# BVM-E251/BVM-E171

**OLED** Master Monitors



**BVM-F251** 

**BVM-E171** 

25"/17" FHD OLED Reference Monitors for Color Critical, Quality Control **Operation of Versatile video** productions

# Main Features

- •BVM 2<sup>nd</sup> Generation Grade OLED Panel
- Superb picture performance
- Super Top Emission<sup>™</sup> technology
- Ultimate Sony display engine
- Multi-format signal support
- Versatile video inputs
- •HDR\*1\*2
- Flicker free mode
- •ITU-R BT.2020 / DCI-P3/ ITU-R BT.709 support
- Accepts computer signals via HDMI with RGB/YCC full range support
- Auto White Balance
- Gamut error display
- S-Log3(SDR), S-Log2(SDR)
- 2K picture resolution
- High quality I/P conversion technology
- Low video delay
- Panel calibration
- Interlaced display mode
- •Picture & Picture mode (Wipe, Butterfly, Blending the E series only)
- Pixel zoom mode
- Scan Switch
- Native Scan (pixel-to-pixel display)
- HD Frame Capture mode
- Separate control unit with USB
- Centralized monitor-wall control
- DC operation with DC low power indicator<sup>\*1</sup>
- Character Off button
- ·Copy function for monitor setup and adjustment data
- •+12dB Chroma UP function
- Marker settings
- Aspect switch
- Wide variety of functions
- Status display
- \*1 Requires v1.1 update.
- \*2 BVM-E171 only and requires optional HDR Monitoring License BVML-HE171...



#### **Specifications**

	BVM-E251	BVM-E171
Picture Performance		
Panel	OLED panel	
Picture size (diagonal)	623.4 mm (24 5/8 inches)	419.7 mm (16 5/8 inches)
Effective picture size (H x V)	543.4 x 305.6 mm (21 1/2 x 12 1/8 inches)	365.8 x 205.7 mm (14 1/2 x 8 1/8 inches)
Resolution (H x V)	1920 x 1080 pixels (Full HD)	
Aspect	16:9	
Pixel efficiency	99.99%	
Panel drive	10-bit	
Panel frame rate	48 Hz / 50 Hz / 60 Hz (48 Hz, 60 Hz are also compatible with 1/1.00	1 frame rates)
Viewing angle (panel specification)	89°/89°/89°/89° (typical) (up/down/left/right contrast > 10:1)	
Standard luminance	100 cd/m2 (preset1 to preset5 at EOTF 2.4) 48 cd/m2 (preset (DCI)) (1.0 Vp-preference signal, 100% white sign	nal input)
Color temperature	D55, D61, D65, D93, DCI <sup>*3</sup> , DCI XYZ and User1-5 (5,000K to 10,000K a	adjustable)
Color space (color gamut)	ITU-R BT.2020 <sup>*4</sup> , ITU-R BT.709, EBU, SMPTE-C, DCI-P3 <sup>*4</sup> , BVM-E251 Native <sup>*5</sup> , S-GAMUT/S-GAMUT3 <sup>*4</sup> , S-GAMUT3.cine <sup>*4</sup>	ITU-RBT.2020* <sup>4</sup> , ITU-RBT.709, EBU, SMPTE-C, DCI-P3* <sup>4</sup> , BVM-E171 Native* <sup>6</sup> , S-GAMUT/S-GAMUT3* <sup>4</sup> , S-GAMUT3.cine* <sup>4</sup>
Transmission Matrix	ITU-R BT.2020(Non-constant luminance), ITU-R BT.709, ITU-R BT.601, SMPTE240M	ITU-R BT.2020 (Non-constant luminance is supported), ITU-R BT.709
EOTF	2.2, 2.4, 2.6, CRT, S-Log3(SDR), S-Log2(SDR)	2.2, 2.4, 2.6, CRT, S-Log3(SDR), S-Log2(SDR) 2.2, 2.4, 2.6, CRT, S-Log3(HDR), S-Log3(Live HDR), S-Log2(HDR), ITU: RB 1.2100(HLG), SMPTE ST2084, 2.4(HDR) when BVML-HE171 activates the HDR monitoring features.
Input		
SDI	BNC (x2)	
HDMI	HDMI (x1) (HDCP 1.4 correspondence, Deep Color correspondence	ce)
Composite Video	BNC (x1)	
Parallel remote	RJ-45 modular connector 8-pin (x1), (Pin-assignable)	
Serial remote (LAIN)	LINEMET (TUBASE-1/TUUBASE-1X), RJ-45 (XT)	
Output	ALR (XI)	
SDI	PNC (x2)	
Composite Video	BNC (x2)	
DC out	Circle 4-pin (female) (v1)	
General		
	AC 100 V to 240 V, 1.2 A to 0.6 A, 50/60 Hz, DC 24 V to 28 V, 4.5 A	AC 100 V to 240 V. 0.9 A to .0.5 A. 50/60 Hz, DC 24 V to 28 V. 3.3
Power requirement	to 3.9 A	A to 2.9 A
Power consumption	Approx. 117 W (AC power supply)(max.) Approx. 107 W (DC power supply)(max.) Approx. 55W (AC power supply) Approx. 51W (DC power supply) (average power consumption in the default status)	Approx. 88 W (AC power supply) (max.) Approx. 78 W (DC power supply) (max.) Approx. 53 W (AC power supply) Approx. 49 W (DC power supply) (average power consumption in the default status)
Operating temperature	0°C to 35°C (32°E to 95°E). Recommended: 20°C to 30°C (68°E to	
Operating humidity	30% to 85% (no condensation)	
Storage and transport temperature	-20°C to +60°C (-4°F to +140°F)	
Storage and transport humidity	0% to 90%	
Operating, storage, and transport pressure	700 hPa to 1060 hPa	
Dimensions (W x H x D)	576.0 x 424.0(408.0)* x 148.0 mm (22 3/4 x 16 3/4(16 1/16)* x 5 7/8 inches) *Height without legs	436.0 x 282.4 (266.4)* x 156.5 mm (17 1/4 x 11 1/4 (10 1/2)* x 6 1/4 inches) *Height without legs
Mass	Approx. 10.3 kg (22 lb 11 oz)	Approx. 6.5 kg (14 lb 5 oz)
Supplied accessories	AC power cord (1), AC plug holder (1), CD-ROM (1), Before using this unit (Japanese, English, each 1), HDMI cable holder(1), European Representative (1)	AC power cord (1), AC plug holder (1), CD-ROM (1), Before using this unit (Japanese, English, each 1), HDMI cable holder(1), Handle(1), Rack mount bracket(2), Rack mount bracket attachment screws(4), European Representative (1)
*3 DCI: x=0.314 y=0.351		

