Content Browser Mobile

Use this Help when you have any questions on how to use Content Browser Mobile.
All screen images in this Help are simulated pictures and subject to change.

For customers using ILME-FX6

If the camcorder system software is ver. 5.00 or later, Content Browser Mobile is not available. Use Monitor & Control (ver. 2.0.0 or later).
Monitor & Control support page: https://www.sony.net/ccmc/help/

Read This First

[Functions Supported by Connected Devices](#)

[Inputting Characters](#)

Device Connections

[Connecting via Wi-Fi](#)

[Connecting via NFC (Android Only)](#)

[Connecting via USB Tethering](#)

[Connecting via Wired LAN](#)

[Deleting the Registered User Name and Password](#)

Remote Control via the Device (PXW-FX9/ILME-FX6 (up to ver. 4))

Functions Supported by Connected Devices

There are functions you can/cannot operate with the Content Browser Mobile, depending on the device you connect to and its firmware version.
In this topic, you can check whether you can operate the connecting device with the application. Before checking, be sure to establish a Wi-Fi connection between the smartphone or tablet (hereafter called "mobile device") on which the application is installed and the device.

Functions you can check by tapping ☰ (Menu)

- Displaying a list of clips stored in the connected device
  [Browse] appears.

- Loading planning metadata to the connected device and uploading clips related to planning metadata
  [Planning Metadata] appears.

- Creating a storyboard
  [Storyboard] appears.

- Viewing the status of transferring clips stored in the connected device
  [Job list] appears.

- Adjusting the settings of the connected device (Network-related settings only)
  Connected device name appears in the [Settings] area.

Functions you can check by operating the connected device

- Live logging
  See "Using the Live Logging Function."

- Downloading the Proxy clips stored in the connected device to a mobile device
  See "Downloading Proxy Clips from a Connected Device to a Mobile Device."
  See "Downloading Proxy Clips from a Connected Device to a Mobile Device on the Player Screen."

- Uploading a clip stored in the connected device
  See "Uploading Clips Stored in a Connected Device."
  See "Uploading Clips Stored in a Connected Device on the Player Screen."

- Uploading a clip partially stored in the connected device
  See "Partially Uploading a Clip from the Connected Device on the Player Screen."

- Editing metadata of clips stored in the connected device
  See "Editing the Metadata of a Clip."

- Changing a clip name
  See "Changing a Clip Name."

- Deleting clips
  See "Deleting Clips."

- Formatting an SD card for Proxy
  See "Formatting an SD Card (in the Connected Device)."

Note

- Depending on the connected device, [Monitoring] cannot be used on Android devices with an Intel processor.

Related Topic

- Connecting via Wi-Fi
- Connecting via NFC (Android Only)
- Connecting via USB Tethering
- Connecting via Wired LAN

Content Browser Mobile

Inputting Characters

Note

- The following characters cannot be input while changing a clip name or in planning metadata name, etc.
  \ / : * ? " < > |
 "Space" of the first character, "Dot" of the first character, etc.

Content Browser Mobile

Connecting via Wi-Fi

Establish a Wi-Fi connection between a mobile device and the device that you want to connect to.

> **Note**
>
> - Be sure to connect your mobile device to the CBK-WA100/101 Wireless Adapter or a device supported by this application (hereafter called "compatible device") via a Wi-Fi connection beforehand. If the compatible device is set to "AP" (access point mode), connect your mobile device to the compatible device. If the device is set to "ST" (station mode), connect your mobile device to the same access point as the compatible device.
>
> - A device that supports "ST" can connect to a mobile device via Wi-Fi tethering. Be sure to connect the compatible device to the mobile device beforehand.
>
> - When using an "ST"-supported device with the Camera Remote Control setting, set this setting to "Enable."
>
> - When using a compatible device without an access authentication setting, step 4 is not required.
>   Perform step 4 only when using a compatible device without a default access authentication setting or when the default access authentication setting has been changed.
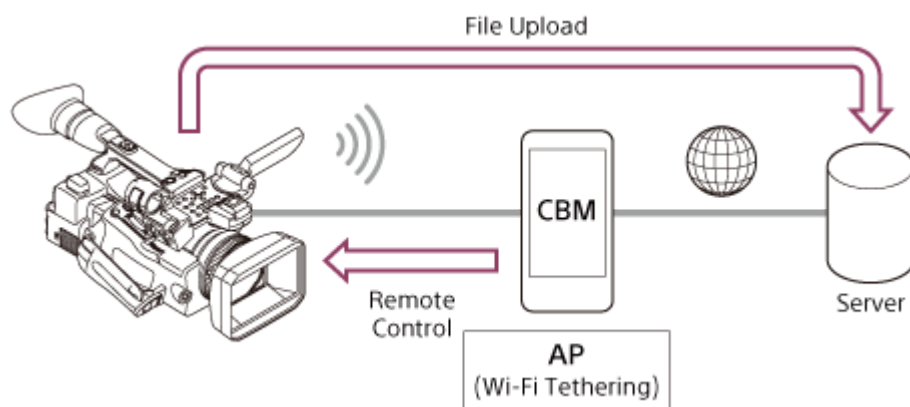
To remotely control a camcorder

Set the camcorder to be the access point (AP) and remotely control the camcorder using a mobile device.
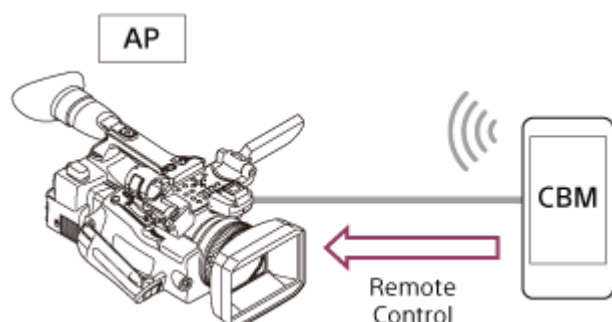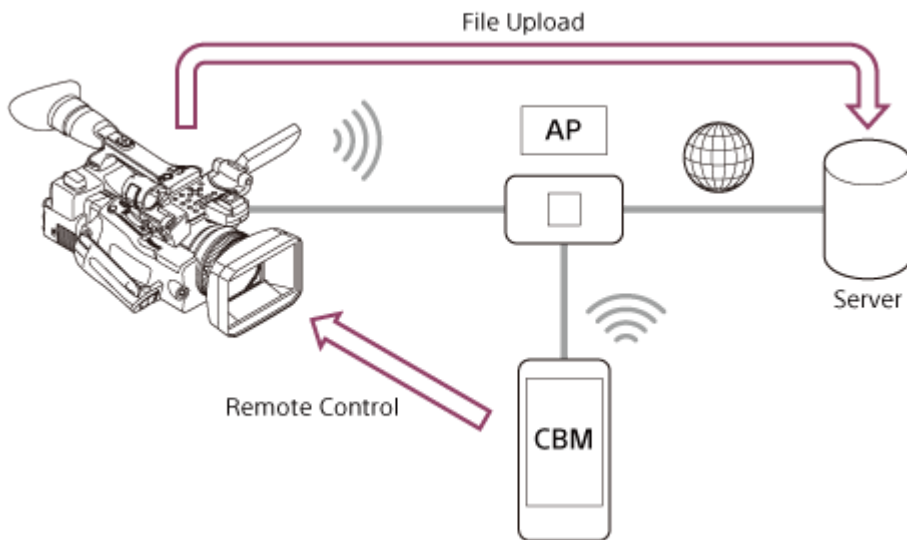

To upload a file from an ST (station mode) compatible device

Set the mobile device to be the access point (AP) and remotely control the camcorder, then upload the file from the camcorder to the server.

