XMP C Quick Start Guide – 3.2.00

Flanders Scientific Inc.

This quick start guide is based on firmware version 3.2.00. Please visit https://flandersscientific.com/firmware/ if you would like to check for potential firmware updates.

The full user manual can be found at https://flandersscientific.com/support/manuals.php

Color Management

Your monitor has arrived fully calibrated.

You will find two Color Management menus on the monitor, Color-Global and Color-Input. Full details on the use of these Color Management menus can be found in the full user manual, but to get quickly up and running please do the following:

From the Color-Global Menu, please leave the Color System set to GaiaColor to access the factory 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.

Next, from the Color-Input menu please ensure Input Color Mode is set to Global and Input Color Config is also set to Global. With those selected you can now set the Gamut, EOTF, Correlated Color Temperature, and Luminance options on the Color Input menu to match your monitoring needs (e.g. Rec709, gamma 2.4, 6500K, 100nits). Any selections made instantly activate a calibrated monitor state, 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.

The monitor also has the advanced capability to setup independent color configurations per input if you like. For more details on using such independent configurations please see the full user manual.

Saving Look DIT LUTs for 4 channel LUT Box Capability (Color Input Mode Global Only)

Up to 16 DIT Look LUTs can be saved to the monitor's non-volatile memory from the IP Remote Utility and once saved to the monitor any of these 16 DIT Look LUTs can be applied independently to each of the SDI inputs from the Color Input menu. 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. See full manual for details.

If you note any issues or bugs please report them to Support@FlandersScientific.com

© 2025 Flanders Scientific, Inc.