

## Phocus 3.3.6 Mac read-me

May 3rd 2018

### Compatibility

macOS 10.11 or later is required and only 64 bit Mac's are supported. The new extended GPU usage requires macOS 10.12.2 or later (10.12.6 or later recommended).

In case you need to run Phocus on older versions of macOS please visit our software archive.

Phocus requires at least 4 GB of memory, where 8 GB or more is recommended.

### System Requirements

#### Graphics adapters

As Phocus is taking advantage of GPU processing both in relation to the viewer and for exports, using a Mac with a high performance GPU is definitely an advantage. All current Mac's using discrete GPU's should give good performance, we do not recommend using a Mac that only incorporates an integrated Intel GPU.

As of macOS 10.13.4 external GPU's are fully supported and Phocus will make full use of such a device for exports and the viewer in 100%.

#### Supported products

Image files from all Hasselblad FireWire and USB based digital camera products are supported. Tethered operation will work with the same range of cameras except for the first generation Ixpress series.

Capture of micro-step images is not supported.

Scanner 3F files are not supported.

3F files generated by Phocus are not backward compatible with FlexColor!

### New features in 3.3

#### Extended GPU usage for exports and 100% view

While previously releases has used GPU acceleration for processing directly related to the viewer, this release adds the option to use it for exports and also to speed up the viewer at 100% and above. The improvements made in this release have most effect on higher ISO images where you may see export times being reduced by a factor of more than 3, but even for low ISO images you should see clear improvements.

This feature requires a metal compatible GPU and you will need to run macOS 10.12 or later.

Actual results will of course depend on the hardware - if you are using an older Mac containing only an integrated GPU you may see only a small improvement or it might actually be slower than using the CPU only. For those (hopefully rare) cases we have added an Extended GPU Usage checkbox in Preferences, thereby making it possible to turn off the feature.

#### Other viewer speed improvements

Apart from the extended GPU usage which also benefits viewer performance at 100% or more, there's also other changes made that helps preparing the 100% image even before you zoom. A few other enhancements will also improve export speed regardless

of whether extended GPU usage is active.

### BronColor flash control

A new tool named Bron Control has been added, it will not appear by default but can be added manually from the list of tools. The Mac will need to be on the same Wi-Fi network as the flash system.

Once a system has been detected the list of groups will be filled out. Basically you can then select either a group in the left hand list or a single lamp in the right hand list and change intensity and modeling light on/off for the selected lamp(s). The intensity of a selected lamp or group can also be changed using left and right cursor keys. Holding down shift while changing intensity will change in 1.0 steps.

If you are using enterprise mode - meaning that the lamps are connected to an existing Wi-Fi network - Phocus will ignore the studio setting on each lamp, meaning that all lamps will be shown regardless of studio number.

Do note that the functionality integrated in Phocus is not meant to totally replace the standard BronControl software - you will still need this for things like defining enterprise configurations and handling more advanced features.

### Various improvements

- adds support for the XCD 120 lens
- adds 'x' as a short cut to the keystone all guides tool button
- also includes various minor fixes

## **Change log**

### V 3.3.6

- fixes a problem with H6D pinhole mode where captures would be blocked after using live video
- fixes an issue that could lead to some images incorrectly appearing to have been cropped immediately after load
- fixes a possible crash issue when using local adjustment of sharpness in combination with zero amount global sharpness
- also includes a number of minor fixes and improvements

### V 3.3.5

- adds support for importing images directly from H6D and X1D cameras (pending an upcoming firmware release that will enable this functionality)
- fixes a crash issue related to usage of scene calibration with 60mp cameras
- fixes incorrect handling of 200mp 6-shot images
- fixes an issue that prevented opening the additional output part of the image export

dialog when running macOS 10.13.x

- an image swap issue that could show up when viewing shadow or highlight warnings in compare mode has been fixed
- also includes additional minor fixes

#### V 3.3.4

- adds lens correction support for an upcoming product
- fixes an issue that could lead to 3F files not being readable by ACR/LR
- fixes a problem that could cause visible tile borders in the viewer when looking at multi-shot or 6-shot images

#### V 3.3.3

- handles an issue where the updating spinner in 100% view would not go away
- fixes missing update of exposure tool sliders when loading a preset
- also includes a number of other minor fixes and stability enhancements

#### V 3.3.2

- fixes an incorrect macOS version check in 3.3.1 that prevented extended GPU usage on all versions of 10.12
- fixes a couple of update issues in 100% view
- also when viewing images at 100% using Phocus Mobile a cache related issue has been fixed

#### V 3.3.1

- prevents a possible image corruption issue when capturing tethered with H6D-100c
- extended GPU usage will now only be enabled when running 10.12.2 or later given that 10.12.1 has issues related to Metal support. Under all circumstances we recommend keeping your operating system up to date with maintenance releases
- fixes a possible crash when using the navigator in 100% mode while the viewer is also zoomed in