Set a mobile Wi-Fi router to be the access point (AP) and remotely control the camcorder, then upload the file from the camcorder to the server.

File Upload

Remote Control

1 **Tap ☰ (Menu) – [Connect].**

2 **Tap [Refresh].**

Compatible devices that can be connected appear.

3 **Tap a device to connect.**

4 **Enter a [user name] and [password] which are set on the compatible device.**

When the fingerprint is displayed in the authentication dialog box, make sure it matches the fingerprint of the device you want to connect to.
If authentication is successful, the connection is established and the menu screen appears.

Scanning the QR code to connect

When [Scan QR code] is displayed in the authentication dialog box, you can connect using the QR code.
In step 4, tap [Scan QR code] in the authentication dialog box.
Display the QR code on the screen of the device you want to connect to, scan the QR code on your mobile device, and the user name and password will be entered automatically.
For devices that require fingerprint matching, it is also done automatically.

Note

- From a security standpoint, we recommend changing your password regularly.

- Tap the 👁 icon in the authentication dialog box displays the input password as plain text. Be aware that this may allow your password to be intercepted by a third party.

- On the next connection, step 4 is not required because the successfully authenticated user name and password are saved to this application.
  If you want to delete the saved user name and password, see "Deleting the Registered User Name and Password."

- For details on displaying the QR code and fingerprint on the connected device, refer to the instruction manual of the connected device.

Hint

- To disconnect, tap the connected device.

- To view device information, tap ℹ️ of the connected device.

- When the network client mode of the connected device is set to on, the connection status of the network client mode is displayed. The connection status is indicated by 3 icons; **NCM** (connecting(flashing)), **NCM** (connected), and ✕ **NCM** (connection error). To view detailed error reasons, etc., tap 🛈 to display a screen with the NCM status.

- Targeted network interfaces (Wi-Fi, Tethering, Wired LAN, No active I/F) are displayed on the top of the screen.

Content Browser Mobile

Connecting via NFC (Android Only)

Establish a connection between an NFC-equipped mobile device and a device that you want to connect by using NFC function with one-touch ease.

> **Note**
>
> - Before starting, activate the NFC function of the mobile device using its [Setting] menu.
>
> - The procedure for activating the NFC function of the connected device varies depending on the device. For details, refer to the instruction manual of the device.
>
> - When using a device installed with Android 6.0 or later, after changing the password for the SSID with a compatible device, a connection cannot be established even when performing NFC touch. In such a case, use the Wi-Fi setting of the mobile device to delete the SSID, then perform NFC touch again.
>
> - Depending on the mobile device, the NFC connection may fail or may disconnect after connecting. In this case, try the "Connecting via Wi-Fi" connection method.
>
> - When using a compatible device without an access authentication setting, step 2 is not required.
>   Perform step 2 only when using a compatible device without a default access authentication setting or when the default access authentication setting has been changed.

1 **Place the N mark on your mobile device and the N mark on an NFC- equipped compatible device as close as possible for a while.**

2 **Enter a [user name] and [password] which are set on the compatible device.**

When the fingerprint is displayed in the authentication dialog box, make sure it matches the fingerprint of the device you want to connect to.
If authentication is successful, the connection is established and the menu screen appears.

Scanning the QR code to connect

When [Scan QR code] is displayed in the authentication dialog box, you can connect using the QR code.
In step 2, tap [Scan QR code] in the authentication dialog box.
Display the QR code on the screen of the device you want to connect to, scan the QR code on your mobile device, and the user name and password will be entered automatically.
For devices that require fingerprint matching, it is also done automatically.

> **Note**
>
> - Tap the 👁 icon in the authentication dialog box displays the input password as plain text. Be aware that this may allow your password to be intercepted by a third party.
>
> - On the next connection, step 2 is not required because the successfully authenticated user name and password are saved to this application.
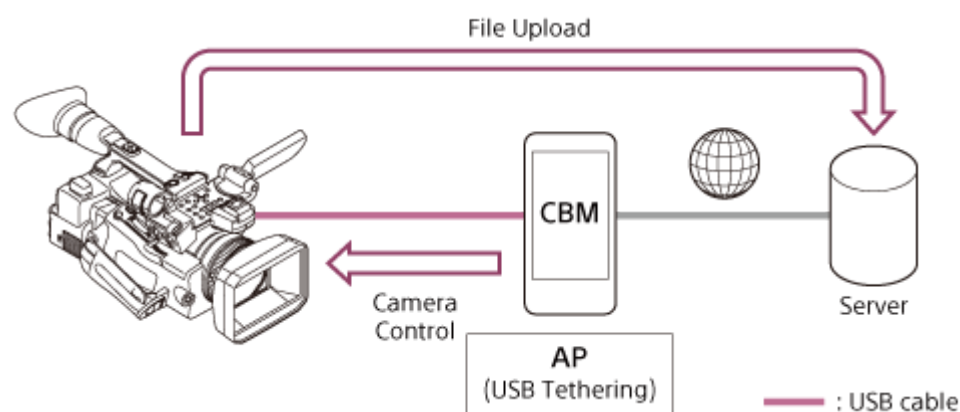>   If you want to delete the saved user name and password, see "Deleting the Registered User Name and Password."
>
> - For details on displaying the QR code and fingerprint on the connected device, refer to the instruction manual of the connected device.

Content Browser Mobile

Connecting via USB Tethering

Establish a connection with USB tethering between a mobile device and the device that you want to connect to.

> **Note**
>
> - The desired device needs to be supported via USB tethering on your mobile device and be compatible with Camera Remote Control via USB tethering.
>
> - Set the Camera Remote Control setting for "Modem" to "Enable."
>
> - When using a compatible device without an access authentication setting, step 4 is not required.
> Perform step 4 only when using a compatible device without a default access authentication setting or when the default access authentication setting has been changed.

1. **Tap ☰ (Menu) – [Connect].**

2. **Tap [Refresh].**

   Compatible devices that can be connected appear.

3. **Tap a device to connect.**

4. **Enter a [user name] and [password] which are set on the compatible device.**

   When the fingerprint is displayed in the authentication dialog box, make sure it matches the fingerprint of the device you want to connect to.
   If authentication is successful, the connection is established and the menu screen appears.

