



# RED® DSMC2 Camera Control

RED DSMC2 camera control is available as a license on compatible Camera Control monitors and is compatible with cameras that have a [DSMC2 Brain](#). A specific Controller and USB adapter (if applicable) must be purchased as well to allow the monitor to communicate with the camera. The license and cable are [available bundled](#) directly from SmallHD or authorized resellers.

\*It is one license per monitor for control, it is not transferable. You will need both the software and control cable to use this feature with your compatible camera.

## Activating Your License

Your license kit comes with a card that has your activation code as a special link in a QR code. Scan this link with your smartphone or enter it on a computer to go to the activation webpage.

\*If you purchase the software only online, you will be emailed this Activation code.


On your monitor, go to Settings and scroll down to System > Licenses. Tap the button to add a new license.

Your monitor will display a token. Enter this token on the activation webpage. The webpage will then display your activation key and all you need to do is to enter it on the monitor. Once entered your monitor will add a Camera Control page where you can control your camera.

\*Once a License is activated it can not be inactivated or transferred to a different monitor.

## Connecting Your Camera

Connect your USB cable to the port on the back of your Cine 7, below the battery plate. Tighten the locking connector into the adjacent screw for security. Connect the other end of the cable to your camera.

 You will need to enable serial communication on your camera prior to connecting the monitor **and after any firmware updates on your camera**. Try Menu > Settings > Setup > Communication > Serial and choose Red Command Protocol

Once all physical connections are made, go to your monitor's camera control page. If you have more than one camera control license, choose the Red license, then click the Connect button.



💡 Your monitor will remain connected to the camera even if the camera enters sleep mode. Turning the monitor off will require you to re-connect to the camera. If you need to connect to a different camera, you will need to turn the monitor off and then on again.

## FEATURES

Supported control will depend on your version of RED camera. Certain cameras have features others do not. You should have control over all aspects available minus the ones listed below.

This is a list of the features NOT currently available: (3.6.1)

Configuring User Buttons

Custom Profiles (User Presets)

Goalposts

Color Matrix

## TROUBLESHOOTING TIPS

"Check cable Connection" - If you are getting this error and have followed the above steps, be sure to check all 3 connection points (monitor to the adapter, adapter to cable, cable to camera).

You can remove the USB adapter, click connect, and then re-plug in the USB adapter to the monitor.

Sometimes this does not seat quite right the first time. If the problem persists, contact Support.

If you build a custom extension cable, The 4 pin Lemo cable can be checked with a Voltmeter to be sure the connections are good. It's a 1:1 pin configuration. This will not work on the Original Control cable.

To check the Micro USB port, you can get a Micro USB to SD card reader and plug in your SmallHD (or 2,4,8,16 GB) SD card and see if the monitor can see it, if not, then there is an issue with the port. [Or thumb drive]

If your camera stops connecting after upgrading the camera's firmware, be sure to re-enable the Red Command Protocol under Menu > Settings > Setup > Communication > Serial.

If your camera suddenly loses power, you may need to allow 5 minutes for the camera to boot again and test itself before attempting to connect.

\*Monitoring Audio Levels:

You will have a couple of options. To use any tools, you can set them up on the next page and swipe between the two.



You can also use the RED overlay sent down the SDI:

RED Menus > Monitoring > HD-SDI > Auto-Hide Menus Option

The drawback of this method is it reduces your screen real estate and the actual image from the camera a bit.