

This quick start guide is based on public beta firmware version 3.1.02. This is an early public beta being provided to allow for end user testing of several powerful new features coming to XMP series monitors. However, you should not use this beta release if you require any of the following capabilities as they are not currently supported in this beta build.

- Dual Link 6G
- Dual Link 3G
- 3rd Party Calibration LUT support

The items above will be added back in a future firmware build, but if you currently require any of these capabilities please continue to use the official 2.4.68 release for now.

Please visit <https://flandersscientific.com/firmware/> if you would like to check for additional potential firmware updates.

An updated full user manual to go along with this public beta can be found [here](#).

Color System

Your monitor has arrived fully calibrated. Please leave the Color System option found in the Color menu set to GaiaColor to access the calibrated positions. The None option disables calibration and the 3rd Party option is an empty and uncalibrated set of memory slots available for use with 3rd party applications.

Within the GaiaColor Color System you will find all the available Gamut, EOTF, Correlated Color Temperature, and Luminance options supported by the monitor. Any selection made within the GaiaColor mode activates a calibrated monitor state instantaneously, without having to re-profile the display, based on the last direct connect volumetric AutoCal profile data saved to the monitor's non-volatile memory.

Connectivity

The preferred configuration is single link 12Gbps or 6Gbps SDI. Quad Link 3Gbps and 1.5Gbps Square Division signals are also supported, but must be activated by using the 3G/HD_INx4 function button.

Saving Look DIT LUTs for 4 channel LUT box capability

A unique Look DIT LUT can be assigned to each input using the IP Remote Utility (IPRU). An updated version of the IPRU is available for use with this beta, please ensure you are using IPRU version 1.9.12 or later. Look DIT LUTs should be formatted as 17x17x17.cube using only the header LUT_3D_SIZE 17. The LUT saved to ID1 will apply to SDI1, ID2 to SDI 2, ID3 to SDI 3, and ID4 to SDI 4.

Public Beta FW 3.1.02 Known Issues list

This is a significant update with many underlying architecture changes so some bugs are to be expected. For those testing this beta release please send all bug reports to support@flandersscientific.com. A list of known bugs we are already aware of are listed below, you do not need to report these as we are already working on addressing them:

- Saving Look DIT LUTs to the monitor requires you to reboot the monitor after saving before these become accessible via the Look DIT LUT function button. Additionally, a Look DIT LUT may occasionally fail to save correctly, please reboot the monitor a second time to see if that resolves the issue and/or save the Look DIT LUT one more time. A second save attempt and/or second reboot should work to resolve any Look DIT LUT save issues in this beta build.
- When booting the monitor the function button assigned to Look DIT LUT will be illuminated even though the function is not on. Please simply press this function button to turn the light off. A second press will successfully enable the feature.
- No Dual Link 6G support in beta
- No Dual Link 3G support in beta
- No 3rd Party Calibration LUT support in beta
- Occasionally rough format switches upstream of the monitor (e.g. 12G to 6G) may cause the monitor to indicate no signal or show no image. Simply press down on the corresponding input button to force a re-lock / refresh to solve this intermittent bug.
- Panel Dimming -> ON is currently disabled. At this time the monitor only works in the reference Panel Dimming -> OFF mode.

For further support please contact Support@FlandersScientific.com or +1.678.835.4934