Scanning the QR code to connect

When [Scan QR code] is displayed in the authentication dialog box, you can connect using the QR code.
In step 4, tap [Scan QR code] in the authentication dialog box.
Display the QR code on the screen of the device you want to connect to, scan the QR code on your mobile device, and the user name and password will be entered automatically.
For devices that require fingerprint matching, it is also done automatically.

Note

- If both Wi-Fi connection and USB tethering connection are enabled, the mobile device searches devices connected via USB tethering.

- Tap the 👁 icon in the authentication dialog box displays the input password as plain text. Be aware that this may allow your password to be intercepted by a third party.

- On the next connection, step 4 is not required because the successfully authenticated user name and password are saved to this application.
  If you want to delete the saved user name and password, see "Deleting the Registered User Name and Password."

- For details on displaying the QR code and fingerprint on the connected device, refer to the instruction manual of the connected device.

Hint

- To disconnect, tap the connected device.

- To view device information, tap 🛈 of the connected device.

- When the network client mode of the connected device is set to on, the connection status of the network client mode is displayed. The connection status is indicated by 3 icons; NCM (connecting(flashing)), NCM (connected), and ✕NCM (connection error). To view detailed error reasons, etc., tap 🛈 to display a screen with the NCM status.

- Targeted network interfaces (Wi-Fi, Tethering, Wired LAN, No active I/F) are displayed on the top of the screen.

Content Browser Mobile

Connecting via Wired LAN

Connect the device that you want to connect to the mobile device via wired LAN.
You can control the camcorder remotely and upload the file as you do via Wi-Fi.
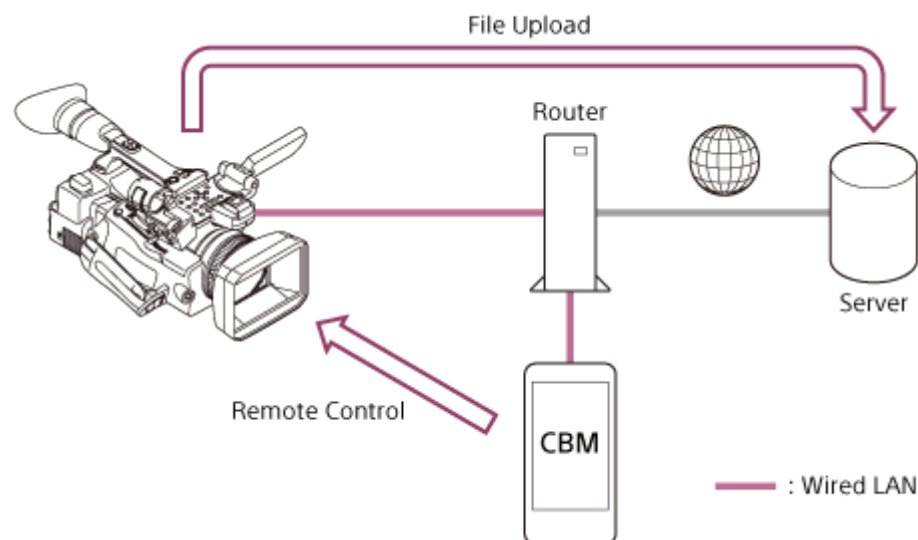
For Android devices
When the mobile device is compatible with a USB Ethernet adapter, it can be connected to the wired LAN using the USB Ethernet adapter.
The connection method varies depending on mobile devices. For details, refer to the instruction manual of the mobile device.
For iOS devices
The mobile device can be connected to the wired LAN using a Lightning to USB 3 camera adapter and USB Ethernet adapter.

Note

- When using a "Wired LAN"-supported device with the Camera Remote Control setting, set this setting to "Enable."

- When using a compatible device without an access authentication setting, step 4 is not required.
  Perform step 4 only when using a compatible device without a default access authentication setting or when the default access authentication setting has been changed.

1 Tap ☰ (Menu) – [Connect].

2 Tap [Refresh].

Compatible devices that can be connected appear.

3 Tap a device to connect.

4 Enter a [user name] and [password] which are set on the compatible device.

When the fingerprint is displayed in the authentication dialog box, make sure it matches the fingerprint of the device you want to connect to.
If authentication is successful, the connection is established and the menu screen appears.

Scanning the QR code to connect

When [Scan QR code] is displayed in the authentication dialog box, you can connect using the QR code.
In step 4, tap [Scan QR code] in the authentication dialog box.
Display the QR code on the screen of the device you want to connect to, scan the QR code on your mobile device, and the user name and password will be entered automatically.
For devices that require fingerprint matching, it is also done automatically.

Note

- If both Wi-Fi connection and wired LAN connection are enabled, the mobile device searches devices that are connected via wired LAN.

- Tap the icon in the authentication dialog box displays the input password as plain text. Be aware that this may allow your password to be intercepted by a third party.

- On the next connection, step 4 is not required because the successfully authenticated user name and password are saved to this application.
  If you want to delete the saved user name and password, see "Deleting the Registered User Name and Password."

- For details on displaying the QR code and fingerprint on the connected device, refer to the instruction manual of the connected device.

Hint

- Targeted network interfaces (Wi-Fi, Tethering, Wired LAN, No active I/F) are displayed on the top of the screen.

Content Browser Mobile

Deleting the Registered User Name and Password

From Content Browser Mobile, delete the user name and password that you entered when the device was connected.

1 **Tap ☰ (Menu) – [Connect].**

2 **Tap [Clear credentials] in ⋮ (Context menu).**

A confirmation dialog window appears on the screen.

3 **Tap [OK].**

Content Browser Mobile

Camcorder Operations

1 **Tap [Monitoring] in ☰ (Menu).**

The following operations are available.

Note

- Audio monitoring is not available.

- If monitoring is not available due to the limitations of the connected device or other factors, the message, "The connected device can't stream to this app for some reasons." appears.

Recording videos

Tap 🔴 .
To stop recording, tap 🔴 .

Hint

- If the simultaneous recording of Proxy files on the connected device is enabled, Proxy files are also recorded.

Adjusting [WB], [ND], [IRIS], [GAIN], [EI], [SHUT], [FOCUS], [ZOOM], and ◫ [Gamma] / [Monitor LUT] (PXW-FX9), ◫ [Scene file] / [Base look] (ILME-FX6 (up to ver. 4))

To change the settings, tap the respective icons, and then adjust the slider and/or select the listed items.

Hint

- Available items vary depending on the connected devices and Shooting Mode.

- The remaining battery charge and remaining media space of the connected device are displayed along the edges of the screen.

- To switch the display area of the screen, tap ▤ while in landscape orientation.

- Tap ⓘ to display the information such as the recording format.

- Unchangeable settings are displayed in white.

- You can tap 🔒 🔓 to lock or unlock screen operations.

Content Browser Mobile

Adjusting the Focus and Iris/ND Filter (ILME-FX6 (up to ver. 4) Only)

1   Tap [Monitoring] in ☰ (Menu).

2   Tap [Camera Control 2] in ⋮ (Context menu).

     The following operations are available.

