September 2024

Operation Manual

Blackmagicdesign

DaVinci Resolve Micro Color Panel

Leading the Creative Video Revolution

Welcome

Thank you for purchasing your DaVinci Resolve Micro Color Panel!

If you're getting started with the powerful controls of a DaVinci Resolve hardware panel, then the DaVinci Resolve Micro Color Panel is the perfect solution! You get high quality buttons, color rings and trackballs for precise control over DaVinci Resolve's color correction tools inside a compact, portable design that feels amazing to use!

Your micro color panel fits perfectly next to a keyboard and is great for on set grading with a laptop where you can quickly set up and move between locations. The panel connects to your computer via USB-C, which also charges a built in rechargeable battery. This means the panel can power itself plus has Bluetooth so you can connect to your computer wirelessly. This makes setting up even faster!

Designed in collaboration with the world's leading colorists, your micro color panel features a logical layout that puts the most important controls under your natural hand positions. Fluid, hands on control over multiple parameters at the same time gives you more creative options and you can work much faster than is possible with a mouse.

We hope you use your DaVinci Resolve Micro Color Panel to create some of the world's most dynamic film and television productions! We are keen to see what creative work you produce and to get your feedback on new features you would like to see us add to your micro color panel.

Grant Petty
CEO Blackmagic Design

Contents

DaVinci Resolve Micro Color Panel

The Micro Panel features a row of direct control knobs at the top of the panel, three trackballs with rings for color grading, and to the left and right, transport and commonly used keys to speed up your grading session. Above the trackballs are reset buttons and also selection buttons for working with Stills, Power Windows and the Viewer selector. When selecting the Viewer mode, the full display will switch to the Cinema Viewer, which is ideal for playback and review of clips. At the top of the unit is a tablet slot designed to hold an Apple iPad running DaVinci Resolve, giving you the smallest and most compact color grading station available.

DaVinci Resolve Micro Color Panel (iPad not included)

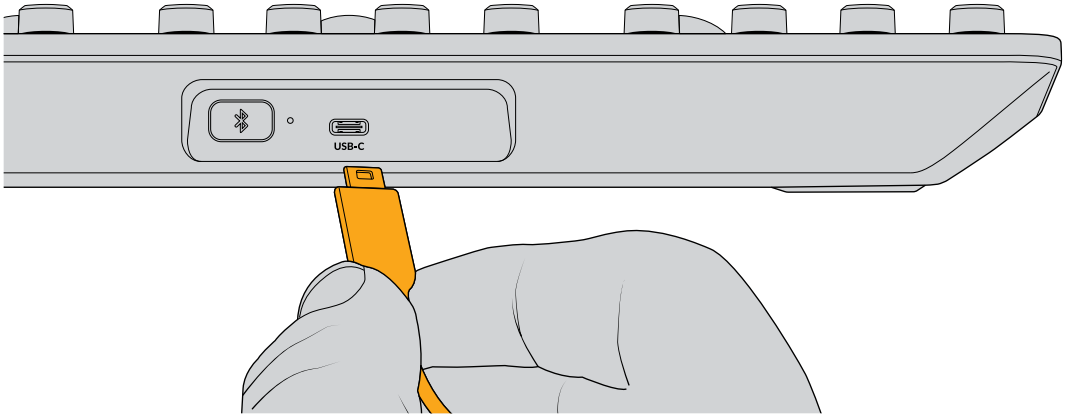
Setting up the DaVinci Resolve Micro Color Panel

Connecting the DaVinci Resolve Micro Color Panel via USB-C

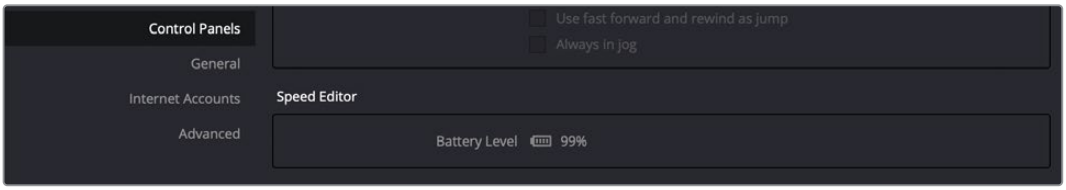
Connecting the DaVinci Resolve Micro Color Panel directly via USB-C is the simplest and most reliable way to use the Micro Color Panel on your Windows or Mac computer. Simply connect the DaVinci Resolve Micro Color Panel to your computer's USB type C port, using a USB-C cable. No additional configuration is required. The Micro Color Panel will show up automatically in DaVinci Resolve, and the DaVinci Control Panels Setup applications, ready for use.

Charging the DaVinci Resolve Micro Color Panel

Connecting the DaVinci Resolve Micro Color Panel via USB-C will also charge the unit's internal battery allowing it to be used wirelessly via Bluetooth. You can check the current battery level of the Micro Color Panel by going to the Control Panels section of the System Preferences.



USB-C connection at the rear of the panel



The Micro Color Panel Battery Level indicator in the System Preferences

Updating the DaVinci Resolve Micro Color Panel Firmware

From time to time, Blackmagic updates the functionality of the Micro Color Panel through firmware changes. New firmware can be checked for and installed by opening the separate DaVinci Control Panels Setup utility through the menu Help > DaVinci Control Panels Setup. The Micro Color Panel must be connected via USB to update the firmware.

Troubleshooting the Micro Color Panel via USB

If you are having difficulty using the DaVinci Resolve Micro Color Panel via direct USB connection, try the following troubleshooting tips:

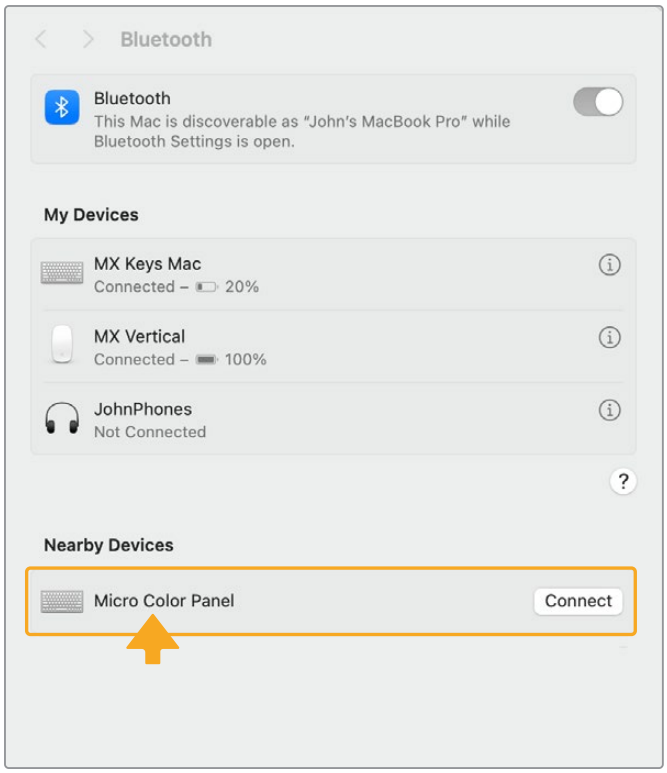
- Make sure you are using DaVinci Resolve 19 or higher. The Micro Color Panel is not compatible with any DaVinci Resolve version lower than 19.
- Check whether the USB-C cable is properly connected on both ends.
- If the DaVinci Resolve Micro Color Panel is connected to a USB-C hub, try bypassing the hub and directly connect it to the computer.
- Try bypassing any USB Type-C to Type-A adapters, if possible.
- Try using a different USB-C cable.

