



## Interface

Options related to customizing the user interface for your shooting style.

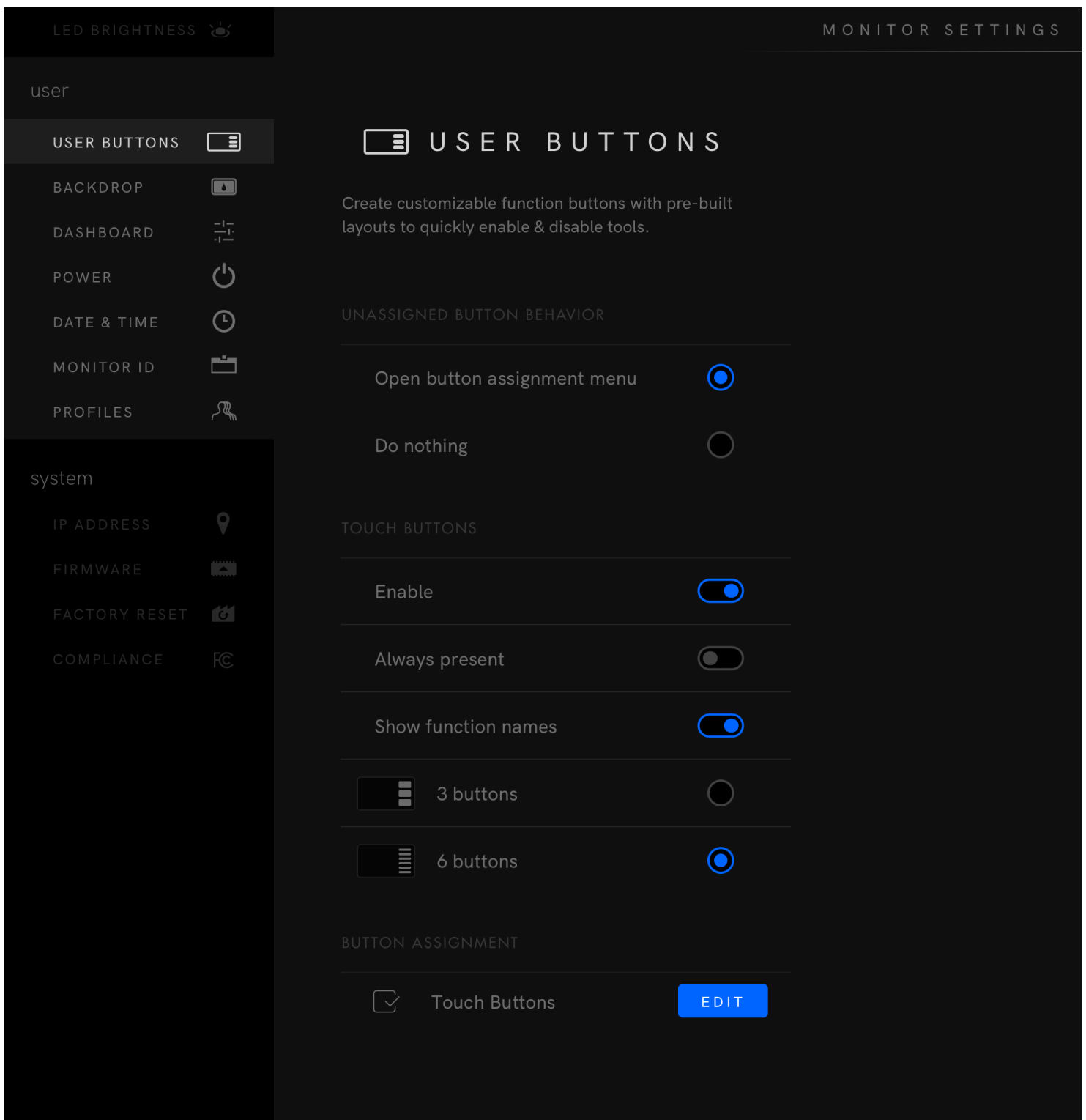
### User Buttons



Create customizable function buttons with pre-built layouts to quickly enable and disable tools

### Touch Buttons

**TOUCH BUTTONS** allows you to adjust how the touch buttons are displayed. There are ON/OFF toggles for enabling the buttons, allowing them to be always present, and showing function names. Touch Buttons have a 3-button and 6-button layout option.



