



## Capture

Settings related to capturing and viewing images on the monitor.

### Image Capture Settings



#### IMAGE CAPTURE

These options will help determine what happens when you use the built in Image Capture function.  
\*This is a [tool](#) for some monitors.

### Capture LUTs (Look files)

CAPTURE LUTS (LOOK FILES)



When capturing an image, this option will apply any user Look files (3D LUTs) to the saved image, great for reviewing color-graded stills of a shoot day.

### Timestamp in Filename

TIMESTAMP IN FILENAME




To get a precise measure of when a screen capture is taken for easier file sorting/searching, enable this option.

## Capture on Record Start



This will automatically capture an image as soon as the monitor detects the camera is recording- useful for a quick overview of a shoot day.

 This feature is currently available for SDI signals only

## Reset Capture Number



Resets the naming of captured images starting with 0001, useful when beginning a shoot for easy grouping of captured files.

## Capture Location



Choose where to save your image captures- save to an SD card for quickly dropping files onto a computer or save to the monitor's internal memory.

\*You can set the folder structure on your computer which will be accessible when using the SD card.

\*SD card needs to be 2,4,8 or 16 GB

## Reset Capture Location

RESET CAPTURE LOCATION

Sets the Image Capture location back to the monitor's internal memory.

## Image Gallery Settings



IMAGE GALLERY

[View and access files taken with Image Capture](#)

## Open Media Gallery

OPEN MEDIA GALLERY

Opens the image browser where you can view and manage files taken via Image Capture.

\*This may slow down the UI the more data there is on the card. We recommend keeping the data clean to help with lag in the UI.