Connecting the DaVinci Resolve Micro Color Panel via Bluetooth

You can also connect the DaVinci Resolve Micro Color Panel wirelessly via Bluetooth for more flexible installation options.

To Connect the Micro Color Panel to MacOS via Bluetooth

1. Ensure that your Micro Color Panel's battery is ready by first connecting it via USB-C, as described above, and allowing it to charge.
2. Press the Bluetooth button on the back of the Micro Color Panel, a blue light will flash letting you know it's trying to pair.
3. Open the Bluetooth Preference pane in the MacOS System Settings. Find the device named Micro Color Panel, and press the Connect key.
4. If MacOS asks you if you would like to pair the device, click the Connect button.

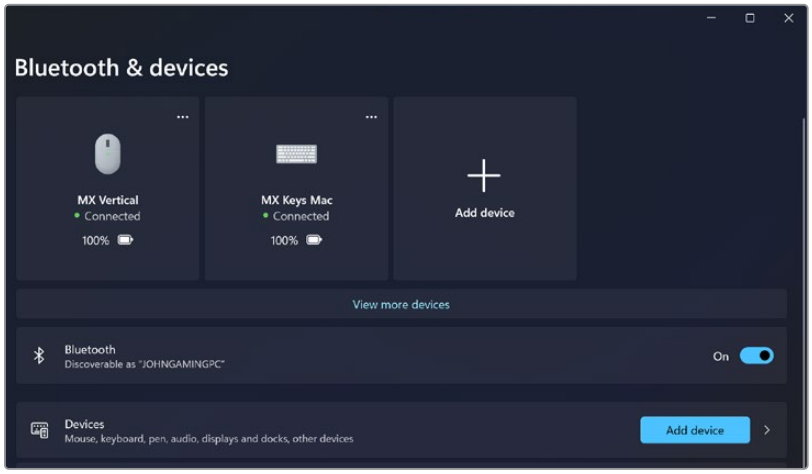


The iPadOS Bluetooth Preference panel

5. Once the Micro Color Panel is connected, open DaVinci Resolve. The LEDs on the keys will illuminate to confirm that the Micro Color Panel is connected properly.

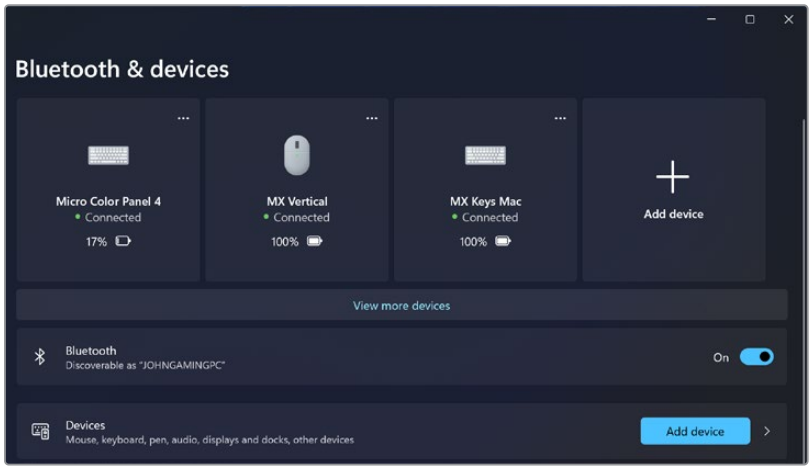
To Connect the Micro Color Panel to Windows via Bluetooth

1. Ensure that your Micro Color Panel's battery is ready by first connecting it via USB-C, as described above, and allowing it to charge.
2. In the Windows Settings, select Devices > Bluetooth & devices. Make sure the Bluetooth slider is set to On.



The Windows 11 Bluetooth Settings

3. Click on Add device, and select Bluetooth from the Add a device window.
4. Select Micro Color Panel from the list of devices, and press the Done key once connected.
5. If Windows asks you if you would like to pair the device, click the Allow button.

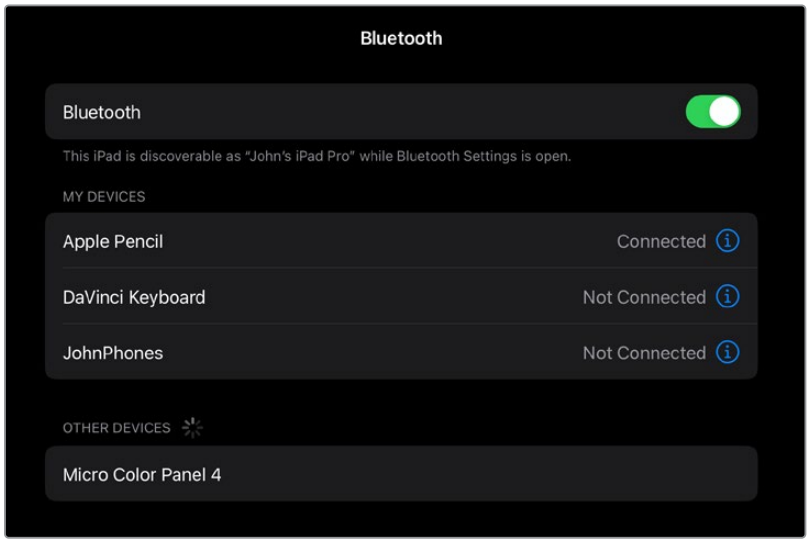


The Windows 11 Bluetooth Settings showing the Micro Color Panel connected via Bluetooth.

6. Once the Micro Color Panel is connected in the Bluetooth & devices window, open DaVinci Resolve. The LEDs on the keys will illuminate to confirm that the Micro Color Panel is connected properly.

