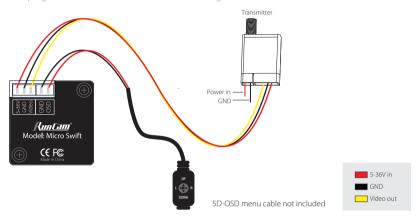
RunCam Micro Swift

USER MANUAL



Connection

* Unplug the 5D-OSD menu cable after OSD setting.



Dimensions & Installation



Parameters

RunCam Micro Swift
1/3" SONY Super HAD II CCD
600TVL
2.1 mm Lens(M8)
PAL/NTSC
>60dB (AGC OFF)
PAL: 1/50~100,000; NTSC: 1/60~100,000
Yes
Yes
0.01Lux@1.2F
D-WDR
2DNR
Color/Auto/B&W
DC 5-36V
5.6g
19mm*19mm*19mm

Camera Menu

MAIN MENU

	SETUP
CAM TITLE	OFF ←
EXPOSURE	-
BACKLIGHT	-
WHITE BAL	ATW1
DAY & NIGHT	COLOR ←
IMAGE ADJ	-
DPC	-
LANGUAGE	ENGLISH
RESET	-
EXIT	

- CAM TITLE (ON/OFF)
- LANGUAGE (English/中文)
- WHITE BAL (ATW1 / ATW2 / AWC→ SET / MANUAL: MANUAL, INDOOR, OUTDOOR)
- DPC (Cover the lens then press enter key)

EXPOSURE

EXPOSURE		
SHUTTER		AUTO
BRIGHTNESS		050
AGC		ON
DWDR		ON←
RETURN		RET ←

- SHUTTER (AUTO / 50-100000 / FLK)
- BRIGHTNESS (50 / 0-255)
- AGC (ON / LOW / MIDDLE / HIGH)
- DWDR (ON: 63 0-63 / OFF)

Camera Menu

· IMAGE ADJ

IMAGE ADJ		
LENS SHAD		OFF
2DNR		OFF
MIRROR		OFF
FONT COLOR		↓
CONTRAST		110
SHARPNESS		026
DISPLAY		USER ←
NEG IMAGE		OFF
RETURN		

- LENS SHAD (OFF/ ON:22 0-255)
- CONTRAST (110 / 0-255)
- SHARPNESS (26 / 0-31)
- DISPLAY (CRT/LCD/USER)

USER ADJ.

GAMMA		0.50
PED LEVEL		017
COLOR GAIN		176
RETURN		RET ←

- GAMMA (0.5 / 0.05-1.0)
- PED LEVEL (17 / 0-63)
- COLOR GAIN (176 / 0-255)

Camera Menu

• BACKLIGHT (BLC/HLC/OFF)

	BLC	
AREA SEL		AREA1
AREA STATE		ON
GAIN		042
HEIGHT		004
WIDTH		003
LEFT/RIGHT		006
TOP/BOTTOM		005
RETURN		RET←

- AREA SEL (AREA1/AREA2)
- GAIN (042 / 0-255)
- HEIGHT (4 / 0-10)
- WIDTH (3 / 0-9)
- LEFT/RIGHT (6 / 0-6)
- •TOP/BOTTOM (10 / 0-10)

- LEVEL (200 / 0-255)
- $\bullet \, \mathsf{MODE} \, (\mathsf{ALL} \, \mathsf{DAY} \, / \, \mathsf{NIGHT} \, \mathsf{ONLY} \,)$

Camera Menu

• DAY & NIGHT (AUTO/COLOR/B&W/EXT)

D&N AUTO			
D→N LEVEL		080	
D→N DELAY	3	SEC	
N→D LEVEL		032	
N→D DELAY	1	SEC	
RETURN		RET←	

- DAY → NIGHT LEVEL (80 / 0-176)
- DAY → NIGHT DELAY (3 / 1-30)
- NIGHT → DAY LEVEL (032 / 0-255)
- NIGHT→ DAY DELAY (1 / 1-30)

- D&N B&W

 BURST OFF
 IR SMART OFF
 IR LEVEL HIGH
 RETURN RET ←J
- BURST (OFF/ON)
- IR SMART (OFF/ON)
- IR LEVEL (HIGH/LOW)