\*4 The BVM-E251 and BVM-E171 does not support the ITU-RBT.2020, DCI-P3, S-Gamut/S-Gamut3 and S-Gamut3.cine color space in full. \*5 The BVM-E251 individual chromaticity points. The widest color space setting of the signal is reproduced by the BVM-E251. \*6 The BVM-E171 individual chromaticity points. The widest color space setting of the signal is reproduced by the BVM-E171.

### Signal Formats / Input Adaptors

	Signal System	Signal Stru	ucture	Quantization
	720* <sup>2</sup> X 487 / 59.94 / I	NTSC 0/7.5		Limited
Composite	720* <sup>2</sup> X 487 / 59.94 / I	PAI -M		Limited
	720* <sup>2</sup> X 576 / 59 94 / I	PAI		Limited
	720 X 487 / 59 94 / 1	4 · 2 · 2 (YChCr)	10 bit	Limited
SD-SDI	720 X 576 / 59 94 / I	4 · 2 · 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 50 / I	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 60*1 / I	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1280 × 720 / 50 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1280 × 720 / 60*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 24*1 / PsF	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 24*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
HD-SDI	1920 × 1080 / 25 / PsF	4 : 2 : 2 (YCbCr)	10 bit	Limited
Single Link	1920 × 1080 / 25 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 30*1 / PsF	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 30*1 / P	4 · 2 · 2 (YCbCr)	10 bit	Limited
	1280 × 720 / 24*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1280 × 720 / 25 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1280 × 720 / 30*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
		4:4:4 (YCbCr)	10 bit	Limited
	1920 × 1080 / 50 / I	4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (YCbCr)	12 bit	Limited
		4:4:4 (RGB)	12 bit	Limited / Full
_	1920 × 1080 / 50 / I	4:4:4 (YCbCr)	10 bit	Limited
		4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (YCbCr)	12 bit	Limited
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
	1920 × 1080 / 50 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
	1920 × 1080 / 60*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
		4:4:4 (YCbCr)	10 bit	Limited
	1920 × 1080 / 24*1 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (YCbCr)	12 bit	Limited
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (YCbCr)	10 bit	Limited
	1920 × 1080 / 24*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
HD-SDI		4:4:4 (YCbCr)	12 bit	Limited
Dual LINK		4:4:4 (RGB)	12 bit	Limited / Full
		4:4:4 (YCDCr)	10 bit	Limited
	1920 × 1080 / 25 / PsF	4:4:4 (RGB)	10 DIt	Limited / Full
		4:4:4 (TCDCI)	12 DIL	Limited / Full
		4:4:4 (KGD)	12 DIL 10 bit	Limited
		4 . 4 . 4 (TCDCI)	10 bit	Limited / Full
	1920 × 1080 / 25 / P	$4 \cdot 4 \cdot 4 (ROD)$	12 bit	Limited / Full
		$4 \cdot 4 \cdot 4 (RGR)$	12 bit	Limited / Full
		4 · 4 · 4 (YChCr)	10 bit	Limited
		$4 \cdot 4 \cdot 4$ (RGR)	10 bit	Limited / Full
	1920 × 1080 / 30*1 / PsF	$4 \cdot 4 \cdot 4$ (YChCr)	12 bit	Limited
		4 · 4 · 4 (RGB)	12 bit	Limited / Full
		4 · 4 · 4 (YCbCr)	10 bit	Limited
		4 · 4 · 4 (RGB)	10 bit	Limited / Full
	1920 × 1080 / 30*' / P	4 : 4 : 4 (YCbCr)	12 bit	Limited
		4 : 4 : 4 (RGB)	12 bit	Limited / Full