Adjusting the focus

You can adjust the focus by tapping the [FOCUS] tab to set the displayed items. For details on the setting items, refer to the instruction manuals of the camcorders.

[AF]/[MF]
Displays the current operation status of the focus.
[Focus mode]
Select from [AF] and [MF].
[Touch function]

- [Tracking AF]: Tap the camera image to specify the focus target to be tracked.
- [Spot focus]: When [Focus mode] is set to [MF], tap the camera image to specify the focus position.
- [Focus area]: When [Focus area] is set to [Zone] or [Spot], tap the camera image to move the focus area frame being displayed.
- [Off]: Disables the operation by tapping the camera image.

[Face/Eye AF]
Select from [Only], [Priority], and [Off].
[AF assist]
Select from [On] and [Off].
[Focus area]
Select from [Wide], [Zone], and [Spot].
[Tracking cancel]
Tap to stop tracking.
[REC] button/[REC] lock
Tap ⏺ to start recording video, and tap ⏹ to stop recording. Tap ⬜ to lock/unlock the control of the [REC] button.
[AF transition speed]
Select from [1] to [7].

[AF subj. shift sens.]
Select from [1] to [5].

Adjusting the iris/ND filter

You can adjust the iris/ND filter by tapping the [IRIS/ND] tab to set the displayed items. To operate the iris with this application, the iris ring on the lens must be set to the "A" position. For details on the setting items, refer to the instruction manuals of the camcorders.

[IRIS]
Tap ◀ / ▶ to select the F value.
[Touch function]

- [Tracking AF]: Tap the camera image to specify the focus target to be tracked.
- [Spot focus]: When [Focus mode] is set to [MF], tap the camera image to specify the focus position.
- [Focus area]: When [Focus area] is set to [Zone] or [Spot], tap the camera image to move the focus area frame being displayed.
- [Off]: Disables the operation by tapping the camera image.

[Auto IRIS]
Select from [On] and [Off].
[ND mode]
Select from [Variable] and [Preset]. When [Preset] is selected, the position of the ND filter cannot be selected with this application.
[ND]
Select from [1/128] to [1/4] and [Clear]. This can be selected when [ND mode] is set to [Variable].
[Auto ND]
Select from [On] and [Off]. This can be selected when [ND mode] is set to [Variable].
[REC] button/[REC] lock
Tap 🔴 to start recording video, and tap 🔴 to stop recording. Tap ⬤ to lock/unlock the control of the [REC] button.

Adjusting with the operation bar

You can scroll the left and right control bars to adjust the focus and iris.

[Bar settings]

- [Left bar] [Right bar]: Select the setting items to be displayed on the left and right operation bars from [FOCUS], [IRIS], [IRIS (Relative)], and [None]. When [Reverse] is checked, the ascending/descending order of the scale on the operation bars is switched. By default, only the operation bar on the right is displayed.
- [Focus distance display]: Sets the scale unit to be displayed.
- [Detection/Tracking frame color]: Sets the colors of the face/eye detection frame and object tracking frame.

[Max]/[Min]
Sets the current setting value to the upper or lower limit, and disables scrolling of the operation bar beyond that value.
[x0.1] to [x1.5]
Select the scrolling speed of the operation bars.
[50%] to [350%]
Select the display magnification of the operation bars.

About the focus operation bar

For lenses that cannot specify the distance in manual focus operation, the focus operation bar is displayed in %.
The following lenses are available for specifying the distance in manual focus operation.

- SEL85F18 (85mm F1.8)
- SEL1224G (12-24mm F4)
- SEL24F14GM (24mm F1.4)
- SEL24105G (24-105mm F4)
- SEL70200G (70-200mm F4)
- SEL24240 (24-240mm F3.5-6.3)
- SELP28135G (28-135mm F4)
- SEL100F28GM (100mm F2.8)[*]
- SEL2470GM (24-70mm F2.8)
- SEL50F14Z (50mm F1.4)
- SEL85F14GM (85mm F1.4)
- SEL70300G (70-300mm F4.5-5.6)
- SEL100400GM (100-400mm F4.5-5.6)
- SEL70200GM (70-200mm F2.8)
- SEL1635GM (16-35mm F2.8)
- SEL400F28GM (400mm F2.8)
- SEL18135 (18-135mm F3.5-5.6)
- SEL135F18GM (135mm F1.8)
- SEL200600G (200-600mm F5.6-6.3)
- SEL600F40GM (600mm F4)
- SEL1655G (16-55mm F2.8)
- SEL70350G (70-350mm F4.5-6.3)
- SELC1635G (16-35mm F2.8)
- SEL35F18F (35mm F1.8)
- SEL20F18G (20mm F1.8)
- SEL1224GM (12-24mm F2.8)
- SEL50F12GM (50mm F1.2)
- SEL14F18GM (14mm F1.8)
- SEL2860 (28-60mm F4-5.6)
- SEL35F14GM (35mm F1.4)
- SEL24F28G (24mm F2.8)
- SEL40F25G (40mm F2.5)
- SEL50F25G (50mm F2.5)

[*]   The distance can only be specified when the macro switching ring is set to "0.85m-∞."

About the focus frame

The following frames are displayed in the camera image according to the focus setting.

⬚ Focus area frame (normal time)

⬚ Focus area frame (when movable)

▣ Face/eye detection frame

▣ Object tracking frame

Hint

- To switch the display area of the screen, tap ⬚ / ⬚ while in landscape orientation.

Content Browser Mobile

Using the Assignable Buttons (ILME-FX6 (up to ver. 4) Only)

1 **Tap ☰ (Menu) – [Connect].**

2 **Tap [Assign] in ⋮ (Context menu).**

The assignable buttons can be configured and used.

Content Browser Mobile

Remote Clip Operations for Medias

1   **Tap [Monitoring] in ☰ (Menu).**

2   **Tap [Playback] in ⋮ (Context menu).**

The following operations are available.

Clip playback

You can perform the following operations using the playback controls.

►/❙❙	Play back / pause
◄◄	Rewind
►►	Fast forward
■	Stop playback
◄◄❙	Jump to previous clip
❙►►❙	Jump to next clip
Rec Review	Play back the last recorded video

Content Browser Mobile

Camcorder Operations

1 **Tap [Monitoring] in ☰ (Menu).**

The following operations are available.

> **Note**
>
> - Audio monitoring is not available.
>
> - If monitoring is unstable, 📷 appears. If monitoring is not available due to the limitations of the connected device or other factors, 📷 and the message, "The connected device can't stream to this app for some reasons." appear.

Recording videos

Tap ⏺ .
To stop recording, tap ⏹ .

> **Hint**
>
> - If the simultaneous recording of Proxy files on the connected device is enabled, Proxy files are also recorded.

Adjusting [IRIS], [FOCUS], [ZOOM], [R GAIN], and [B GAIN]

Tap the entry field of the respective item in the [Lens] tab or [WB] tab, and drag the slider that appears to adjust the setting.

> **Hint**
>
> - With some camcorders, you can make a step-by-step adjustment of [IRIS] by tapping ⋀ / ⋁ on the right edge of the screen while selecting [IRIS].

