

Record high quality sound in movies with the OM-D and LS-100

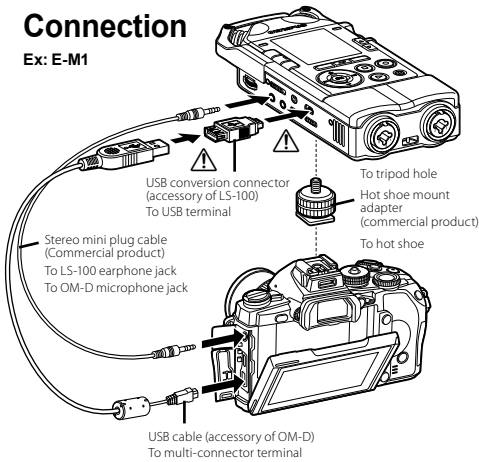
Use the LS-100 as an external microphone when shooting a movie with your OM-D (E-M1, E-M5 Mark II). By adding the LS-100, you can enjoy reproducing movies with higher fidelity to the original sound. Every nuance of every note and syllable is captured and played back with a rich and resonant quality.

Update the firmware of OM-D and LS-100 to the latest version before using this function.

<Latest version of firmware> E-M1: ver. 4.0 / E-M5 Mark II: ver. 2.0 / LS-100: ver. 1.4

Connection

Ex: E-M1



- To use stereo mini-plug cable with no resistance (commercial product), connect LS-100 earphone jack and camera microphone jack.



Applying strong force to the USB conversion connector and cable connection may cause damage.

1 Start shooting a movie with your camera.

- Recording starts when the movie starts shooting.
- For more information on how to shoot a movie, refer to the user's manual for your camera.

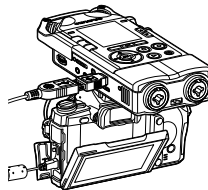
2 Stop shooting a movie with your camera.

- Recording stops when the movie stops shooting.
- Recorded sound is stored in the recorder with the same file name stored in your camera.

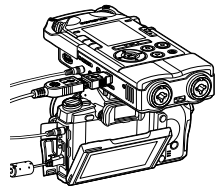
Slate tone

By saving a beep (slate tone) as a reference point during movie shooting, it will be easier to synchronize the movie to the sound file during editing.

Connect with USB cable:



Connect with USB cable and stereo mini plug cable:



1 Press OK button of the camera during movie shooting.

- A beep sound is recorded.

2 Stop shooting a movie with your camera.

- After shooting a movie, replace the sound of the movie file with the sound file on the recorder to have high quality sound. Use commercially available movie editing software.
- For more information on how to edit the movie file, refer to the user's manual for your software.

Note

If recording using only the USB cable, slate tone syncing may not occur.

Refer to "Recording movie sound using the OLYMPUS IC recorder LS-100" in the user's manual of your camera.