	Signal System	Signal Stru	cture	Quantization
		4 : 4 : 4 (YCbCr)	10 bit	Limited
	1920 × 1080 / 50 / I	4:4:4 (RGB)	10 bit	Limited / Full
	1920 × 1080 / 50 / 1	4:4:4 (YCbCr)	12 bit	Limited
		4:4:4 (RGB)	12 bit	Limited / Full
		4:4:4 (YCbCr)	10 bit	Limited
	1920 × 1080 / 50 / 1	4:4:4 (RGB)	10 bit	Limited / Full
	1920 × 10007 5071	4:4:4 (YCbCr)	12 bit	Limited
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
	1280 × 720 / 50 / P	4:4:4 (YCbCr)	10 bit	Limited
	1200 x 120 1 00 1 1	4 : 4 : 4 (RGB)	10 bit	Limited / Full
	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	4:4:4 (YCbCr)	10 bit	Limited
		4 : 4 : 4 (RGB)	10 bit	Limited / Full
Signal System           1920 × 1080 / 50 / 1           1920 × 1080 / 50 / 1           1920 × 1080 / 50 / 1           1920 × 1080 / 50 / P           1280 × 720 / 60*1 / P           1280 × 720 / 60*1 / P           1920 × 1080 / 50 / P           1920 × 1080 / 60*1 / P           1920 × 1080 / 60*1 / P           1920 × 1080 / 60*1 / P           1920 × 1080 / 24*1 / PsF           1920 × 1080 / 24*1 / P           1920 × 1080 / 25 / PsF           1920 × 1080 / 25 / PsF           1920 × 1080 / 30*1 / PsF           1920 × 1080 / 30*1 / PsF           1920 × 1080 / 30*1 / P           1280 × 720 / 25 / P           1280 × 1080 / 25 / PsF           2048 × 1080 / 25 / PsF           <	4 : 2 : 2 (YCbCr)	10 bit	Limited	
	<u>1920 × 1080 / 60*' / P</u>	4 : 2 : 2 (YCbCr)	10 bit	Limited
	Signal System         Signal Structure         Quantization           1920 × 1080 / 50 / 1 $4:4:4$ (KCBC)         10 bit         Limited / Full $4:4:4$ (KCB)         10 bit         Limited / Full $4:4:4$ (KCB)         12 bit         Limited / Full $4:4:4$ (KCB)         12 bit         Limited / Full $4:4:4$ (KCB)         10 bit         Limited / Full $4:4:4$ (KCB)         10 bit         Limited / Full $4:4:4$ (KCB)         10 bit         Limited / Full $1920 \times 1080 / 50 / P$ $4:4:4$ (KCB)         10 bit         Limited / Full $1280 \times 720 / 60^{-1} / P$ $4:2:2$ (YCbCr)         10 bit         Limited $1920 \times 1080 / 50 / P$ $4:2:2$ (YCbCr)         10 bit         Limited $1920 \times 1080 / 60^{-1} / P$ $4:2:2$ (YCbCr)         10 bit         Limited $1920 \times 1080 / 24^{+1} / Psf$ $4:4:4$ (RCB)         10 bit         Limited / Full $1920 \times 1080 / 24^{+1} / Psf$ $4:4:4$ (RCbCr)         10 bit         Limited / Full $4:4:4 (RCB)         12 bit         Limited / Full         4:4:4 (RCB)         12 bit           1920 \times 1080 / 25 / Psf 4:4:4 (RCB)         12 bit$			
	1920 × 1080 / 24*1 / PsF	<u>4:4:4(RGB)</u>	10 bit	Limited / Full
		<u>4:4:4(YCbCr)</u>	12 bit	Limited
$3G-SDI = \frac{1280 \times 720 / 50 / P}{1280 \times 720 / 60^{*1} / P} = \frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (RGB)} = \frac{10 \text{ bb}}{10 \text{ bb}}$ $\frac{1280 \times 720 / 60^{*1} / P}{4 \cdot 4 \cdot 4 (RGB)} = \frac{4 \cdot 4 \cdot 4 (RGB)}{10 \text{ bb}} = \frac{100 \text{ bb}}{100 \times 1080 / 50 / P} = \frac{4 \cdot 2 \cdot 2 (YCbCr)}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{100 \text{ bb}}$ $\frac{1920 \times 1080 / 50 / P}{1920 \times 1080 / 60^{*1} / P} = \frac{4 \cdot 2 \cdot 2 (YCbCr)}{4 \cdot 4 \cdot 4 (RGB)} = \frac{4 \cdot 4 \cdot 4 (YCbCr)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (YCbCr)}$ $\frac{4 \cdot 4 \cdot 4 (YCbCr)}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{10 \text{ bb}}$ $\frac{4 \cdot 4 \cdot 4 (YCbCr)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{4 \cdot 4 \cdot 4 (YCbCr)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (YCbCr)}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (YCbCr)}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (YCbCr)}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (YCbCr)}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (YCbCr)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = \frac{100 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}$ $\frac{1920 \times 1080 / 25 / P}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}$ $\frac{4 \cdot 4 \cdot 4 (RGB)}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}{4 \cdot 4 \cdot 4 (RGB)} = 10 \text{ bb}}$	12 bit	Limited / Full		
		<u>4:4:4(YCbCr)</u>	10 bit	Limited
1920 × 1080 / 24*1 / P	1920 × 1080 / 24*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
	4:4:4(YCDCr)	12 bit	Limited	
3G-SDI		4:4:4 (RGB)	12 DIt	Limited / Full
		4:4:4(YCDCr)	10 bit	Limited
	1920 × 1080 / 25 / PsF	4:4:4 (RGB)	10 DIL 12 bit	Limited / Full
		4:4:4(1CDCI)	12 DIL 12 bit	Limited / Full
	1920 × 1080 / 25 / P	$4 \cdot 4 \cdot 4 (KGB)$	12 Dit 10 bit	Limited / Full
		4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (KOD) 4:4:4 (YCbCr)	12 bit	Limited
		4 · 4 · 4 (RGB)	12 bit	Limited / Full
	1920 × 1080 / 30*1 / PsF	4 · 4 · 4 (YCbCr)	10 bit	Limited
		4 · 4 · 4 (RGB)	10 bit	Limited / Full
		4:4:4 (YCbCr)	12 bit	Limited
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4(YCbCr)	10 bit	Limited
	1000 1000 ( 20+1 / D	4:4:4 (RGB)	10 bit	Limited / Full
	1920 × 1080 / 30°° / P	4:4:4 (YCbCr)	12 bit	Limited
		4:4:4 (RGB)	12 bit	Limited / Full
	1200 720 ( 24*1 / D	4:4:4 (YCbCr)	10 bit	Limited
	1280 × 720 7 24 7 P	4:4:4 (RGB)	10 bit	Limited / Full
	1280 ··· 720 / 25 / D	4:4:4 (YCbCr)	10 bit	Limited
	1280 × 720 7 25 7 P	4:4:4 (RGB)	10 bit	Limited / Full
	1280 × 720 / 30*1 / P	4:4:4 (YCbCr)	10 bit	Limited
	1200 × 120 / 30 / 1	4:4:4 (RGB)	10 bit	Limited / Full
	2048 × 1080/24*1 / PsF	NSignal StructureQuantization $4:4:4:4$ (YCbCr)10 bitLimited $4:4:4:4$ (YCbCr)12 bitLimited / Full $4:4:4$ (RGB)12 bitLimited / Full $4:4:4$ (RGB)12 bitLimited / Full $4:4:4$ (RGB)10 bitLimited / Full $4:4:4$ (RGB)12 bitLimited / Full $4:4:4$ (RGB)12 bitLimited / Full $4:4:4$ (RGB)10 bitLimited $4:4:4$ (RGB)10 bitLimited $4:4:4$ (RGB)10 bitLimited / Full $4:4:4$ (RGB)10 bitLimited	Limited	
	2048 × 1080/24*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited
Single Link	2048 × 1080 / 25 / PsF	4 : 2 : 2 (YCbCr)	10 bit	Limited
(2K)	2048 × 1080 / 25 / P	4:2:2 (YCbCr)	10 bit	Limited
(211)	2048 × 1080 / 30*1 / PsF	4 : 2 : 2 (YCbCr)	10 bit	Limited
	2048 × 1080 / 30*1 / P	4 : 2 : 2 (YCbCr)	10 bit	Limited

