset: R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**2-pt-Gain: R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**|| 10-pt: 0/1**

**10% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**20% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**30% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**40% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**50% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**60% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**70% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**80% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**90% - R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**100% R: \_\_\_\_\_ G: \_\_\_\_\_ B: \_\_\_\_\_**

**# TONER:  
R/G/B/Y/C/M/s = Hue>Sat>Bri: -10...+10**

**R - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**G - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**B - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**Y - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**C - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**M - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**s - Hue: \_\_\_\_\_ Sat: \_\_\_\_\_ Bri: \_\_\_\_\_**

**DESCRIPTION :**

# Head: O - 1 Vol: 0...100 \_\_\_\_\_  
# dbx: Sonic: O - 1 > Surr: O - 1 > Vol: X - T - N  
# EXTD: EQ: 100/500/1,5k/5k/10k = -10...+10  
100 \_\_\_\_\_ 500 \_\_\_\_\_  
1,5k \_\_\_\_\_ 5k \_\_\_\_\_  
10k \_\_\_\_\_

LipSync: 0...10 \_\_\_\_\_  
Bal: L50...R50 \_\_\_\_\_  
DigOut: X - PCM - RAW  
DigDelay: 0...25 \_\_\_\_\_  
TV-LS: X - TV - ARC

Type: Norm - Blind  
Komm: All - TV - Head  
VoiceOverVol: 0...100 \_\_\_\_\_

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**BILD :** STD - DYN - NAT - THEA - GAME - SPORT

**TON :** STD - THEA - MUSI - SPR - NIGHT

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# Head: O - 1 Vol: 0...100 \_\_\_\_\_  
# dbx: Sonic: O - 1 > Surr: O - 1 > Vol: X - T - N  
# EXTD: EQ: 100/500/1,5k/5k/10k = -10...+10  
100 \_\_\_\_\_ 500 \_\_\_\_\_  
1,5k \_\_\_\_\_ 5k \_\_\_\_\_  
10k \_\_\_\_\_

LipSync: 0...10 \_\_\_\_\_  
Bal: L50...R50 \_\_\_\_\_  
DigOut: X - PCM - RAW  
DigDelay: 0...25 \_\_\_\_\_  
TV-LS: X - TV - ARC

Type: Norm - Blind  
Komm: All - TV - Head  
VoiceOverVol: 0...100 \_\_\_\_\_

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