To Connect the Micro Color Panel to iPadOS via Bluetooth

1. Ensure that your Micro Color Panel's battery is ready by first connecting it via USB-C to another computer or USB-C charger, as described above, and allowing it to charge. You can not connect the Micro Color Panel directly to the iPad via USB-C, you can only connect via Bluetooth.
2. Press the Bluetooth button on the back of the Micro Color Panel, a blue light will flash letting you know it's trying to pair.
3. Open the Bluetooth Preference pane in the iPadOS Settings. Find the device named Micro Color Panel, and tap on it.
4. If iPadOS asks you if you would like to pair the device, tap the Pair button.



The iPadOS Bluetooth Settings

5. Once the Micro Color Panel is connected, open DaVinci Resolve. The LEDs on the keys will illuminate to confirm that the Micro Color Panel is connected properly.

Troubleshooting the Micro Color Panel via Bluetooth

If you are having difficulty using the DaVinci Resolve Micro Color Panel via Bluetooth, try the following troubleshooting tips:

- Make sure you are using DaVinci Resolve 19 or higher. The Micro Color Panel is not compatible with any DaVinci Resolve version lower than 19.
- Make sure that the DaVinci Resolve Micro Color Panel's battery is charged.
- First connect the Micro Color Panel via USB-C to confirm that the hardware is working.
- If you are having connection problems, systematically disable other nearby connected Bluetooth devices to check for interference.
- If you are having Bluetooth pairing problems, try resetting the Micro Color Panel, as described below.

Power and Battery

The DaVinci Resolve Micro Color Panel has a simple USB-C connection to connect both data and power/battery charging in order for an easy install in a wide variety of post-production environments. There is no power switch, and the panel is always on. The unit is battery powered for untethered use in the field, and is charged via the USB-C connection.

Reset the Micro Color Panel Firmware

Occasionally it may become necessary to perform a factory reset on your DaVinci Resolve Micro Color Panel; this will remove any current Bluetooth pairing information stored on the device, and let you set it up again from scratch.

To Reset the Micro Color Panel to its defaults:

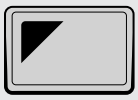
1. Plug the Micro Color Panel into the computer via USB-C.
2. Hold down both the AUTO COLOR and STOP keys until the LEDs cycle off, then on.
3. Alternatively you can open the DaVinci Resolve Control Panels app, and press the Factory Reset key in the Setup options.

Using the Micro Color Panel Keys

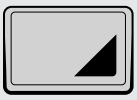
To maximize the functionality of all the keys on this reduced-sized color panel, there are four different actions used to modify a key's commands:

Press: A short tap to the key and release, as if you were typing.

Press and Hold: Tap the key and hold it down.



Shift Up: Tap and hold the key with the triangle in the upper left. It will light up green to let you know the modifier is active. Then press another key.



Shift Down: Tap and hold the key with the triangle in the lower right. It will light up green to let you know the modifier is active. Then press another key.

Trackball Modes

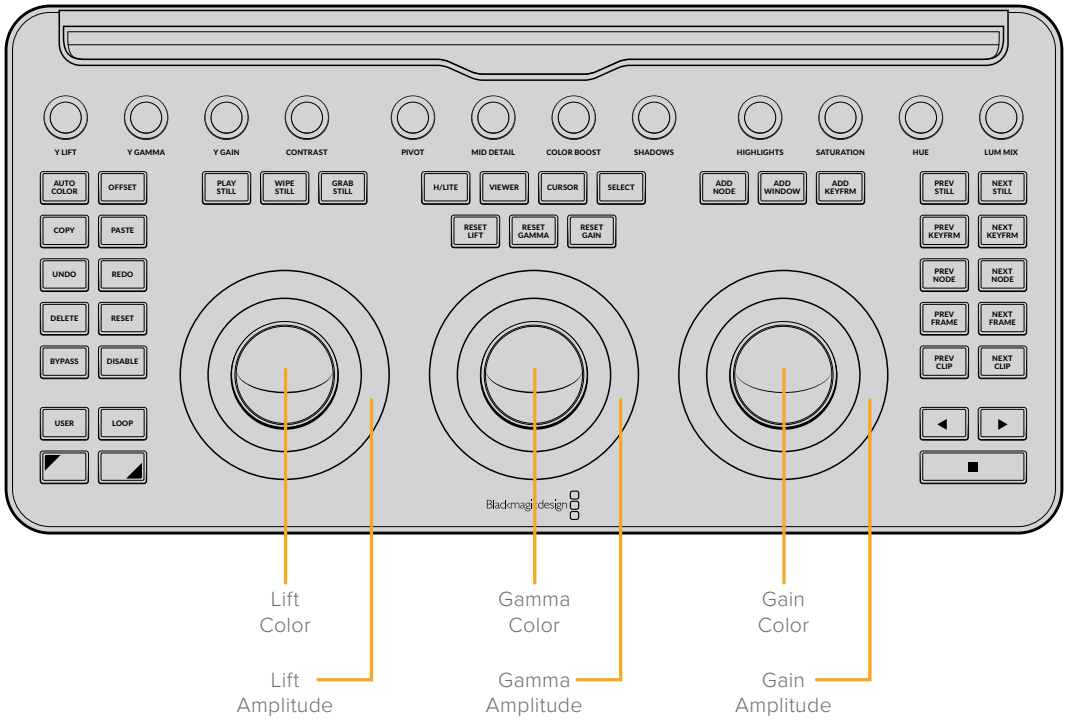
You can set up the DaVinci Resolve Micro Color Panel's physical rings and trackballs to mirror the on-screen Primaries Wheels and Log controls. This lets you select an intuitive tactile interface for each mode.

Primary Trackball Mode

This is the default mode for the panel with Offset, Viewer, Wipe Still and Cursor keys off (unlit). The three trackballs, from left to right, are in the traditional DaVinci format of Lift, Gamma, and Gain when DaVinci Resolve is set for Primary grading. Rotating the trackball performs a color balance adjustment for the range, changing its RGB parameters. The colors are set by moving the trackball in the direction corresponding to the color rings in the Primaries Wheels interface. Rotating the ring around each trackball adjusts the range's Master Wheel, which allows you to control the contrast via YRGB adjustments.

When any of the Offset, Viewer, Wipe Still and Cursor keys are lit, some or all of the trackballs and rings will change their state to control different functions. Those functions are described below under their respective key descriptions.