\*1 Also compatible with the frame rate 1/1.001

\*2 Displayed as masked when blanking SMPTE ST170 (480/59.94i) and ITU-R BT.470 (576/50i) horizontally.

### Signal Formats / Input Adaptors

	Signal System	Signal Structure		Quantization
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 24*1 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 24*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 25 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
Dual Link		4 : 4 : 4 (RGB)	12 bit	Limited / Full
(2K)		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 25 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 30*1 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 30*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 24*1 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 24*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 25 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
Sinale Link		4 : 4 : 4 (RGB)	12 bit	Limited / Full
(2K)		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 25 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4 : 4 : 4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 30*1 / PsF	4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (RGB)	12 bit	Limited / Full
		4:4:4 (XYZ)	12 bit	Full
	1920 × 1080 / 30*1 / P	4:4:4 (RGB)	10 bit	Limited / Full
		4:4:4 (RGB)	12 bit	Limited / Full

### HDMI and DisplayPort Input Signal Formats

Signal System frequency [MHz] Aspect ra	tio Standard Quantization
Video Signals	
640 x 480 / 60 <sup>*1</sup> / P 25.200 <sup>*1</sup> 4:3	Full
720 x 480 / 60*1 / P 27.027*1 4:3/16:9	CEA-861 Limited
1280 x 720 / 60* <sup>1</sup> / P 74.250 <sup>*1</sup> 16:9	Limited
1920 x 1080 / 60*1 / I         74.250*1         16:9           2.39:1	CEA-861 Limited
720 x 480 / 60* <sup>1</sup> / I 27.027 <sup>*1</sup> 4:3/16:9	Limited
720 x 576 / 50 / P 27.000 4:3/16:9	CEA-861 Limited
1280 x 720 / 50 / P 74.250 16:9	Limited
1920 x 1080 / 50 / L 74 250 16:9	CEA-861 Limited
2.39:1	
720 x 576 / 50 / I 27.000 4:3/16:9	CEA-861 Limited
1920 x 1080 / 60*1 / P 148 500*1 16:9	CEA-861
2.39:1	Ennited
1020 × 1090 / 50 / P 149 500 16:9	CEA-861 Limitod
148.500 2.39:1	Linited
1920 x 1080 / 24* <sup>1</sup> / P 74 250 <sup>*1</sup> 16:9	CEA-861
2.39:1	Einited
1920 x 1080 / 25 / P 74 250 16:9	CEA-861 Limited
2.39:1	
1920 x 1080 / 30*1 / P 74 250*1 16:9	CEA-861 Limited
2.39:1	
2048 x 1080 / 24*1 / P 74 250*1 1.896:1	Limited
2.39:1	Einited
2048 × 1090 / 25 / P 74 250 1.896:1	Limited
2.39:1	Linited
2048 x 1080 / 30*1 / P 74 250*1 1.896:1	Limited
2.39:1	Einited
2048 x 1090 / 60*1 / P 148 500*1 1.896:1	Limited
2.39:1	Einited
2048 × 1090 / F0 / D 149 F00 1.896:1	Limite d
2048 x 1080 / 50 / P 148.500 2.39:1	Limited
140 500 <sup>1</sup> 1.896:1	l institut el
2048 X 1080 7 48 7 P 148.500 2.39:1	Limited
Computer Signals	
800 x 600 / 60 / P 40.000 4:3	Limited
1024 x 768 / 60 / P 65.000 4:3	Limited
1280 x 960 / 60 / P 108.000 4:3	Wall Limited
1280 x 1024 / 60 / P 108.000 5:4	Full
1400 x 1050 / 60 / P 121.750 4:3	Full