Setting iris, focus, and white balance to auto mode

Select [Auto Iris]/[Auto Focus] in the [Lens] tab or [ATW] in the [WB] tab to enable/disable its auto mode setting.

Using Spot Focus Function

When a device equipped with spot focus function is connected, 🔶FOCUS appears. To activate the function, turn on 🔶FOCUS. Set the [FOCUS] switch on devices to [MAN] in advance.
Tap 🔶FOCUS to change it to 🔶FOCUS. Tap an area you want to focus your camera on. An auto-focus frame appears on the screen in white. When the image is in focus, the frame turns green then disappears.

> **Hint**
>
> - The connected device's recording status or remaining media space (some devices only) is displayed at the top of the screen.
>
> - To play back in full-screen, tap ⛶ when displaying with landscape orientation.
>
> - Tap ⓘ to display the information such as the recording format (some devices only).
>
> - Items that are set to auto mode are displayed in white.
>
> - You can tap 🔒 🔓 to lock or unlock screen operations.

Content Browser Mobile

Remote Clip Operations for Medias

1 Tap [Monitoring] in ☰ (Menu).

2 Tap [Play].

The following operations are available.

Clip playback

You can perform the following operations using the playback controls.

►/‖	Play back / pause
◄◄	Rewind
►►	Fast forward
■	Stop playback
◄◄|	Jump to previous clip
|►►	Jump to next clip
Rec Review	Play back the last recorded video

C-091-300-16(1) Copyright 2015 Sony Corporation

Content Browser Mobile

Recording a Proxy File Only

1   **Tap [Monitoring] in ☰ (Menu).**

2   **Tap [Proxy].**

3   **Tap ⏺ in the [Proxy] tab to record Proxy file.**

To stop recording, tap ⏹ in the [Proxy] tab.

Content Browser Mobile

About Live Logging

While recording a clip on a connected device, you can add essence marks to that clip.
This function is referred to as live logging.

Content Browser Mobile

Using the Live Logging Function

Note

- If [Live logging] is not displayed in the context menu of the monitoring screen, your device does not support this function.

1 **Tap [Monitoring] in ☰ (Menu).**

2 **Tap [Live logging] in ⋮ (Context menu).**

3 **Tap the [●] button to start recording.**

4 **Tap ShotMark1 at the scene that you want to add an essence mark to.**

An essence mark with the same name as the tapped button is added to the frame close to the point where the button was tapped.
Repeat this step.

5 **Tap the [■] button to stop recording.**

The live logging operation is finished.

Note

- You can tap an essence mark button only when recording. When not recording, the buttons dim and cannot be tapped.

- You can add up to 126 essence marks.

- When the simultaneous recording of Proxy files is enabled on the connected device, the added essence marks are copied to both the High-Res and Proxy clips.
  However, the essence marks will be copied to only the High-Res clips in the following cases:

  ‒ Firmware version of the wireless adapter or the network connecting function of the device is older than ver. 2.00.
  ‒ Simultaneous recording of a Proxy file is not possible on the compatible device.

Content Browser Mobile

Changing the Name of an Essence Mark Button

1 Tap ☰ (Menu) – [Application] in [Settings].

2 Tap [Essence Marks] in the menu displayed.

3 Tap the essence mark to be changed.

4 Select [Custom], then tap the text field.

5 Enter your desired name for the essence mark in the dialog box.

Note

- The name can be up to 32 bytes of ASCII and UTF-16.

- The first character of the name cannot be an underscore "_."

Content Browser Mobile

Displaying the Clip List

1   **Tap ☰ (Menu) – [Browse].**

Proxy clips and High-Res clips stored in the connected device and Proxy clips downloaded to the mobile device are displayed by tabs.

To change the display format

You can tap ▤ or ⊞ to change between grid view and list view.

To sort clips

Tap [Sort by] in ⋮ (Context menu). You can sort by order created, name, codec, or length in ascending/descending order.

Content Browser Mobile

Playing Back Clips

1 **Tap ☰ (Menu) - [Browse].**

The list of clips is displayed in the tab.

2 **Tap the desired clip.**

The screen changes to the Player screen and playback starts at the beginning of the clip. For details on how to perform playback, see "About Playing Back Clips."

Note

- Clips that include the following symbols in their names cannot be played back.
  \ / : * ? ” < > |

- Note on Proxy clips
  — When the Proxy is interlace, clips cannot be played back with all iOS devices and some Android devices.
  — When the Proxy is a chunk clip, clips cannot be played back.

- Notes on High-Res clips
  — High-Res clips without a Proxy cannot be played back.
  — When the Proxy is interlace, clips cannot be played back with all iOS devices and some Android devices.
  — When the Proxy is a chunk clip, clips cannot be played back.

Hint

- For clips with a High-Res file and a Proxy file recorded simultaneously, where each clip's duration is equal, 🔗 appears on their thumbnails. Use the Proxy files to play back High-Res clips.

- For Proxy chunk clips, ":Chunk" is displayed after the clip name.

Content Browser Mobile

Changing a Clip Name

Note

- If ✎ is not displayed in the following steps, your device does not support this function.

1 **Tap ☰ (Menu) - [Browse].**

The list of clips is displayed in the tab.

2 **Select the checkbox of the clip to be renamed.**

3 **Tap ✎.**

4 **Enter your desired name for the clip in the dialog box.**

5 **Tap [OK] to apply the change.**

Note

- High-Res clips on the connected device cannot be renamed.

- Proxy chunk clips cannot be renamed.

Content Browser Mobile

Deleting Clips

Note

- If 🗑 is not displayed in the following steps, your device does not support this function.

1 **Tap ☰ (Menu) - [Browse].**

The list of clips is displayed in the tab.

2 **Select the checkboxes of the clips to be deleted.**

3 **Tap 🗑 .**

4 **Tap [OK] in the confirmation dialog box.**

Note

- High-Res clips on the connected device cannot be deleted.

- Proxy chunk clips cannot be deleted.

Content Browser Mobile

Downloading Proxy Clips from a Connected Device to a Mobile Device

Note
- If ⇣ is not displayed in the following steps, your device does not support this function.

1 **Tap ☰ (Menu) - [Browse].**

2 **Select the [Proxy] tab.**

The list of clips appears.

3 **Select the checkboxes of the clips to be downloaded.**

4 **Tap ⇣.**

The selected clips are added to the job list and will be downloaded.
To view the clip's downloading status, tap ☰ (Menu) – [Download] in [Job list].

Hint
- You can select how to deal with the downloading clip (from Rename and Add, Overwrite, or Fail) when a same-name clip already exists in your mobile device. Tap ☰ (Menu) – [Application] in [Settings] – [Download] – [Duplicated clip name].