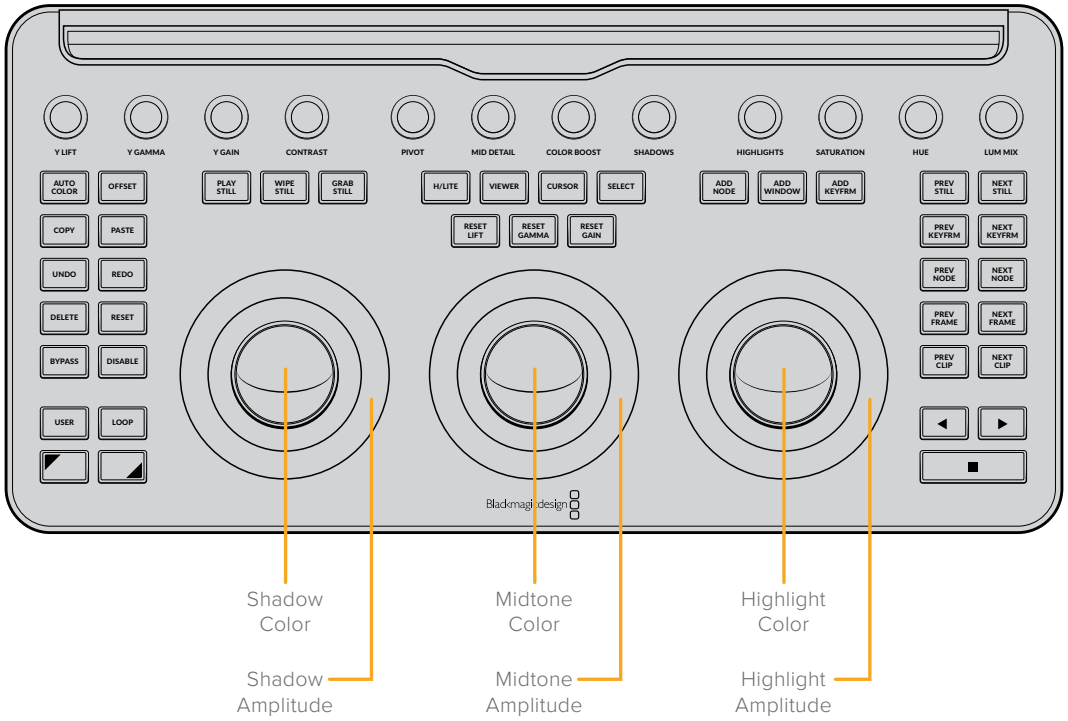
Primary Trackball Mode controls



Log Trackball Mode

Log Trackball mode can be toggled by press and holding the Auto Color button on the panel. When in Log grading, the trackballs shift to the Log Control's Shadow, Midtone, and Highlights parameters. Rotating the trackball performs a color balance adjustment for the range, changing its RGB parameters. The colors are set by moving the trackball in the direction corresponding to the color rings in the Primaries Log interface. Rotating the ring around each trackball adjusts the range's Master Wheel, which allows you to control the contrast via RGB adjustments.

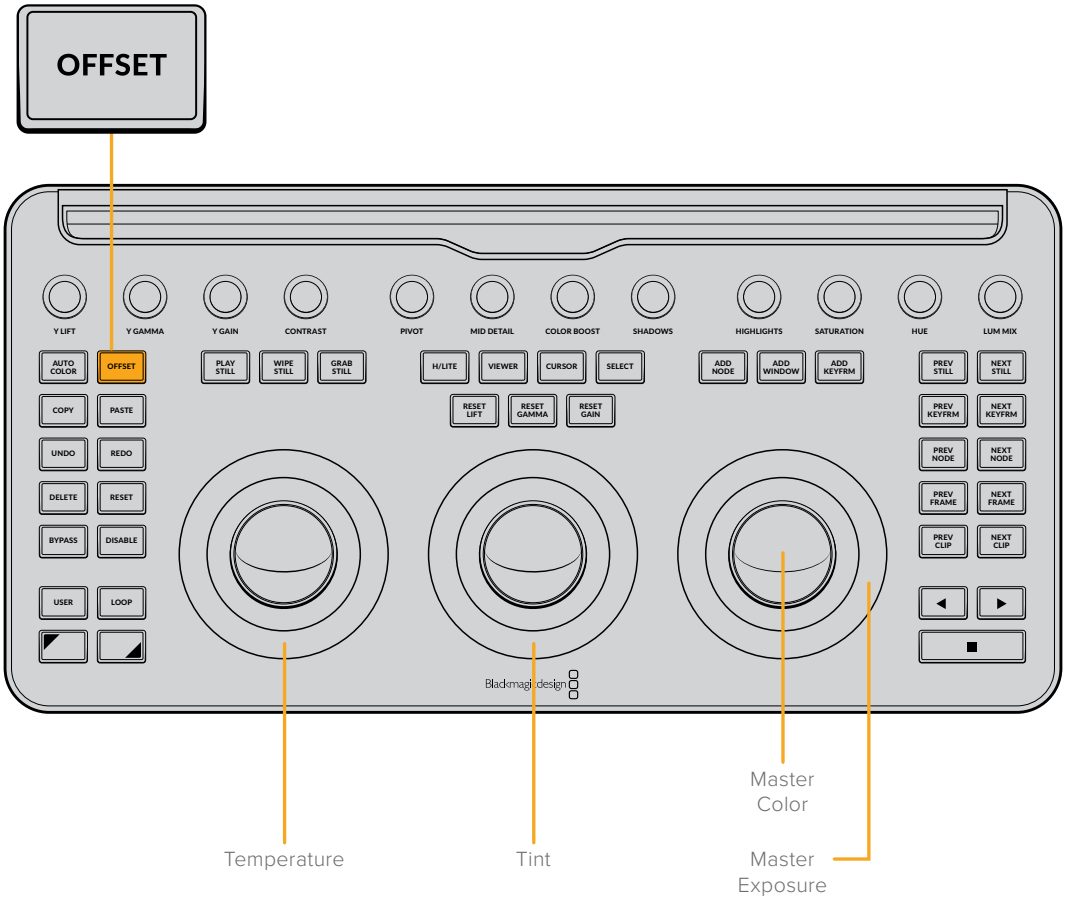
Log Trackball Mode controls



Offset Trackball Mode

You can also select the Offset button whether in Primary or Log modes. The Offset button will illuminate green to remind you that this mode is active. This is a toggle operation, and when selected, the left hand side ring surrounding the trackball controls the color temperature of the image, the center trackball ring the color tint, and the right hand side trackball controls the image offset balance and master exposure with the ring.

Offset Trackball Mode controls



Shifted Trackball Modes

By press and holding the Shift keys, you can use the trackballs and rings to make control adjustments to the Windows and Sizing palettes, depending on which one is active.

Shift Up: Windows Palette Trackball Controls

When the Windows Palette is active, and the Shift Up key is pressed and held, the following functions can be controlled by the trackballs:

Gain Trackball: Adjusts pan/tilt for window position.

Gain Ring: Adjusts window size.

Gamma Trackball: Adjusts window aspect ratio.