\*1 Also compatible with the frame rate 1/1.001

### **Dimensions**



#### BVM-E251 with the optional BKM-17R and BKM-37H with a tilt



#### BVM-E251 with the optional BKM-17R and BKM-38H





Side

18

Side

266 (10 1/2)

30 (1 3/16)

#### **BVM-E171**



•ø⊡€

Тор

Тор

6 (<sup>1</sup>/4)

93.5 (3 3/4)

37 (1 1/2)

186.6 (7 <sup>3</sup>/8)

#### BVM-E171 with the optional BKM-17R and BKM-39H



368 (14 1/2)



368 (14 1/2)



112.9 (4<sup>1</sup>/2)

18.8 (3/4)

14 (%/16)

40 (1 5/8)

160 (6<sup>3</sup>/8) 184 (7 1/4)

#### BKM-17R



Side 156.5 (6 1 4)

13.1 (17/32)

87.6 (3<sup>1</sup>/2)

22.8 (29/32)



Unit: mm (inches)

# BVM-E251/BVM-E171

**OLED** Master Monitors

# **Options**



BKM-17R Monitor Control Unit

The BVM-E 251/E171 monitors and the BKM-17R Monitor Control Unit are equipped with an Ethernet port, allowing remote control of display parameters across a standard Ethernet connection. One BKM-17R Monitor Control Unit can control up to thirty-two (32) BVM\*1 monitors. \*1 Includes BVM-X300, PVM-X550, BVM-L, PVM-L, and BVM- E/-F Series monitors.



### **BKM-17R Specifications**

INPUT/OUTPUT	
LAN	10BASE-T/100BASE-TX connector: RJ-45 (x1)
DC 12 V IN	Circle pin (x1)
USB (USB2.0) connector	USB Standard A (x1)
GENERAL	
Power requirements	DC IN: 12 V, 0.5 A (supplied with the connected monitor or the connected AC adapter) AC adapter (AC-UES1230 or ACUES1230M) AC adaptor: AC IN: 100 V to 240 V, 50/60 Hz, DC OUT: 12 V, 3 A
Current consumption	12 V DC, 0.5 A
Power consumption	Approx. 6 W
Operating temperature	0°C to 35°C (32°F to 95°F), Recommended: 20°C to 30°C (68°F to 86°F)
Operating humidity	0% to 90% (no condensation)
Operating pressure	700 hPa to 1060 hPa
Storage / transport temperature	-10°C to +40°C (14°F to 104°F)
Storage/transport humidity	0% to 90%
Operating / storage / transport pressure	700 hPa to 1060 hPa
Dimensions(W x H x D)	424 x 58.8 x 169.6 mm (16 3/4 x 2 3/8 x 6 3/4 inches)
Mass	2.1 kg (4 lb 10 oz)
Supplied accessories	AC adapter (AC-UES1230 or ACUES1230M)(1), AC power cord (1), Rack mount brackets (2), Rack mount bracket attachment screws(4), Function labels (2), DC-cord secure connection attachment (1), DC-cord secure connection screw (1), Before Using This Unit (1), CD-ROM (1), European Representative (1)



BKM-37H\*3 Controller Attachment Stand with tilt (Between 5° forward and 10° backward.) (For BVM-E251)



BKM-38H\*3 Controller Attachment Stand (For BVM-E251)



BKM-39H\*3 Controller Attachment Stand (For BVM-E171)



SMF-17R20 Monitor Interface Cable

\*3 Requires the latest version of the BKM-37H. BKM-38H, and BKM-39H with a product code suffix /3 or later.

### BVML-HE171 HDR Monitoring License

A permanent license allows the BVM-E171 TRIMASTER EL™ OLED Critical Reference Monitor\*2 to support excellent HDR images. Called the BVML-HE171 HDR Monitoring License, it supports EOTF, S-Log3 (HDR), S-Log3 (Live HDR), S-Log2 (HDR), ITU-R BT.2100 (HLG), and SMPTE ST2084, 2.4 (HDR).

\*2 The BVM-E171 must first be updated to V1.1. HDR features are activated via the BKM-17R Monitor Control Unit.

### Fantastic HDR Performance

The fantastic HDR images enabled on the BVM-E171 Version 1.1 by the BVML-HE171 HDR Monitoring License include wide color gamut and OLED black pictures with pixel dimming and great off-axis performance.

### Activate With The BKM-17R Monitor Control Unit

To activate these HDR features, you need a BKM-17R Monitor Control Unit and a install key. Your Sony sales representative can provide a purchase key. Your next step is to visit the Sony eCSite to input the unique device ID is shown on an OSD of your BVM-E171 V1.1 and your purchase key. You then receive your install key, which you should download and save to USB memory. Whenever required, you can now insert the USB memory stick in the BKM-17R to activate the HDR features of your BVM-E171 V1.1.

