

# **QUICK START GUIDE**

**MIOPSMOBILE** DONGLE KIT

miops.com

### **Package Contents**



SMARTPHONE DONGLE

CAMERA CABLE

#### **System Requirements**

A camera with shutter release port is required. For a list of supported cameras, please visit <a href="https://www.miops.com">www.miops.com</a> Your smartphone must have MIOPS MOBILE app installed.

#### **Before You Start**

Plug the MIOPS Mobile Dongle to the headphone jack of your smart phone.

Plug the 2.5mm end of the camera connection cable to MIOPS Mobile Dongle.

Connect the other end of the cable to the shutter release port of your camera.

Turn up the volume of your smartphone all the way up to 100%

Set your camera to MF (Manual Focus).

You are all set.

## **Basics of the App**

You can install the **MIOPSMOBILE** app from AppStore or Google Play for free.

The app requires iOS 8 or Android 4.3 versions on your smartphone.

MIOPSMOBILE app requires access to the microphone, camera and location information of your smartphone. If you do not grant access to the app, it will not perform properly.



### **Application Settings**

You can open the application settings, by touching the gear icon at the right top corner of the screen.

You can various settings of the app using this screen. The changes to the settings will be saved automatically.

The first setting is the "Pulse Length".

MIOPSMOBILE generates a pulse to trigger your camera. You can set the length of the pulse in milliseconds.

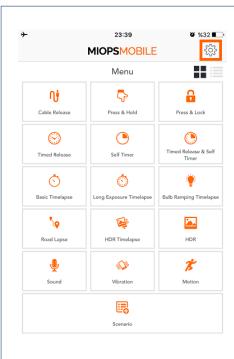
You can also change the "Distance Unit" between Meters and Feet.

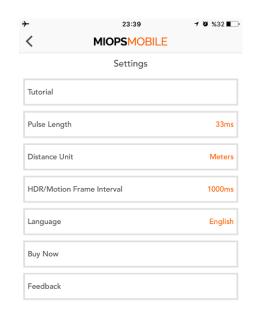
The "HDR/Motion Frame Interval" determines the wait time between each frame in HDR and Motion mode.

You can select between available languages by changing the "Language" parameter.

You can click the "Buy Now" button to shop on miops.com web store.

You can send your questions and request using the "Feedback" button. You can also send a screenshot to show any issues you might have.





### **Cable Release Modes**

The "Cable Release" mode enables you to trigger your camera in the most simple way. Just touch the orange dot on the screen and you will trigger of them. If you do not set any frame number, your camera. This will have the same effect as you have pressed the shutter button of your camera.

The "Press & Hold" mode gives you the flexiblity of achieving custom exposure by keeping the shutter open as long as you keep touching the orange button. Don't forget toset your camera to BULB mode.

shutter with a touch and keeps it open until a second touch. This will save you from touching the screen all the time.

The "Timed Release" is very helpful if you know exactly how long you want to keep the shutter open. Just enter the exposure time and then pull the orange cover down. You can start the exposure by touching the orange circle.

You can use the "Self Timer" to trigger the camera when the timer expires. Enter the timer duration and pull the cover down. Then start the orange dot to start the timer.

The "Timed Release & Self Timer" mode combines the custom exposure with timer option. The shutter will stay open for the exposure time when the timer expires.

### **Timelapse Modes**

The "Basic Timelapse" mode will take so many pictures you want with the set interval between each the timelapse will continue until you stop it.

The "Long Exposure Timelapse" gives you the opportunirty to set the exposure. Again, the camera must be in BULB mode.



The "Bulb Ramping Timelapse" will change the exposure from initial to the final value through the timelapse process. The change in the exposure The "Press & Lock" mode opens the value will be a linear change from the beginning to the end.

### **Road Lapse Mode**

The "Road Laspe" mode will trigger the camera each time you travel the distance you set. You can repeat this for the frame number you want.

#### **HDR Modes**

We designed the "HDR" mode, so you can take consequent pictures with different exposures. You can



do this by setting the center, EV and Frame values. The progress will be displayed on the app screen.



The "HDR Timelapse" mode takes timelapse pictures, where every picture is an HDR.

### **Sensor Modes**



The "Sound Mode" triggers your camera per sound events. You can add some delay and determine if

you want continous shooting or a single frame. You can adjust the thresold value with dial around the orange circle.

You can use the "Vibration" mode to the same thing with vibration. Whenever your smartphone detects a vibration, your camera will be triggered.

The "Motion" mode uses the camera of your smartphone to detect moving objects. When a motion is detected, your camera will be detected as many times as you set. You can add some delay and adjust the sensitivity using the horizontal bar under the view area.

### **Scenario Mode**

The "Scenario" mode enables you to combine all of the modes to create your custom sequence of events. You can add up to five different modes plus the delay parameter and then execute them sequentially. When each step is completed, the next step will be executed to complete the scenario. You can delete any step you want by just swiping it to left. It will be delted after you confirm the operation. After you have added all your selected steps, you can press the Start button to let it run. To stop a running scenario, just press the Stop button.

### **User Menu**

The MIOPSMOBILE app offers a clean and stylish interface with easy to use widgets and menus. The modes with adjustable parameters list them in the orange circle. You can switch between the parameters by swiping the circle to the right or left.



To change a parameter, just touch the value and the keyboard will appear. You can enter the value by using the keyboard. If there are two options only, they will toggle. To close the keybord, touch somewhere outside of the circle.



When you have set all parameters, touch the top notch of the circle and pull the curtain down. This will reveal the orange dot to start.

When you ready to start the mode running, just touch the orange circle. You can monitor the process by changing values on the screen.

