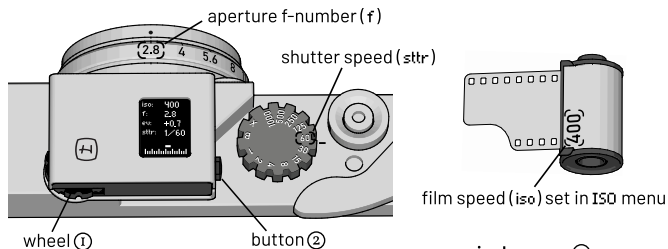


Lime 1 Quickstart

The light meter measures the average light in a ~35° field of view, similar to a 50mm lens on a 35mm camera. Depending on the selected mode and desired settings, it calculates the corresponding parameter to set on the camera.



rotate wheel ①:

change primary parameter

rotate wheel ① while button pressed ②:

change secondary parameter

turning it **OFF**: after 40 seconds the lightmeter turns off automatically

single press ②:

ON / enter value

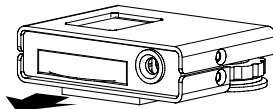
double press 2x ②:

enter / exit menu

hold ②:

lock light measurement

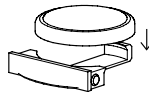
MODE	A	S	M	LW
primary parameter	f-number	shutter spd.	shutter spd.	exp. comp.
secondary parameter	exp. comp.	exp. comp.	f-number	iso
calculated result	shutter spd.	f-number	exp. offset	exp. value



use your fingernail to carefully remove the battery drawer !






CR2032 orientation: Upside down, text and markings (+) on bottom!



Setup menu:

- **Normal mode:** Real time measurements, lock measurement by holding down the button. Settings increment in 1/3 stops
- **Inverted:** Measurement and display update only when holding down the button. Locked measurement when releasing the button
- **Low resolution (LOW RES):** Calculated and selected parameter increments in full stops, allows faster operation when 1/3 stop resolution is not needed

Usage tips:

-  Bright light sources in the background like unshaded lightbulbs, the sky or the sun affect the measurement disproportionately. If possible, aim the meter away (e.g. towards the ground) to reduce interference.
-  Have a preferred way of wheel operation: Either from the left (recommended) or from the bottom. Increasing values by moving "up" is a bit more intuitive than moving from right to left.
-  On a bright sunny day the display may be difficult to read: don't put the hand over the device/sensor to shade it, rather lock the measurement with the button and rotate the device to a shaded orientation. This is also a good indication that you can use the standard sunny 16 rule at that point ;)