### What's the difference between BVM and PVM?

	Master Monitor	Picture Monitor
	BVM-E251/E171	PVM-A250/A170
Basic Quality	Selected Best Panel Only for BVM Sony Designed OLED 12bit Engine	Standard Panel Standard 10 bit Engine
Reference Monitoring Features	<ul> <li>ITU-R BT.2020/DCI-P3 support</li> <li>HDR*1</li> <li>Interlace mode</li> <li>High precision I/P conversion</li> <li>XYZ signal support</li> <li>Two Area Markers</li> <li>Gamut error</li> <li>Pixel Zoom</li> <li>Aspect correction for SD signal</li> </ul>	<ul> <li>ITU-R BT.2020/DCI-P3 support*2</li> <li>Flexible Marker*2</li> </ul>
On-set Monitoring Features	<ul> <li>DC Operation(25"/17": 24V to 28V)</li> <li>Picture &amp; Picture</li> <li>Chroma up</li> <li>S-Log3/S-Log2</li> </ul>	<ul> <li>DC Operation(17":11V to 16V)</li> <li>DC Low power indicator</li> <li>Light weight</li> <li>Optional Protection Panel</li> <li>Camera Focus Assist</li> <li>WFM/Vector</li> <li>Grid display</li> <li>Optional Protection</li> <li>Sync-Free Side By Side*2</li> </ul>

\*1 BVM-E171 V1.1 only with HDR Monitoring License BVML-HE171.

\*2 Supported with V2.0

### ITU-R BT.2020 support enabled OLED's wide color gamut

The BVM-E251 and BVM-E171 are surely an HD monitor that conforms to ITU-R BT.709 color space. Responding to an increase of the demand of using an HD monitor in a 4K production, BVM-E251 newly supports ITU-R BT.2020 color space and transfer matrix. The OLED's wide color gamut enables DCI-P3 emulation for digital intermediate work.\*1

\*1 The BVM-E251 and BVM-E171 does not support the ITU-R BT.2020, S-Gamut,/S-Gamut3, S-Gamut3.cine and DCI-P3 color space in full.



### Cutting-edge I/P conversion with low process delay

Sony's original I/P conversion technology used in the BVM Series minimizes processing artifacts found in typical up conversion processes. This has been improved in the BVM-L Series so that an interlaced image is displayed accurately and faithfully. The process delay times of 1080/60i and 50i are around 0.5 field or less and also the ones of SD/60i and 50i are less than 1 field.

### Flicker free mode

The TRIMASTER EL OLED panel's superb quick response and scan-driving performance deliver stunning picture quality with virtually no motion blur. However, there is a possibility that flicker is just visible especially when a lower frequency signal is displayed (24p, 24PsF, and 50i). To remove visible flicker, the BVM-E251 and BVM-E171 are equipped with Flicker-free mode.

### High Dynamic Range Mode

In addition to the intrinsic high-contrast performance of the TRIMASTER EL™ OLED panel, this monitor provides High Dynamic Range mode\*<sup>2</sup>. This offers never-before-seen image reproduction – the black is black, and peak brightness can be reproduced more realistically with colors that are typically saturated in a conventional standard dynamic range. This mode can brilliantly express sparkling town lights and stars in the night sky.

\*2 Only for BVM-E171 V1.1. BVML-HE171 is required for BVM-E171 V1.1.

Conventional standard dynamic range

High Dynamic Range mode



Highlight is clipped; less shadow detail



Render shadow detail to highlight \* Simulated images

# **Input Versatility**

### Multi-format signal support

The BVM-E251 and BVM-E171 can accept almost any SD or HD video format, such as analogue composite video, HDMI and SDI, and various computer signals through HDMI

### Standard 3G-SDI inputs

These monitors are equipped with two standard 3G/HD/SD-SDI inputs, an HDMI (HDCP correspondence) and composite input. Two standard inputs also support dual link HD-SDI signals. And also closed caption on SDI is supported.

### 12-bit output accuracy signal processing

The BVM-E251 and E171 use a 12-bit display engine, which allows images to be reproduced with high precision for display accuracy.

### Accepts computer signals via HDMI

The BVM-E251 and BVM-E171 accepts various computer signals input up to 1920 x 1080 through its HDMI connector. It is also equipped with Digital Cinema 2048x1080 signals.

# Exclusive BVM-E Series Digital Cinema Features

The BVM- E251 and E171 offers digital cinema features which are indispensable and ideal for high-quality creative digital cinema onset and post-production workflow.

### 2K (2048 x 1080, RGB/XYZ) Input

The BVM-E251 and E171 are capable of 2K (2048 x 1080 resolution, RGB/XYZ) input. The 2K signal is displayed in two ways – as a full 2K image scaled into a full-HD (1920 x 1080) screen, or as a 2K native display with an image-slide function.

### S-Log3(SDR) and S-Log2(SDR) EOTF

S-LOG gamma is a technique used in Sony's digital cinematography cameras that allows the full latitude of the camera imager to be maintained throughout the production chain. Unlike conventional systems, in which highlight contrast is compressed, S-LOG Gamma logarithmically converts the video signal using characteristics similar to film negatives. This keeps the camera imager dynamic range intact, even in extreme highlight areas. Two display modes are offered:

The BVM-E171 V1.1 activated by BVML-HE171 supports HDR display only.

### 2K picture resolution

The 2048 Image-slide function allows 2K resolution (2048 x 1080 pixels) images to be mapped, pixel-to-pixel, on the full-HD (1920 x 1080 pixels) panel without picture degradation. When the user needs to view the left or right edge of the picture frame, they can scroll the image in a horizontal direction.



The image can be horizontally scrolled

### **Gamut Error Display**

This function detects irregular signal input. When an irregular signal is detected, these master monitors indicate this with a zebra pattern over the relevant area of the picture.

Gamut Error Display is a convenient feature that instantly alerts viewers to such signals without requiring the use of a waveform monitor



# **Signal Analyzing Functions**

### **Picture & Picture**

The unique Picture & Picture function of the BVM-E251 and E171 allows simultaneous display of two input signals on the monitor's screen. This function is extremely convenient for making instant adjustments to two input sources, because there is no need to individually adjust the different characteristics of two monitors. This function comes in handy for adjustments between two cameras, special-effects creation, time-lapse shooting, and computer graphics (CG) work.