Gamma Ring: Adjusts window rotation.

Lift Trackball: No effect.

Lift Ring: Adjusts window softness 1.

Shift Down: Sizing Palette Trackball Controls

When the Sizing Palette is active, and the Shift Down key is pressed and held, the following functions can be controlled by the trackballs:

Gain Trackball: Adjusts image input sizing position pan/tilt.

Gain Ring: Adjusts image input sizing zoom.

Gamma Trackball: Adjusts image input sizing width/height.

Gamma Ring: Adjusts image input sizing rotate.

Lift Trackball: No effect.

Lift Ring: No effect.

Reset Buttons

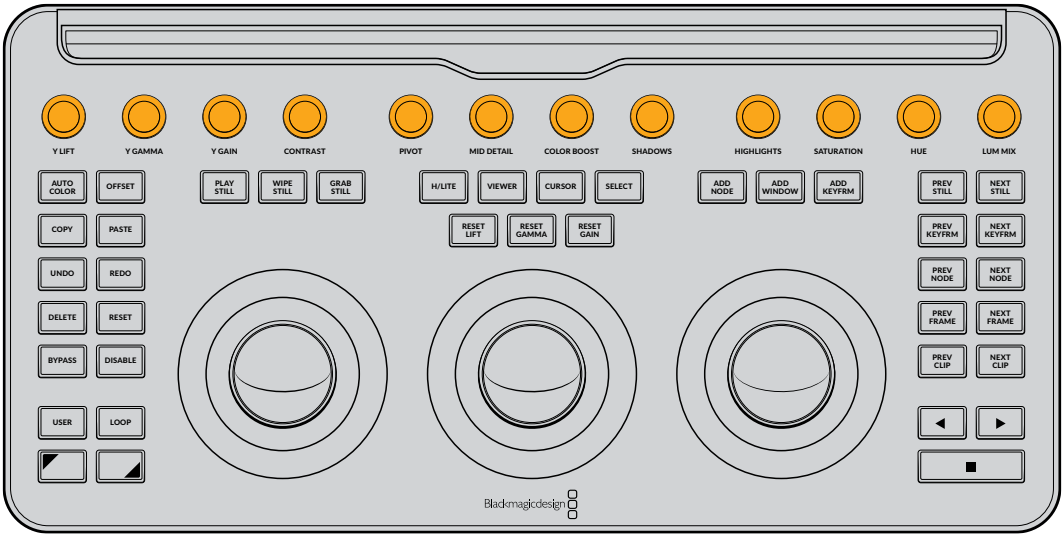
Above the middle trackball are three buttons for resetting the grade.

Key	Press	Shift Up	Shift Down
RESET LIFT 	This resets both the RGB and Level changes back to unity.	This resets only the RGB changes back to unity, and leaves any Level adjustments untouched.	This resets only the Level changes back to unity, and leaves any RGB adjustments untouched.
RESET GAMMA 	This key resets any RGB and Level changes made by the center trackball and ring.	This resets only the RGB changes back to unity, and leaves any Level adjustments untouched.	This resets only the Level changes back to unity, and leaves any RGB adjustments untouched.
RESET GAIN 	This key resets any RGB and Level changes made by the right trackball and ring.	This resets only the RGB changes back to unity, and leaves any Level adjustments untouched.	This resets only the Level changes back to unity, and leaves any RGB adjustments untouched.

Control Knobs

The top of the panel features 12 high-resolution endless turn optical encoder control knobs with detent resets.

These are spaced in groups of three for fast operation in dark suites.



DaVinci Resolve Micro Color Panel Control Knobs

From left to right:

Y Lift: This knob is for adjusting the contrast of the image in the darker areas. The midtone, and to a lesser amount the brighter areas of an image, will also change.

Y Gamma: Use the gamma knob for primarily midtone contrast changes with some influence on the darker and brighter sections.

Y Gain: The Y Gain control influences the brighter parts of the image at a greater extent to the mid and darker portions.

Contrast: This one parameter lets you increase or reduce the distance between the darkest and lightest values of an image, raising or lowering image contrast. The effect is similar to using the Lift and Gain master controls to make simultaneous opposing adjustments.

Pivot: Changes the center of tonality about which dark and bright parts of the image are stretched or narrowed during a contrast adjustment.

Mid Detail: When this parameter is raised, the contrast of regions of the image with high edge detail is raised to increase the perception of image sharpness, sometimes referred to as definition. When lowered to a negative value, regions of the image with low amounts of detail are softened while areas of high detail are left alone.

Color Boost: Lets you naturalistically raise the saturation of regions of low saturation, sometimes referred to as a vibrance operation. Can be used also to lower the saturation of regions of low saturation.

Shadows: Lets you selectively lighten or darken shadow detail. Raising this value retrieves shadow detail recorded below 0 percent, while leaving the midtones alone. 0 is unity.

Highlights: Makes it easy to selectively retrieve blown-out highlight detail in high dynamic range media by lowering this parameter, and achieves a smooth blend between the retrieved highlights and the unadjusted midtones for a naturalistic result.

Saturation: Increases or decreases overall image saturation. At higher values, colors appear more intense, while at lower values, color intensity diminishes until, at 0, all color is gone, leaving you with a grayscale image.

Hue Rotation: Rotates all hues of the image around the full perimeter of the color wheel. The default setting of 50 shows the original distribution of hues.

Lum Mix: Lets you control the balance between YRGB contrast adjustments you've made using the Master Wheels or ganged Custom curves, and Y-only adjustments to contrast made using the Y channel Lift/Gamma/Gain controls of the Primaries palette or the unganged Luma curve.

Additional detail can be found in the Color page basics chapter of the DaVinci Resolve Reference Manual, and each of these operations can be seen on the Primary palette of the DaVinci Resolve Color page user interface.

