

CV-RCP-V2 Touchscreen RCP Camera Control Quick Start Guide

Initial Startup & Connection Instructions for Marshall CV-RCP-V2

Package contents

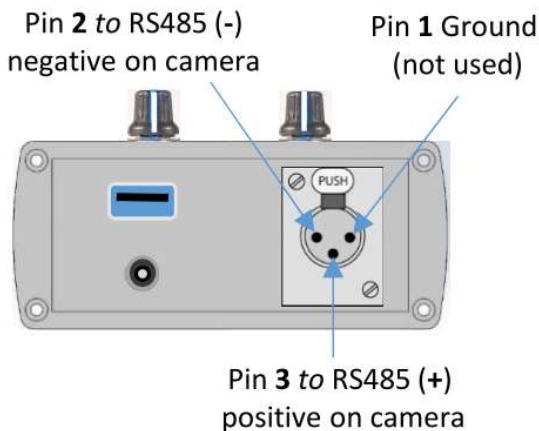
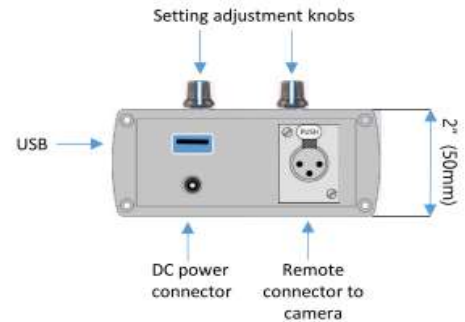
1 x CV-RCP-V2 Camera Control RCP Touchscreen unit

1 x Universal 12V Power Supply (2.1mm connector) unit

Required for hookup

3-pin XLR cable to desired lengths (male into RCP) and 3-pin XLR splits for multiple camera setups

Connection instructions



- 1) Connect the 12V Power Supply to the DC power connector on RCP and plug into a wall outlet to power up and initialize software (first boot up might take up to 25 seconds).
- 2) Source and connect the male end of a 3-pin XLR cable to the TOP of the RCP unit (see pic to left) and push into place.
- 3) Splice raw XLR wires on camera-side and insert into RS485 phoenix connector (on breakout cable) when using camera models CV505/565/345/365 (see pic to the right) **or** directly into RS485 port on rear panel of CV502/343/350 camera models.
- 4) Hold down first camera assignment (circle) on upper screen of RCP unit (4-5 seconds), then Select Camera Model, Select Output



Format, assign RCP Label ID, and Camera ID# to 1 (one) and match in OSD Menu of Camera under DISPLAY CONTROL > CAM ID > 1. Assign Camera Model on RCP to correspond to Camera being used and push "Apply" (see pic to right)...use 2, 3, 4, 5, 6, and 7 on multiple cameras being setup.

- 5) Repeat up to 7 (seven) cameras on RCP and OSD Menu of Camera to match control position on RCP, use Y-cable splitters at each camera.
- 6) Once setup, try to open OSD (under OSD tab) or make adjustments to WB, Exp, or other to see if control is operational.
- 7) **NOTE: If control doesn't work initially, swap the wires on the phoenix connector of camera (will not damage either component) and try again.**
- 8) For multi-camera setup use 3-pin XLR (Y-SPLITS) at each camera **or** a multi-splitter.

Help Tab

CV-RCP-V2 is setup with a **Help** tab feature to explain certain buttons in RCP. The "Help" tab will flash while in the help mode and different buttons can be pressed for further explanation.

