

# **Photron *FASTCAM* Viewer**

*for High Speed Digital Imaging*



## **Release Notes**

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**(Ver. 3.5.2)**

**Photron**

# Table of Contents

## Photron FASTCAM Viewer Release Notes (Ver. 3.5.2)

<b>Chapter.1</b>	<b>Release Summary</b>	<b>1</b>
	PFV Ver. 3.5.2 Summary .....	2
<b>Chapter.2</b>	<b>New Function and Operation</b>	<b>3</b>
2.1.	New Navigation Mode.....	4
2.1.1.	Cancel (All Mode) .....	5
2.1.2.	Setting Frame Rate (Live Mode, Live Stop Mode).....	5
2.1.3.	Setting Resolution (Live Mode, Live Stop Mode).....	5
2.1.4.	Shading (Black Level) Correction (Live Mode, Live Stop Mode) .....	6
2.1.5.	Setting Shutter Speed (Live Mode, Live Stop Mode) .....	6
2.1.6.	Setting Trigger Mode (Live Mode, Live Stop Mode) .....	7
2.1.7.	Using Low Light Mode (Live Mode, Live Stop Mode) .....	7
2.1.8.	Switching Camera (All Mode) .....	7
2.1.9.	Setting Playback Rate (Memory Mode) .....	8
2.1.10.	Setting Save Mode (Memory Mode) .....	8
2.1.11.	Playback Bar (Memory Mode) .....	9
2.1.12.	Setting Playback Start Frame (Memory Mode).....	9
2.1.13.	Setting Playback End Frame (Memory Mode).....	9
2.2.	Control on View.....	10
2.2.1.	Switching Live/Memory Mode .....	10
2.2.2.	Record/Playback Buttons.....	10
2.2.3.	Elapsed Time/Playback Range Display .....	10
<b>Chapter.3</b>	<b>Bug Fix</b>	<b>11</b>
	PFV Ver. 3.5.2 Contents of Bug Fix.....	12

# Chapter.1 Release Summary

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The following describes the release summary.

## **PFV Ver. 3.5.2 Summary**

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Several useful new functions are available in PFV Ver. 3.5.2.

- ✓ Navigation Mode has been improved to be suitable for a touchscreen interface to easy use in Tablet PCs. Frame Rate, resolution and other setups, and recording and saving images functions are available.
- ✓ PFV can be launched by double clicking a PCS file which includes a camera's setup parameter information.
- ✓ The default bit depth of MRAW and TIFF format saving is changed to "Bit depth of the sensor" to prevent operation errors and wrong settings.
- ✓ Pre-LUT menu has been improved that LUT setup can be done with checking the histogram.
- ✓ SDK sample programs for C# are available.

And several bugs have also been fixed.

Use this latest PFV version with Photron high speed cameras which are utilized in various fields.

# Chapter.2 New Function and Operation

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The following describes the new function and the operation.

## 2.1. New Navigation Mode

When “Navigation mode” button on tool bar is clicked, divided regions with grids will appear on view window. These regions are separated by frame rate, resolutions, and etc. When “Navigation mode” is in use, settings CAN be changed on the view window without using the tool bar buttons.



Navigation menu will appear in each region when you drag the cursor in separated area. The grid can be hidden when you click area with no navigation menu.

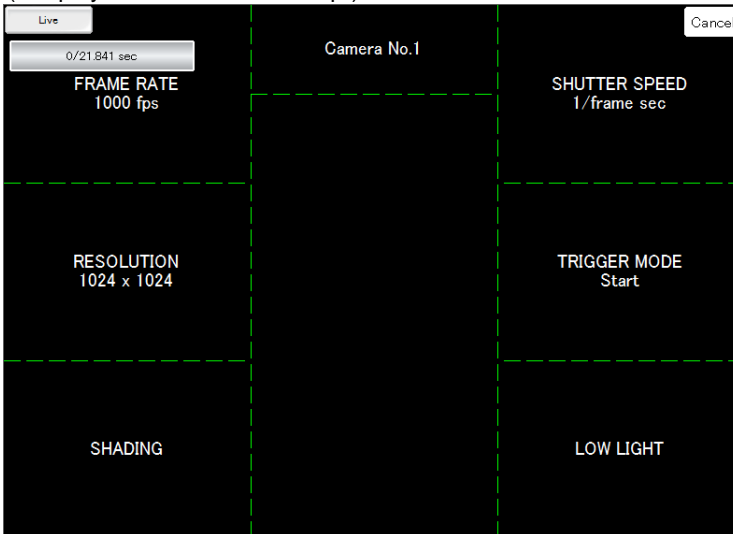
To show the grid, double-click on the display.

It can be operated by using touchpad display.

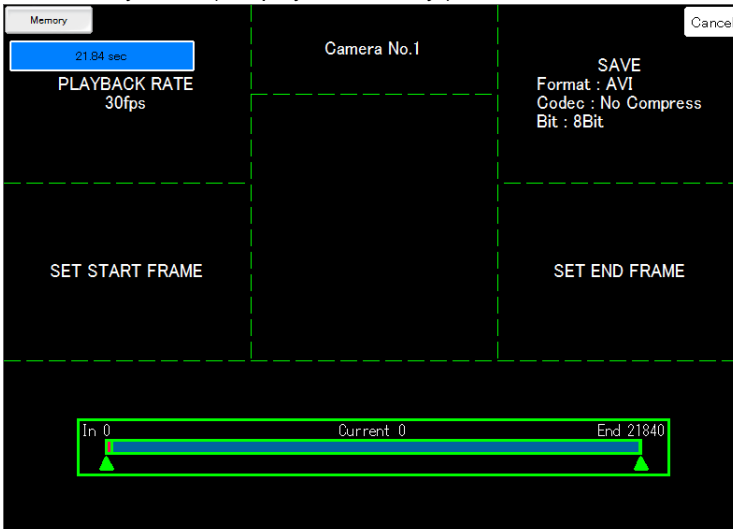
Stored function can be different depends on selection of control panel's “Display”.