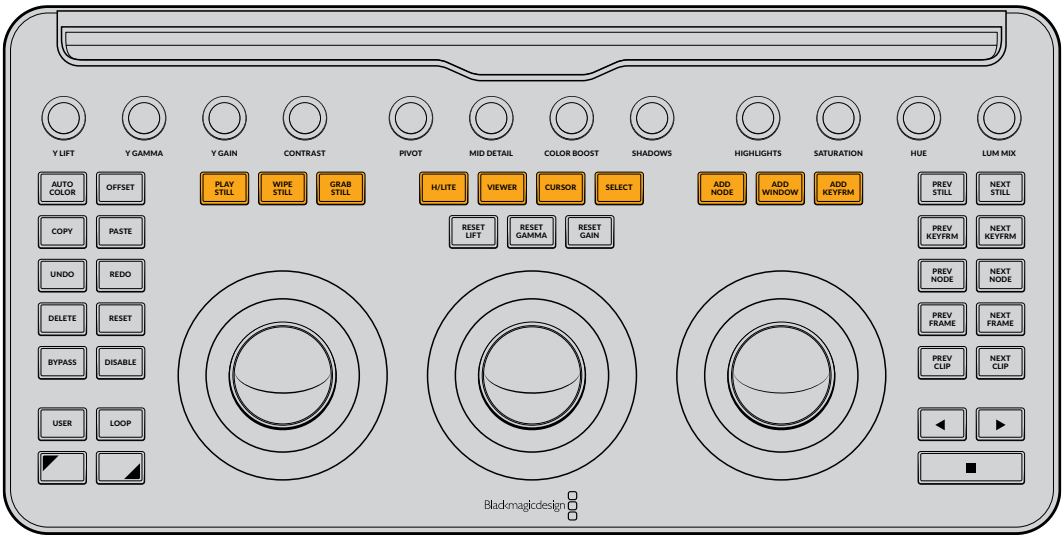
Control Buttons

Arrayed around the trackballs there are three groups of control buttons, Top control group, Left control group and the Right control group.

Top Control buttons

The top group includes:

Key	Press	Press and Hold	Shift Up	Shift Down
PLAY STILL 	Using Play Still, DaVinci Resolve will automatically display a wipe on the Viewer between the current scene and the current still. The button will illuminate green when this mode is on. Pressing Play Still a second time will toggle this mode off.	Toggles the Gallery Display on and off.	Toggles the Split Screen Display on and off.	Toggles the Lightbox Display on and off.
WIPE STILL 	Controls the wipe position and mode. This key does not have a simple Press mode, only the ones below.	Adjusts the position of the wipe by using the right ring.	Steps through the wipe still options in reverse.	Steps through the wipe still options forwards.
GRAB STILL 	At any time when you are grading, selecting the Grab Still key automatically grabs a full resolution frame from the Timeline and attaches the node graph metadata for later display and use.	–	Grabs all missing stills in the timeline, and puts them in the Gallery.	Grabs all missing stills in the timeline from the middle of each clip, and puts them in the Gallery.



Top Control buttons

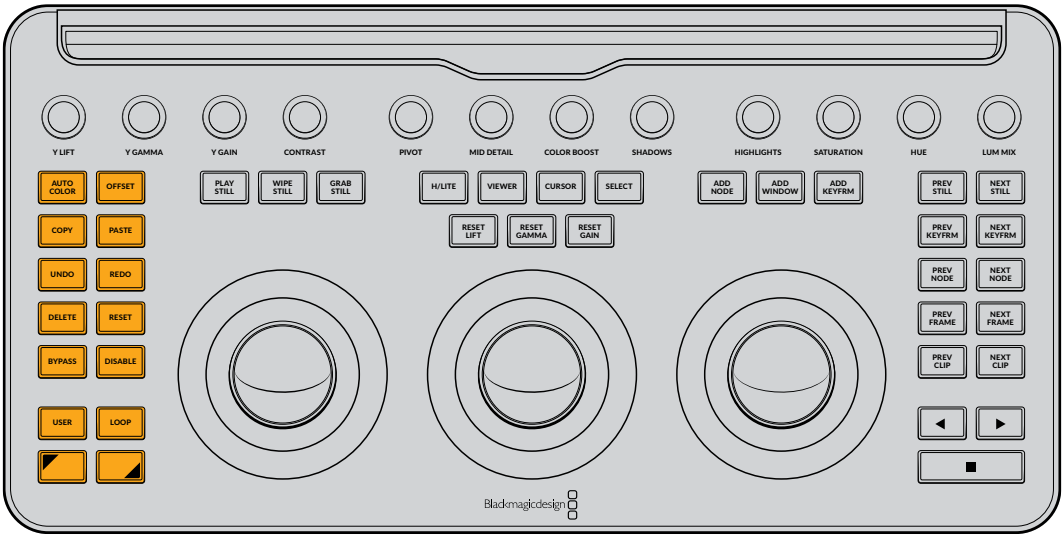
Key	Press	Press and Hold	Shift Up	Shift Down
H/LITE (Highlight) 	Toggles the highlight view on or off. This key will illuminate green to let you know this mode it active.	–	Cycles through the different highlight modes.	–
VIEWER 	Pressing this key toggles the Cinema Viewer on and off.	Toggles the Full Page Viewer on and off.	Toggles the Clips Display on and off.	Toggles the Timeline Display on and off.
CURSOR 	Toggles a selection cursor in the viewer, using the right trackball to move it around like a mouse. When this mode is active a green light will illuminate the key.	–	–	–
SELECT 	Selects the color under the cursor for curves and secondaries.	Selects a clip in the Timeline for a range clip selection. Using the Prev Clip and Next Clip buttons can expand this range.	Selects the object for an object mask.	–

Key	Press	Press and Hold	Shift Up	Shift Down
ADD NODE 	Adds a new serial node, after the currently selected node	Appends a new node the the end of the node tree.	Adds a Parallel node after the currently selected node.	Adds a Layer node after the currently selected node.

Key	Press	Press and Hold	Shift Up	Shift Down
ADD WINDOW 	Adds a circular window on the current node.	Adds a new serial node with a circular window after the current node.	Adds a linear window on the current node.	Adds a new serial node with a linear window after the current node.
ADD KEYFRM 	Adds a Dynamic Keyframe at the current timeline position in the Keyframes window.	Adds a Static Keyframe at the current timeline position in the Keyframes window.	–	Deletes a keyframe at the current timeline position.

Left Control buttons

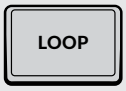
The left group include:



Left Control buttons

Key	Press	Press and Hold	Shift Up	Shift Down
AUTO COLOR 	This key performs an Auto Color function on the selected clip or clips in the timeline.	Toggles the Primaries Log Wheels on or off.	Applies the grade to the selected clip from two clips earlier in the timeline.	–
OFFSET 	Toggles the right trackball to offset mode, the left ring to color temperature, and the middle ring to tint. This key illuminates green to show you that this mode is turned on.	–	Applies the grade to the selected clip from one clip earlier in the timeline.	–