- You can specify the location for storing clips in the mobile device by tapping ☰ (Menu) – [Application] in [Settings] – [Download] – [Destination], then selecting [App storage] or [Shared storage (DCIM)] (Android) / [Shared storage (Photos)] (iOS).
When [App storage] is selected, you can browse downloaded clips on the Browse screen. For iOS devices, you can also browse clips on the Files app.
When [Shared storage (DCIM)] (Android) / [Shared storage (Photos)] (iOS) is selected, clips cannot be browsed on the Browse screen. You can browse clips using Photos on iOS devices or the Files app on Android devices.

- Proxy chunk clips cannot be downloaded.

Content Browser Mobile

Uploading Clips Stored in a Connected Device

To upload clips to the FTP server, a destination FTP server needs to be preset on the connected device or in [Upload Settings] by selecting the name of the connected device from ☰ (Menu) – [Settings].

Note

- If ⬦ is not displayed in the following steps, your device does not support this function.

1   **Tap ☰ (Menu) - [Browse].**

2   **Select the [Proxy] tab or [High-Res] tab.**

The list of clips appears.

3   **Select the checkboxes of the clips to be uploaded.**

4   **Tap ⬦ .**

5   **Establish upload settings.**

Set [Destination] and other directories on the displayed upload setting dialog.

6   **Tap [OK].**

The selected clips are added to the job list and will be uploaded.
To view the clip's upload status, tap ☰ (Menu) – [Upload] in [Job list].

Content Browser Mobile

Sharing Clips Stored in a Mobile Device

You can share clips that have been downloaded to the mobile device to other applications, such as a video hosting service.

1 **Tap ☰ (Menu) - [Browse].**

2 **Select the [App] tab.**

A list of clips appears on the screen.

3 **Select the checkboxes of the clips to be shared.**

4 **Tap ⧉.**

5 **From the applications displayed, tap which application to use.**

The selected application starts.

6 **Follow the instructions on the application screen to share.**

Content Browser Mobile

Uploading Clips Stored in a Mobile Device (iOS)

Before uploading, you need to specify the destination FTP server by tapping ☰ (Menu) – [Application] in [Settings] – [Server settings].

1 **Tap ☰ (Menu) - [Browse].**

2 **Select the [App] tab.**

A list of clips appears on the screen.

3 **Select the checkboxes of the clips to be uploaded.**

4 **Tap ⬆.**

5 **Establish upload settings.**

Set [Destination] and other directories on the displayed upload setting dialog.

6 **Tap [OK].**

Content Browser Mobile

Formatting an SD Card (in the Connected Device)

Note

- If [Format media] is not displayed in the following steps, your device does not support this function.

1 **Tap ☰ (Menu) - [Browse].**

2 **Select the [Proxy] tab.**

A list of clips appears on the screen.

3 **Tap [Format media] in ⋮ (Context menu).**

A confirmation dialog window appears on the screen.

4 **Tap [OK].**

Formatting starts.

Note

- When you format an SD card, all data on the card will be erased and cannot be restored.

Content Browser Mobile

About Playing Back Clips

If you tap a clip displayed in the list, the display switches to the Player screen, and playback starts from the beginning of the clip.
You can perform the following operations in the Player screen.

Searching a Scenes

Drag 🟠 on the seek bar. You can also tap a position on the seek bar to jump to that position.

Moving Back/Forward by Frame

You can tap ◀ / ▶ to move back/forward one frame.

> **Note**
>
> - For iOS devices, the display frame may be off by one frame when tapping ◀ / ▶.

SONY

Editing the Metadata of a Clip

Note

- To add essence marks, tap ⋮ (Context menu) – [Essence Mark buttons] to display a check mark. The Essence Mark buttons appear on the screen.

- If the following conditions are not met when playing back clips stored in the connected device, your device does not support this function.
  - When you tap ⋮ (Context menu), the Essence Mark buttons are displayed.
  - ⋮ is displayed to essence marks in the [Marks] tab.
  - When you tap the Title, Creator, or Description in the Property tab, text input is enabled.

① **Edit metadata.**

Adding an essence mark

Play back/seek to locate the scene where you want to add an essence mark.
Tap ShotMark1 .
An essence mark with the tapped button name is added to the frame where the button is tapped.
You can view added essence marks using the seek bar or the list which is displayed when tapping the [Marks] tab.
Repeat this step.

[Marks] tab

You can edit the essence marks while playing back or seeking the clip.
To delete an essence mark in the list, tap ⋮ , then tap [Delete].
To rename an essence mark in the list, tap ⋮ , then tap [Rename].

[Property] tab

You can edit the Title, Creator, or Description of the clip.

② **Tap ↶.**

An edited content is automatically saved.

Hint

- When you tap an essence mark in the list, the screen jumps to the frame where that essence mark was added.

- To view the metadata on mobile devices that are oriented horizontally (i.e., landscape), tap ❮ or ❯ in the status bar.

- For how to change the name of an essence mark button, see "Changing the Name of an Essence Mark Button."

- When you edit metadata of a clip whose High-Res and Proxy files are recorded at the same time and have matching durations, both the High-Res and Proxy files can reflect the changes. However, for connected devices which do not support metadata editing of High-Res clips, only the Proxy files can reflect the changes.

Downloading Proxy Clips from a Connected Device to a Mobile Device on the Player Screen

Note

- If ⬇ is not displayed when playing back clips stored in the connected device, your device does not support this function.

1 **Tap ⬇.**

The clip is added to the job list, and will be downloaded.
To view the clip's downloading status, tap ☰ (Menu) – [Download] in [Job list].

Hint

- You can select how to deal with the downloading clip (from Rename and Add, Overwrite, or Fail) when a same-name clip already exists in your mobile device. Tap ☰ (Menu) – [Application] in [Settings] – [Download] – [Duplicated clip name].

- When you use an iOS device, you can specify the location for storing clips in the mobile device by tapping ☰ (Menu) – [Application] in [Settings] – [Download] – [Destination]. [Local storage] or [Photos] can be selected.
When you select [Local storage], you can browse clips not only on the Browse screen, but also on the Files App.
When you select [Photos], you cannot browse clips on the Browse screen. You can browse clips on other applications, such as the Photos.

Content Browser Mobile

Uploading Clips Stored in a Connected Device on the Player Screen

Note

- If ⬆ is not displayed when playing back clips stored in the connected device, your device does not support this function.

1 **Tap ⬆.**

2 **Establish upload settings.**

Set [Destination] and other directories on the displayed upload setting dialog.

3 **Tap [OK].**

The clip is added to the job list, and will be uploaded.
To view the clip's upload status, tap ☰ (Menu) – [Upload] in [Job list].

Content Browser Mobile

Partially Uploading a Clip from the Connected Device on the Player Screen

You can upload a clip partially, based on the In and Out points you set on the Player screen.

Note

- If ↓ / ↳ is not displayed when playing back clips stored in the connected device, your device does not support this function.

1 **Seek the scenes where you want to add the In and Out points, and tap ↓ and ↳ to set them.**

2 **Tap ⬆.**

3 **Make the upload setting.**

Set [Destination], [Clip name] (created when uploading a partial clip), and other directories on the displayed upload setting dialog.

