Phocus 3.3.6 Windows read-me

May 3rd, 2018

Installation

To install Phocus, run the installation bundle. This bundle contains Phocus, Hasselblad Device Drivers and a Microsoft Direct X SDK subset. The Microsoft .NET Framework 4.6 is required and will be automatically downloaded and installed (it can be obtained manually from http://go.microsoft.com/fwlink/?LinkId=560369 if an offline install is required).

Compatibility

Phocus is supported on Windows 7 Service Pack 1 64-bit, Windows 8 64-bit, Windows 8.1 64-bit and Windows 10 64-bit.

System Requirements

Graphics adapters
You should be aware that the Phocus viewer utilizes the processing power of the GPU - therefore using a PC with a high-performance GPU is definitely an advantage.

Memory
We recommend at least 8GB of memory

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!

Functionality Level

The Windows version only supports tiff and jpg as 3rd party files.

New features in 3.3

Extended GPU usage for exports and 100% view

While previously releases have 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.

For this feature to be active a graphics driver supporting OpenCL 1.2 or later is required.

Actual results will of course depend on the hardware. If you encounter any problems 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 are 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.

<u>BronColor flash control</u>

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 PC 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.

<u>Per-monitor high-DPI support</u>

If you are using a display with a high-DPI setting you will now experience that text, icons and images are crisper as Phocus now take advantage of the increased pixel density. On operating systems that support it, i.e. on Windows 8.1 and up, you can have different DPI settings for each display and this will also be used by Phocus.

<u>Various improvements</u>

- adds support for the XCD 120 lens

- adds 'x' as a short cut to the keystone all guides tool button

Change log

<u>V 3.3.6</u>

- fixes a problem with H6D pinhole mode where captures would be blocked after using live video

- 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

<u>V 3.3.5</u>

- 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

- 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

- also includes a number of minor fixes

V 3.3.3

- somewhat reduced memory usage in relation to image browsing at 100%

- fixes excessive GPU usage that could cause the interface to become sluggish

- also includes a number of other minor fixes and stability enhancements

V 3.3.2

- When capturing from H3D or older cameras using Phocus mobile, images would be shown twice with different names

- When using large screen resolutions, images would not finish rendering on some zoom levels

- The splash screen and progress indicator did not handle dpi correctly

V 3.3.1

- prevents a possible image corruption issue when capturing tethered with H6D-100c

- fixes an issue that prevented extended GPU usage on some AMD devices

- fixes an issue where mouse cursors were offset a small amount, so e.g. neutralization on tiny areas could be wrong.