### Side-by-side

The two picture images are downscaled using a digital filter and displayed side-by-side. This feature is convenient when making white balance adjustments or determining shooting angles between two cameras.



### WIPE

The area of the two pictures to be displayed is selected using a vertical WIPE pattern, which is controlled from the BKM-17R. This function is useful when picture detail of the two images must be examined on a pixel basis. This is normally used to review still images.

### Butterfly

The two inputs are displayed as line-symmetric images on the left and right halves of the screen. By adjusting the H-position controller, the two images can be moved inward to the middle of the screen. An instant comparison of the moving images can then be made easily and accurately, without the user having to move their eyes.

### Blending

The two picture images are overlapped for display, and the mix ratio is adjustable. This function is useful to verify whether a foreground signal is accurately keyed into the background signal, or when combining shoots with live action and computergenerated effects.







#### **Pixel Zoom**

Pixel Zoom<sup>\*1</sup> is a function for magnifying images. A selected area of the displayed picture can be enlarged on a pixel basis, up to eight times in size both vertically and horizontally. Because this function does not use scaling, the desired picture content is magnified and displayed faithfully to the raw input signal. This function is useful when evaluating precise picture edges, such as for chroma keying.

\*1 This function is effective when the input signal is displayed in "Native Scan" mode.



Error Signal



## **Convenient Features**

### **Interlace Display**

BVM-E251 and E171 monitors offer an Interlace Display feature for 1080i and SD inputs. This lets each BVM-E monitor display these inputs as a true interlace display. As with the Native Scan function, Interlace Display mode offers faithful reproduction of the input signal, and the displayed interlace fields are free from the picture degradation that can occur as a result of typical I/P conversion processes.



\*Simulated image

### Scan Switch

The Scan Switch function allows switching between under scan (-3%), normal scan (0%), and over scan (mask of the 5% over scan portion in the normal scan).

### Native Scan (pixel-to-pixel display)

Conventional flat-panel monitors reproduce images using scaling and I/P conversion due to their fixed pixel counts and progressive scanning processes. The Native Scan function is a unique display mode that reproduces images without changing the input signal's pixel count. For example, when an SD signal is input, the BVM-E251 and E171 monitors will reproduce the image at a picture size of 720 x 487<sup>\*1</sup> pixels. For SD inputs the Native Scan function also allows the displayed image size to be doubled to 1440 x 974<sup>\*1</sup> by duplicating and doubling each pixel both horizontally and vertically.

\*1 The 525/59.94i signal specified by Rec. ITU-R BT.601.



720 x 487 Native Scan



1440 x 974 Native Scan (720 x 487) x 2

### HD Frame Capture

The HD Frame Capture function of the BVM-E251 and E171 allows a picture frame from the 3G-SDI and HD-SDI input to be captured and saved as a picture file on a USB memory media(BKM-17R). This picture file can be used as a reference for various purposes, for example, for picture-tone adjustments between past images and for camera-framing adjustments.

### Aspect Correction Mode

PAL and NTSC video systems are all based on rectangular pixels. Display of these formats on a square pixel panel typically distorts the image. The BVM- E251 and E171 use a unique process called Aspect Correction which, while still offering native pixel performance, continues to display image geometry correctly. This scaling technique used in BVM-E251 and E171 corrects horizontal distortion while keeping the vertical pixel count correctly displayed.



Example of NTSC signal on the 16:9 aspect panel - BVM-E250A

### Aspect switch

The aspect ratio can be switched between 4:3, 16:9, 2.39: 1, and 1.896:1 depending on the input signal.

16:9	••	4:3
16:9	<b>**</b>	2.39:1
1.896:1	<b>*</b>	2.39:1

### Marker settings

BVM-E251 and E171 monitors can display various markers, including an aspect marker, safe area marker, and center marker. In addition to this flexible selection of marker types, detailed display settings of each marker are offered. For example, the color, brightness, horizontal/vertical position, and width of aspect markers can all be controlled, while the height and width of safe area markers can be adjusted.

#### Marker Variation

	Safe Area Maker				
		Dot (Pixel)	Aspect Marker*		
Selectable Mark	ers 80%, 88%, 90%, 93%, or variable	Flexible	16:9, 15:9, 14:9, 13:9, 4:3, 2.39:1, 2.35:1, 1.896:1,1.85:1, or 1.66:1		
Line Colors	White, Red, Green, Blue, Yellow,	White, Red, Green, Blue, Yellow, Cyan, or Magenta			
Line Width	1 to 5 dots (factory preset at 2 d	1 to 5 dots (factory preset at 2 dots)			
Line Luminance	High (bright) or Low (dark)				
Blanking	_		Off: Blanking is released Black: Blanking		
			Half: Half blanking		

### Wide Variety of Functions

The user has a wide variety of over 40 functions to choose from. Each of these can be assigned to any of the 16 function buttons (F1 to F16) on the BKM-17R controller. Press ENTER to display the F1 to F8 (or F9 to F16) button assignment on screen.



#### Marker Examples



Aspect Mode: 2.35:1, Safe Area: Shape A, Area Size: 80%



Aspect Mode: 14:9, Safe Area: Shape B, Area Size: 80%

### **Status Display**

Simply assign STATUS to one of the function buttons (F1 to F16) on the BKM-17R controllers. The user can instantly grasp the whole monitor status and configurations without having to search through menus.