4 **Tap [OK].**

The clip is added to the job list, and will be uploaded partially.
To view the clip's upload status, tap ☰ (Menu) – [Upload] in [Job list].

Note

- The In and Out points set in step 3 are not saved in the clip.

- Depending on the recording format and the In and Out points, partially uploading a clip may trim the clip with some margin frames added to the In and Out points.

Hint

- When you tap the Timecode of [In/Out], the screen jumps to the frame where that In-point/Out-point was set.

Content Browser Mobile

About Planning Metadata

Planning metadata is an XML file describing information about shooting and recording plans.
You can shoot and name clips according to title elements previously defined in a planning metadata file.
You can also do live logging by using the essence mark names that were defined in advance on the [Marks] tab.

Content Browser Mobile

Importing Planning Metadata

1 **Select the file sharing application or planning metadata attached to an email.**

2 **Tap CBM.**

Content Browser Mobile will start and the selected planning metadata which is imported to this application will appear on the screen.

Content Browser Mobile

Creating Planning Metadata

1 Tap ☰ (Menu) - [Planning Metadata].

2 Select the [App] tab.

A list of planning metadata appears on the screen.

3 Tap ➕.

4 Enter your desired name for the planning metadata in the dialog box.

5 Tap [OK].

SONY

Content Browser Mobile

Displaying Planning Metadata

1 Tap ☰ (Menu) - [Planning Metadata].

2 Select the [App] tab or connected device name tab.

A list of planning metadata appears on the screen.

3 Tap the planning metadata that you want to display.

Detailed planning metadata appears on the screen.

Hint

- [Material] Tab (unavailable on the [App] tab)
  Displays recorded clips while planning metadata are loaded to the connected device. You can tap a clip to watch a simple playback.
  Px appears on a thumbnail when a Proxy file is found in the media of the connected device.
  HR appears on a thumbnail when a High-Res file is found in the media of the connected device.

- [Property] Tab
  Displays basic information of the planning metadata.
  When Title 1 (in ASCII format) or Title 2 (in UTF-8 format) is set in planning metadata and the data is loaded to a connected device, then clips recorded by that device will be named the same as the title.
  (When Auto Naming is set to [Plan] in the settings of the connected device.)

- [Marks] Tab
  Displays marks that were previously set. Adding/editing marks is also possible.

Content Browser Mobile

Editing Planning Metadata

You can edit planning metadata imported to Content Browser Mobile. You can also set the essence mark names.

1 **Open the planning metadata to be edited.**

2 **Tap [Property] tab or [Marks] tab to edit metadata.**

[Property] tab

You can edit Title 1, Title 2, etc.

[Marks] tab

Set the names to be displayed for the essence marks from [Mark 1] to [Mark 0].

3 **Tap ↩.**

An edited content is automatically saved.

Note

- To delete planning metadata, select the checkboxes of the planning metadata in the list then tap 🗑. You can delete planning metadata only in the [App] tab of the mobile device.

Hint

- Title 1 shall be in an ASCII format and up to 44 characters.

- Title 2 shall be in a UTF-8 format and up to 44 bytes.

- Essence mark names can be up to 32 bytes of ASCII and UTF-16.

- The first character of an essence mark name cannot be an underscore "_."

Content Browser Mobile

Loading Planning Metadata

To record a clip according to planning metadata, it is necessary to load a planning metadata file into the memory of a camcorder or recorder in advance.

1 **Display the planning metadata to be loaded.**

2 **Go to the [Property] or [Marks] tab to edit.**

3 **Tap [Load].**

The planning metadata is loaded to the current active slot. ● appears on the active slot.
A completion message appears on the screen when loading is finished.
● also appears on the loaded planning metadata.

Hint

 After loading the planning metadata, the essence mark name specified in planning metadata is assigned to the Essence Mark buttons of the Content Browser Mobile.

Content Browser Mobile

Uploading Planning Metadata Related Clips

Clips recorded according to the loaded planning metadata will appear in the [Material] tab as planning metadata related clips.
You can select clips related to planning metadata to upload them.

1 Tap ▤ (Menu) - [Planning Metadata].

2 Select the connected device name tab.

A list of planning metadata appears.

3 Tap planning metadata that you want to upload.

A list of related clips appears on the [Material] tab.

4 Tap ⁝ (Context menu) then select [Proxy] or [High-Res] in [Switch clip] to filter clips to be uploaded.

5 Select the checkboxes of the related clips to be uploaded.

6 Tap ⬆.

7 Establish upload settings.

Set [Destination] on the displayed upload setting dialog.
When the destination is set to other than "Sony Ci," the destination directory is created based on the information of the title in the planning metadata.

8 Tap [OK].

Selected related clips and planning metadata are added to the job list and will be uploaded.
To view the upload status, tap ▤ (Menu) – [Upload] in [Job list].

Note

- Proxy chunk clips cannot be uploaded.

Content Browser Mobile

About Storyboards

You can arrange clips to create a storyboard. Furthermore, you can edit a rough cut by setting the In and Out points for the arranged clips.

Content Browser Mobile

Creating Storyboards

1. **Tap ☰ (Menu) — [Storyboard].**

2. **Tap + (Create).**

3. **Enter your desired name and description for the storyboard in the dialog box.**

4. **Tap [OK].**

   A storyboard is created and the edit screen appears.

Content Browser Mobile

Editing Storyboards

Opening a story board

Tap ☰ (Menu) — [Storyboard] then tap a storyboard to be edited from the list.
You can select a checkbox of the storyboard in the list then tap 🗐, 🖉, or 🗑 to copy, change the name and description, or delete.
The storyboard's name and total length are displayed at the top left of the edit screen.

Thumbnail in the storyboard list

- The thumbnail of the first clip of each storyboard is displayed.
- ▣ is displayed for an empty storyboard.

Thumbnail in the storyboard

- When clips composing the storyboard are not stored in the connected device, ▨ is displayed as the thumbnail.
- When the clip is a High-Res clip without a Proxy, ▨ is displayed as the thumbnail. ▨ is also displayed when the Proxy is interlace and a thumbnail cannot be created.

Adding clips

Tap ➕, select the checkboxes of the desired clips in the list, and tap [Add].
You can tap a clip in the list to watch a simple playback.
The checkbox is not displayed to clips which cannot be added to the storyboard.
The selected clips are added just after the active clip. HR is displayed on High-Res clips, whereas Px is displayed on Proxy clips.

Moving a clip

Press and hold the thumbnail on the bottom of the screen, then drag it to the desired position.

Duplicating a clip

Tap a thumbnail on the bottom of the screen then tap ⋮ — [Duplicate]. The new clip is duplicated to just after the original clip.

Deleting a clip

Tap a thumbnail on the bottom of the screen then tap ⋮ — [Delete].

Trimming a clip

Tap the thumbnail of the clip to be trimmed, seek the scenes where you want to add the In and Out points, and tap ⌐ and ⌐ to set them.

Editing the metadata of a clip

Tap ⋮ of an essence mark in the [Marks] tab, then tap [Delete] or [Rename]. Or, tap [Description] in the [Property] tab to enter a description.
To add an essence mark, play back/seek to locate the scene where you want to add an essence mark, then tap ShotMark1.