## Button Assignment

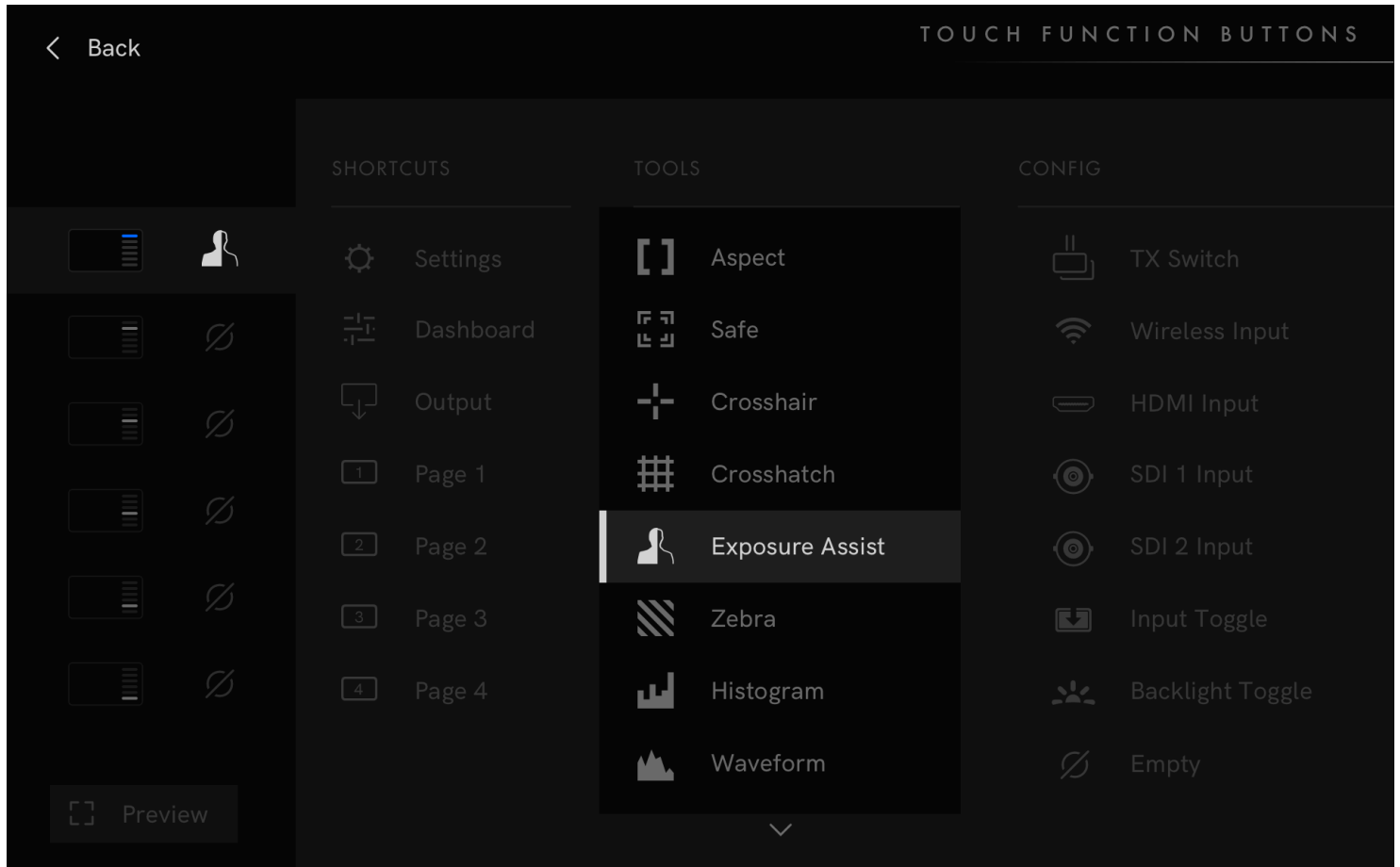
There are two ways to assign a Tool to a Touch Button.



# SmallHD User Manual

- Scroll down and tap the EDIT button in the **Button Assignment** submenu.
- Swipe left on any page, then press and hold a Touch Function Button to bring up the list of configurations.

The left column of the configuration page allows users to select which Touch Function Button to customize. **Shortcuts**, **Tools**, and other **Configurations** can be assigned to a touch button simply by selecting the desired option from any of the different categories.



Notable configurations for Touch Function Buttons include Backlight Toggle, Backlight Custom, Input Select, and 4K TX Switch. Having different inputs on Touch Function Buttons allows the user to quickly switch sources, without having to navigate to the Monitor Settings menu.

## Pixel Zoom Settings





## First Level

This option determines the desired zoom level for the first 'stage' of pixel zoom.

## Second Level

This option determines the desired zoom level for the second 'stage' of pixel zoom, by pressing up twice on the joystick (swiping on touchscreen) when viewing a shot.



## Scopes Button



Only available on SmallHD Production Monitors and UltraBright Monitors



SCOPES BUTTON

These settings determine which scopes are displayed when the Scopes Button is activated on the front face of SmallHD's production monitors.

### Waveform

Displays the Waveform on-screen when the Scopes button is activated.

### Histogram

Displays the Histogram on-screen when the Scopes button is activated.

### Vectorscope

Displays the Vectorscope on-screen when the Scopes button is activated.

These settings adjust the functionality of Pixel Zoom which enables you to zoom in on your image at any time when viewing your shot (move up on joystick or swipe up on touch screens)



## Status Display Settings



The Status Display is a discreet information bar at the top or bottom of the image for displaying signal format, frame rate, time and battery life (if applicable).

### Off

Turns the Status Display off.

### Top

Enables the Status Display and places it at the top of the image.

### Bottom

Enables the Status Display and places it at the bottom of the image.

### Show Frames/Sec

Displays the frames per second next to your camera's resolution on the status bar.

### Show Fields/Sec

Displays the fields per second next to your camera's resolution on the status bar.



## UI Lock Settings

UI Lock is like a 'hold' switch which disables user input while active. This is useful in scenarios where there is a risk of the monitor's controls getting bumped.

💡 UI Lock was added to touchscreen monitors in firmware 3.5.0. Once enabled in the Settings menu, pressing a finger on the screen for 2½ seconds will lock the screen. Pressing the screen again for 2½ seconds will unlock the screen.



### UI LOCK

## Hold Joystick to Lock UI/ Press and Hold screen to Lock

Enables or disables the UI lock at any time via a press-and-hold on the joystick or touchscreen for 5 seconds.

When you touch the screen or hold the joystick down, you will see a progress bar appear at the top of the screen and then it will say locked. There will be no other indication that the screen is locked. To unlock, again, hold for 5 seconds and the word Unlocked will appear.

## Language Settings



### LANGUAGE

Choose your preferred language in which to operate the user interface.



## English

Sets the user interface language to English.

## 简体中文

Sets the user interface language to Chinese (Simplified).

## 日本語

Sets the user interface to Japanese.