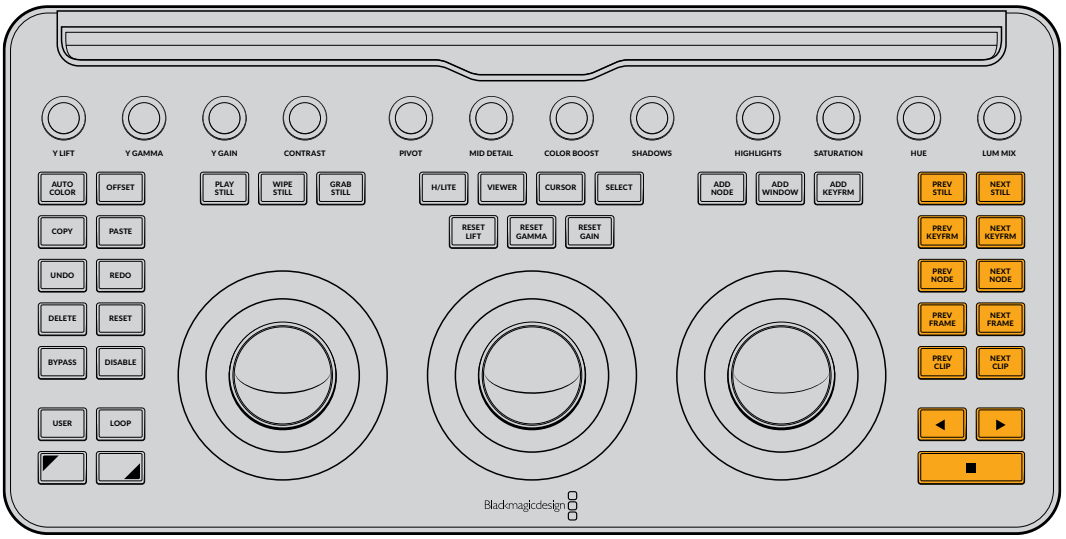
Key	Press	Press and Hold	Shift Up	Shift Down
COPY 	Copies the clip grade to the buffer.	–	Copies the node grade to the buffer.	Copies the selected parameter to the buffer.
PASTE 	Pastes the clip grade from the buffer to the selected clip.	–	Applies the grade from the selected still in the Gallery.	Pastes the selected parameter from the buffer to the selected clip.
UNDO 	Undo is one of the favorite keys of colorists. Try any grade, and if you don't like it, simply undo. There are multiple steps of undo available within the page.	–	–	–
REDO 	Sometimes you hit undo once too many times. Redo will put back into effect the last item you undid. As with undo, there are multiple levels of redo.	–	–	–
DELETE 	Deletes the selected node from the node graph.	–	Deletes the selected window from the node.	Deletes the selected still from the Gallery.
RESET 	This key resets the grade of the current node.	Resets all grades and nodes.	Resets the selected palette. For example you can reset only a qualifier, while leaving your primary grade intact.	–
BYPASS 	This toggle lets you bypass all grades. This button will illuminate in red to let you know this mode is active, and why nothing you do to the image is working.	Toggles Mix/Unmix function for the timeline, letting you see the extents of two clips joined by a transition, rather than mixed together for example.	–	Generates a Diagnostic Log for troubleshooting DaVinci Resolve.
DISABLE 	This toggle enables or disables the current node.		This toggle enables or disables the current node's cache.	This toggle enables or disables the current node's applied Resolve FX.

Key	Press	Press and Hold	Shift Up	Shift Down
USER 	As of this writing, this function is not available yet.	Bind your own keyboard shortcut to this key.	Bind your own keyboard shortcut to this key.	Bind your own keyboard shortcut to this key.
LOOP 	Toggles between looped and non-looped playback of a clip.	Toggles mute and unmute.	Toggles the window overlay.	–
SHIFT UP 	Press and hold to apply the shift up modifier to the next key you press. The button will illuminate green to show that this mode is active.		–	–
SHIFT DOWN 	Press and hold to apply the shift down modifier to the next key you press. The button will illuminate green to show that this mode is active.		–	–

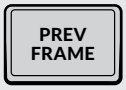
Right Control buttons

The right group includes:

The Timeline Transport buttons for reverse play, stop, and play.



Key	Press	Press and Hold	Shift Up	Shift Down
PREV STILL 	If you have a still selected, the Previous Still key selects the one preceding.	Selects the previous Still Album.	–	Adds a flag to the current clip.

Key	Press	Press and Hold	Shift Up	Shift Down
NEXT STILL 	The next still is selected if this key is used.	Selects the next Still Album.	–	Deletes all flags on the current clip.
PREV KEYFRM 	This key steps backward one keyframe on the Clip/Track Timeline display.		Moves the playhead to the previous marker.	Adds a marker at the current position.
NEXT KEYFRM 	This key steps forward one keyframe on the Clip/Track Timeline display.		Moves the playhead to the next marker.	Selects the marker and displays. .the markers popup window.
PREV NODE 	Within the Node Editor on the Color page, you are likely to have a number of nodes. These are numbered based on the order that you added them. DaVinci Resolve node graphs are completely user configurable, so you can add nodes anywhere and in any order you like. Thus, the Previous Node key selects the node one lower in numerical order.	Selects the first node in the node graph.	Selects the previous version of the clip.	Adds a new version of the clip.
NEXT NODE 	Similar to the Previous Node key, this selects the node adjacent to the current node, in this case the next higher numerical position.	Selects the last node in the node graph.	Selects the next version of the clip.	Lets you type in the Version Name for the clip.
PREV FRAME 	To step the Viewer one frame in reverse along the Timeline.	Move the playhead to the first frame of the clip.	Tracks in both directions from the current frame in the Tracker.	Tracks reverse from the current frame in the Tracker.
NEXT FRAME 	A single frame step forward for each key press.	Move the playhead to the last frame of the clip.	Stops the Tracker.	Tracks forward from the current frame in the Tracker.
PREV CLIP 	Selects the first frame of the previous clip.	Go to the start of the Timeline.	Add the clip to the current group.	–
NEXT CLIP 	Selects the first frame of the next clip.	Go to the end of the Timeline.	Add the clip to a new group.	–

Key	Press	Press and Hold	Shift Up	Shift Down
LEFT ARROW 	Select this key to play the clip/Timeline in reverse. Press the Left Arrow key multiple times to play in reverse at a faster speed.	–	–	Decreases the backlight brightness of the panel.
RIGHT ARROW 	The forward key plays the clip/Timeline forward. Press the Right Arrow key multiple times to play forward at a faster speed.	–	–	Increases the backlight brightness of the panel.
STOP  This stops the playback. Press stop again to start up playback again.   Stop and Auto color together will reset panel firmware.		–	–	–

Regulatory Notices

Disposal of Waste of Electrical and Electronic Equipment Within the European Union.

The symbol on the product indicates that this equipment must not be disposed of with other waste materials. In order to dispose of your waste equipment, it must be handed over to a designated collection point for recycling. The separate collection and recycling of your waste equipment at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. For more information about where you can drop off your waste equipment for recycling, please contact your local city recycling office or the dealer from whom you purchased the product.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. Operation of this product in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at personal expense.

Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

Davinci Resolve Advanced Panel	KCC-REM-BMD-DaVinciResolve
Davinci Resolve Mini Panel	MSIP-REM-BMD-201708001
Davinci Resolve Micro Panel	MSIP-REM-BMD-201703002
Davinci Resolve Studio USB Keylock	MSIP-REM-BMD-201705001
DaVinci Resolve Editor Keyboard	R-R-BMD-201907001
DaVinci Resolve Speed Editor	R-R-BMD-20200211001
Fairlight Desktop Audio Editor	R-R-BMD-2020103002
Fairlight Studio Console Audio Editor	R-R-BMD-2020103002
Fairlight Studio Console LCD Monitor	R-R-BMD-2020103003
Fairlight Studio Console Channel Fader	R-R-BMD-2020103004
Fairlight Studio Console Channel Control	R-R-BMD-2020103005
Fairlight PCIe Audio Accelerator	R-R-BMD-2020103006
Fairlight Audio Interface	R-R-BMD-2020103007
Fairlight PCIe Audio MADI Upgrade	R-R-BMD-2020103008
Fairlight Desktop Console	R-R-BMD-20200728001
Fairlight HDMI Monitor Interface	R-R-BMD-20200729001

ICES-3 (A)
NMB-3 (A)

ISED Canada Statement

This device complies with Canadian standards for Class A digital apparatus.

Any modifications or use of this product outside its intended use could void compliance to these standards.

Connection to HDMI interfaces must be made with high quality shielded HDMI cables.

This equipment has been tested for compliance with the intended use in a commercial environment. If the equipment is used in a domestic environment, it may cause radio interference.

Bluetooth®

The DaVinci Resolve Speed Editor is a Bluetooth wireless technology enabled product.

Contains transmitter module FCC ID: QOQBGM113

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Contains transmitter module IC: 5123A-BGM113

This device complies with Industry Canada's license-exempt RSS standards and exception from routine SAR evaluation limits given in RSS-102 Issue 5.

Certified for Japan, certificate number: 209-J00204. This equipment contains specified radio equipment that has been certified to the technical regulation conformity certification under the radio law.

This module has certification in South Korea, KC certification number: MSIP-CRM-BGT-BGM113

Technical Specification for Low Power Radio Frequency Equipment 3.8.2 Warnings

Without permission granted by the NCC, any company, enterprise, or user is not allowed to change frequency, enhance transmitting power or alter original characteristic as well as performance to a approved low power radio-frequency devices. The low power radio-frequency devices shall not influence aircraft security and interfere legal communications; If found, the user shall cease operating immediately until no interference is achieved. The said legal communications means radio communications is operated in compliance with the Telecommunications Management Act. The low power radio-frequency devices must be susceptible with the interference from legal communications or ISM radio wave radiated devices.

Davinci Resolve Speed Editort is class A digital device. Operation of this product in a residential area, it may cause radio frequency disturbance, in this case the user will be required to take appropriate measures.

NCC ID number: CCAO21LP1880T3

Pending Certification for South Africa by ICASA, approval number TA-2021/1350

Cerified for Mexico (NOM), for Bluetooth module manufactured by Silicon Labs, model number BGM113A Includes transmitter module certified in Mexico IFT: RCBSIBG20-2560

Hereby, Blackmagic Design declares that the product (DaVinci Resolve Speed Editor) is using wideband transmission systems in 2.4 GHz ISM band is in compliance with directive 2014/53/EU.

The full text of the EU declaration of conformity is available from compliance@blackmagicdesign.com

Safety Information

Weight Warning

The Fairlight Studio Console has considerable weight even when empty. For example, a 3 Bay console weighs up to 110 kg empty, and 157 kg fully assembled. You should always move a Fairlight console with at least 4 people using safe lifting procedures, such as keeping the back straight, bending the knees and lifting with careful, controlled movements.

Electrical Warning Notice and Disclaimer

For installations involving the fitting of more than five Fairlight modules, additional earthing requirements must be fitted before connecting the supply. This requirement does not apply if each group of five Fairlight modules can be connected to separate wall or floor socket outlets.

Earth posts are welded internally at both ends of the console frame for connecting earth wires from the console frame to the building earth point. Either of these posts can be used and they are marked with the following label.

Blackmagic Design recommends appointing a qualified and licenced electrician to install, test and commission this wiring system.

Blackmagic Design does not accept responsibility for the safety, reliability, damage or personal injury caused to, or by, any third-party equipment fitted into the console.

For protection against electric shock, the equipment must be connected to a mains socket outlet with a protective earth connection. In case of doubt contact a qualified electrician.

To reduce the risk of electric shock, do not expose this equipment to dripping or splashing.

Product is suitable for use in tropical locations with an ambient temperature of up to 40°C.

Ensure that adequate ventilation is provided around the product and that it is not restricted.

When rack mounting, ensure that the ventilation is not restricted by adjacent equipment.

No operator serviceable parts inside product. Refer servicing to your local Blackmagic Design service center.

The DaVinci Resolve Speed Editor contains a single cell Lithium battery. Keep lithium batteries away from all sources of heat, do not use the product in temperatures greater than 40°C.

Use only at altitudes not more than 2000m above sea level.

State of California statement

This product can expose you to chemicals such as trace amounts of polybrominated biphenyls within plastic parts, which is known to the state of California to cause cancer and birth defects or other reproductive harm.

For more information go to www.P65Warnings.ca.gov.

Warranty

12 Months Limited Warranty

Blackmagic Design warrants that DaVinci Resolve color grading control panels, editing keyboards and audio consoles will be free from defects in materials and workmanship for a period of 12 months from the date of purchase. If a product proves to be defective during this warranty period, Blackmagic Design, at its option, either will repair the defective product without charge for parts and labor, or will provide a replacement in exchange for the defective product. Periodical updates to the operational software are not included under this warranty.

In order to obtain service under this warranty, you the Customer, must notify Blackmagic Design of the defect before the expiration of the warranty period and make suitable arrangements for the performance of service. The Customer shall be responsible for packaging and shipping the defective product to a designated service center nominated by Blackmagic Design, with shipping charges pre paid. Customer shall be responsible for paying all shipping changes, insurance, duties, taxes, and any other charges for products returned to us for any reason.

This warranty shall not apply to any defect, failure or damage caused by improper use or improper or inadequate maintenance and care. Blackmagic Design shall not be obligated to furnish service under this warranty: a) to repair damage resulting from attempts by personnel other than Blackmagic Design representatives to install, repair or service the product, b) to repair damage resulting from improper use or connection to incompatible equipment, c) to repair any damage or malfunction caused by the use of non Blackmagic Design parts or supplies, or d) to service a product that has been modified or integrated with other products when the effect of such a modification or integration increases the time or difficulty of servicing the product.

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