Switching the clips between Proxy and High-Res

Tap [Proxy] or [High-Res] in ⋮ (Context menu).
You can switch a clip only when Proxy and High-Res are linked and its format can be transferred partially.

Playing back a storyboard

Tap ▶ .
You can tap ◀ᑀ / ᑀ▶ to move back/forward one frame.
Clear the [Play All] checkbox to play back one clip only.
To play back in full-screen, tap ⛶ when displaying with landscape orientation.

> **Note**
>
> - For iOS devices, the display frame may be off by one frame when tapping ◀ᑀ / ᑀ▶ .

Ending storyboard edit

Tap ↩ . An edited storyboard is automatically saved.

Uploading Storyboards

1 Tap ☰ (Menu) — [Storyboard].

2 Tap the desired storyboard in the list.

3 Tap ⬆.

4 Establish upload settings.

Set [Destination], [EDL format], [Date created] (select to add the creation date and time to the file name), and other directories on the displayed upload setting dialog.
The filename of each clip is composed of the storyboard name, creation date and time (if selected), two-digit serial number, and the clip name.

5 Tap [OK].

The clips of the storyboard and EDL file are added to the job list and will be uploaded.
The clips will be uploaded partially between the In and Out points.
To view the upload status, tap ☰ (Menu) – [Upload] in [Job list].

Note

- [AAF] of [EDL format] can be selected on Android devices only.

- ⬆ is displayed on the thumbnail of a clip which cannot be uploaded partially, for example, when you open a created storyboard with a device which does not support High-Res partial upload.

- A story board cannot be uploaded (⬆ is not displayed) when it contains a clip which cannot be linked or cannot be uploaded partially.

- Depending on the recording format and the In and Out points, partially uploading a clip may trim the clip with some margin frames added to the In and Out points.

Hint

- The EDL file contains the description of the storyboard, description of each clip that comprises the storyboard, In and Out points, and essence marks information between the In and Out points. After importing the EDL file using an application such as Adobe Premiere or Final Cut Pro, and linking clips uploaded together, the storyboard can be restored to the original state. Note that information that can be restored varies depending on the application.

Content Browser Mobile

About Job Lists

There are two kinds of job lists:

Upload job list
See this list when uploading clips stored in the connected devices. You can also check the status of the job and operate the job (abort/delete/start).

Download job list
See this list when downloading Proxy clips from a connected device to a mobile device. You can also check the status of the job and operate the job (abort/delete/start).

Content Browser Mobile

About TC Link

When you shoot images with multiple camcorders, you can synchronize the timecode of camcorders by using the TC Link function.

The following models are compatible with the TC Link function. ("CBKZ-WTCL" (optional) is required.)

- PXW-Z90V
- PXW-Z90T
- HXR-NX80

Note

- Up to 5 camcorders can be connected.

- Other functions of Content Browser Mobile cannot be used during the TC Link mode.

C-091-300-16(1) Copyright 2015 Sony Corporation

Content Browser Mobile

Connecting Multiple Camcorders

> **Note**
>
> - Set the mobile device to the tethering mode.
>
> - Set all the camcorders that you want to connect to "WIRELESS TC LINK." For details, refer to the instruction manuals of the camcorders.
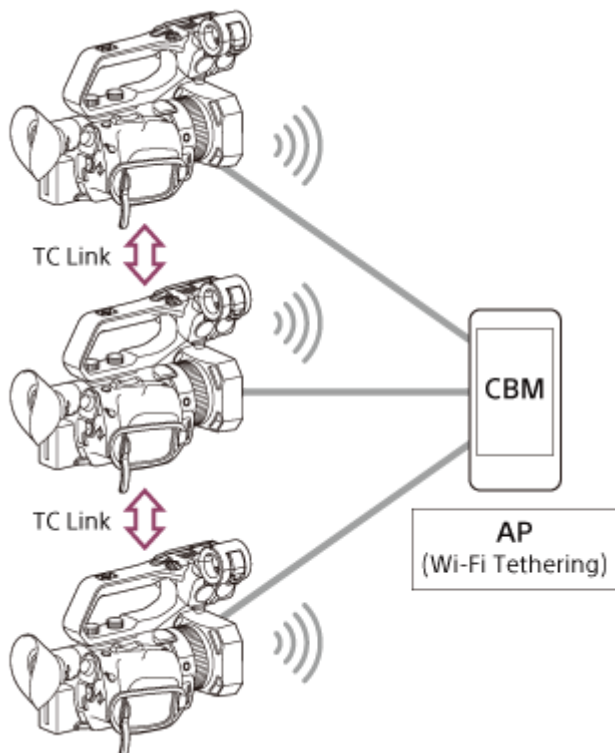
1. **Tap ☰ (Menu) – [Connect].**

2. **Tap [TC Link mode] in ⋮ (Context menu).**

   Compatible devices that can be connected appear.

3. **Tap all the devices that you want to connect.**

Content Browser Mobile

Synchronizing the Timecode

1 **Tap [TC Link].**

The timecode of connected camcorders is displayed.

2 **Tap the camcorder that is based for adjusting the timecode.**

A confirmation dialog window appears on the screen.

3 **Tap [OK].**

Synchronization starts with the timecode of the camcorder that you selected in step 2.

Note

- The timecode cannot be synchronized while the camcorder is recording.

- The timecode may not be synchronized if a Wi-Fi signal is poor.

- Synchronizing the timecode may have a margin of error of several frames.

- The timecode of the mobile device is displayed with the step accuracy of the mobile device. Since the step accuracy is not the same as the one of the camcorder, there may be a time gap between the timecode of the camcorder and mobile device until the camcorder sends the timecode.

To Adjust the Timecode Manually

Tap [Input timecode] on the top of the TC Link screen. Set the timecode that you want to start on the Timecode settings screen and tap [OK].
Synchronization starts with the timecode that you set.

To Adjust the Timecode to the Current Time

Tap [Input timecode] on the top of the TC Link screen. Select the checkbox of [Use current time] on the Timecode settings screen and tap [OK].
Timecode synchronization starts at the time displayed on the mobile device.

To Turn off the TC Link Mode

Tap ▤ (Menu) – ⋮ (Context menu), and clear the checkbox of [TC Link mode].

Note

- When the TC Link mode is turned off, the camcorder that is set to "WIRELESS TC LINK" cannot be connected.

Content Browser Mobile

Trademark Notices

- Wi-Fi is a registered trademark of the Wi-Fi Alliance.
- iOS is a trademark or registered trademarks of Cisco in the U.S. and other countries and is used under license.
- Android is a trademark of Google Inc.
- Final Cut Pro is a trademark of Apple Inc., registered in the U.S. and other countries.
- Adobe and Adobe Premiere are trademarks of Adobe Systems Incorporated.
- Intel is a trademark of Intel Corporation in the U.S. and/or other countries.
- All product names and brand names are registered trademarks or trademarks of their respective owners.