STATOS (Thput / Dispit	ay mode)	
CH:	01	
Detected Signal:	1080/60P	and the second
Format:	3G/HD/SD-SDI Aut	0
Input No:	Input1	
RGB Range:		
10801/Psf:		
Scan Mode:	Native Scan	Riffillation .
Aspect Mode:	ditter .	2
Interlace Display:	11	
Flicker Free:	On	THE WE WE WE
A CONTRACTOR OF THE OWNER	And and a second second	C THE
		0
Sulle The		
	Note and	1
		-
10 Mile 10 Mile 10	the second s	and an article of

STATUS (Input / Display	Mode)	1/3	÷
CH: Detected Signal: Format: Input No: RGB Range:	01 "" 1080/60P 3G/HD/SD-SDI Input1 	Auto	
10801/Pst: Scan Mode: Aspect Mode: Interlace Display: Flicker Free:	 Native Scan  On		



F1 to F16 function buttons

\*Screen image is simulated



Aspect Mode: 4:3, Safe Area: Shape C, Area Size: 80%

#### Modular Monitor Control Unit (BKM-17R)

BVM-E251 and BVM-E171 monitors and their control panels are provided as separate units, allowing greater flexibility for system integration. BVM-E251 and E171 incorporate a monitor control unit (the BKM-17R) as an option. The BKM-17R can be attached beneath the monitor using the optional controller attachment stand<sup>\*1\*2</sup>, or connected remotely via an Ethernet cable.

\*1 Requires the latest version of the BKM-37H, BKM-38H, and BKM-39H with a product code suffix /3 or later.

\*2 The BVM-E251 use the BKM-37H or BKM-38H attachment stand.

The BVM-E171 use the BKM-39H attachment stand.

#### "+12dB Chroma UP" function

A "Chroma UP" button located on the front panel of the BKM-17R allows the Chroma level to be boosted by +12 dB.

This is a convenient feature for adjusting camera white balance with a higher degree of accuracy.

### Copy function for monitor setup and adjustment data

Copy function for monitor setup and adjustment data

The optional BKM-17R control unit includes a USB memory slot to save and load monitor configuration and adjustment settings. This is useful for multiple monitor systems, allowing the transfer of one monitor's setup and adjustment data to another.\*<sup>3</sup> This data can also be transferred via the BVM's Ethernet connection.

\*3 Data can be moved between BVM-E251 and BVM-E171 monitors.

#### Ethernet-based remote control

The BVM-E251 and BVM-E171 monitors and the BKM-17R Monitor Control Unit are equipped with an Ethernet port, allowing remote control of display parameters across a standard Ethernet connection. One BKM-17R Monitor Control Unit can control up to thirty-two (32) BVM<sup>\*4</sup> monitors.

\*4 Includes BVM-X300, PVM-X550, monitors, BVM-L, PVM-L, and BVM-E/-F Series monitors.



# **Easy Setup and Adjustment**

### Auto White Adjustment

The BVM-E251 and E171 employ a software-based color temperature (white balance) calibration function, which is called "Monitor\_AutoWhiteAdjustment". Combined with a PC and commercially available calibration tools<sup>\*1</sup>, this function enables simple adjustment of the monitor's white balance.

\*1 Konica Minolta CA-210, CA-310, CS-200, DK-Technologies PM5639/06, X-Rite i1 Pro/i1 Pro2, Photo Research PR-655/670, Klein K-10, and JETI specbos 1211. A connector is required for each color analyzer



File Maintenance	Help				
Setup			Measured Data		
Network			Color Temp.	x	
Network Adapter	Select			v	
Connection Type	D Peer to Peer			'	
100			Luminance	Y	Start Measuri
Monitor Selection	- Dat		Target		
Manitor List			Model Name	Not Connected	
			Color Temp.		
Monitor ID				× 0.313	
IP Address				y 0.329	
Darks Patro			Set to	Measured Data	• Set
Probe Setup			Offset	Auto Offset	More in
Probe	-	•	Reference		
Status	Not Connected		Luminance		
		Calibrate		Y 100 (Helle	wheth
				Y 27 0 mile	NO.
				1 2.1 Quanty	

"Monitor\_AutoWhiteAdjuestment" GUI image

### "Character Off" button

To facilitate parameter adjustments, the On-Screen Menu indication can be taken off the screen, while in Menu mode. The On-Screen Menu indication can be toggled on or off with a simple press of a button on the BKM-17R's front panel.

### Auto Chroma / Phase adjustment\*2

An Auto Chroma / Phase / Matrix setup function is provided on BVM-E251 and E171, which automatically adjusts the monitor's chroma, phase, and matrix using external color bars.

\*2 Supports analog signal inputs only.

### DC Operation With DC Low Power Indicator\*3

The BVM-E251 and BVM-E171 can be DC operated and features a DC low power indicator. The BVM-E251 provides more flexibility and mobility to users who want a larger size screen for on-set applications. Due to its lightweight and slim design, the BVM-E171 is ideal for field applications.

\*3 Requires V1.1 update.

BVM-E171 rear view

### Tilting the monitor

The monitor can tilt between 5° forward and 10° backward when the attachment stand is attached

### Other features

- Wall Mounting (100 x 100 mm pitch)
- EIA 19-inch Standard Rack-mountable (6U High)\*4
- Blue Only
- Mono
- H Delay / V Delay\*5
- NTSC Setup Level (0%, 7.5%)
- Aperture
- Serial Remote (Ethernet)
- Parallel Remote (D-sub 9-pin)
- Tally Lamp (Amber)
- \*4 BVM-E171 only. Mounting brackets are supplied.
- \*5 This function does not work for a composite signal.