◆ For live mode, live stop mode

(“Display” is “Live” or “Live Stop”)



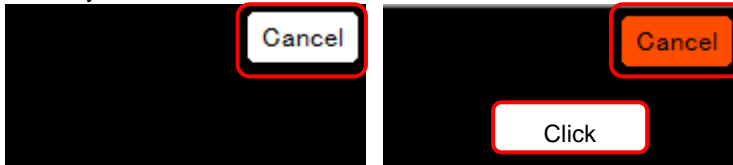
◆ For memory mode (“Display” is “Memory”)




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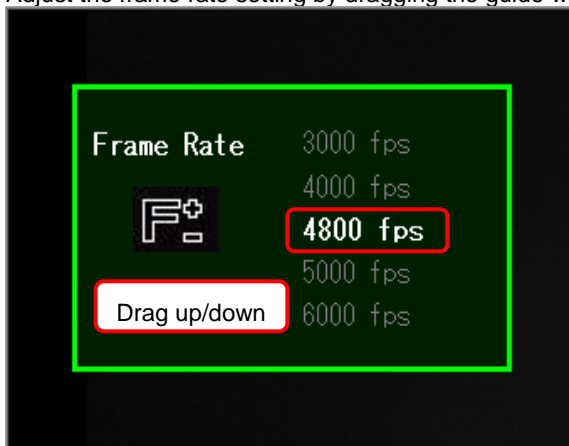
### 2.1.1. Cancel (All Mode)

When you move over the cursor on top of “Cancel” button, it will turn to red color. Navigation mode will exit if you click “Cancel” button while it’s red.




### 2.1.2. Setting Frame Rate (Live Mode, Live Stop Mode)

When the cursor is in the upper left region of the view window, the cursor changes to . Adjust the frame rate setting by dragging the guide which is displayed in the view window.




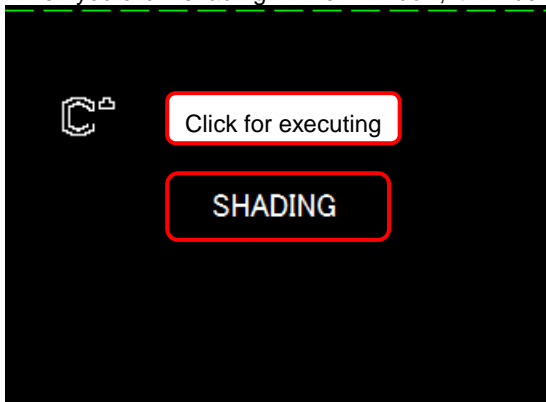
### 2.1.3. Setting Resolution (Live Mode, Live Stop Mode)

When the cursor is in the left center region of the view window, the cursor changes to . Adjust the resolution setting by dragging the guide which is displayed in the view window.



### 2.1.4. Shading (Black Level) Correction (Live Mode, Live Stop Mode)


When the cursor is in the lower left region of the view window, the cursor changes to . When you click “shading” in view window, it will be executed.

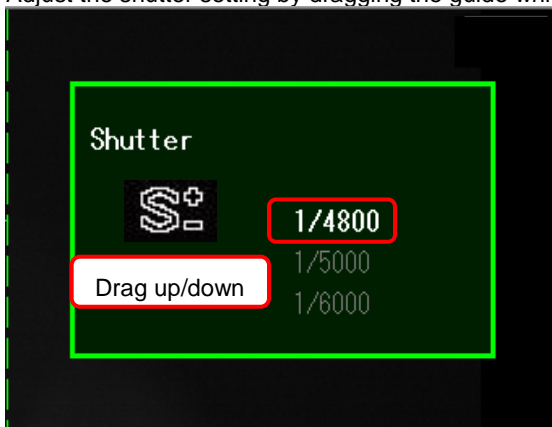


#### Supplement

- Completely shield the image sensor from the light by using the lens cap before executing.
- For cameras with a mechanical shutter, shielding of light is not needed.


### 2.1.5. Setting Shutter Speed (Live Mode, Live Stop Mode)

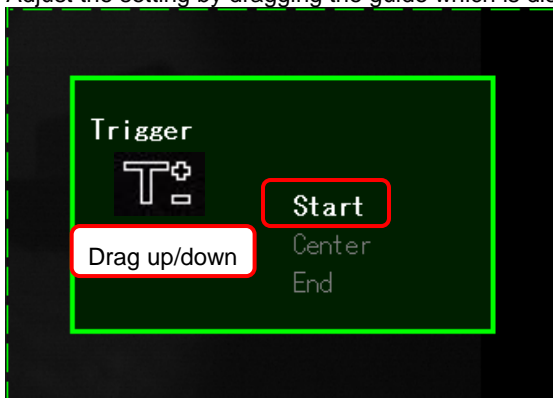
When the cursor is in the upper right region of the view window, the cursor changes to . Adjust the shutter setting by dragging the guide which is displayed in the view window.






### 2.1.6. Setting Trigger Mode (Live Mode, Live Stop Mode)

When the cursor is in the right center region of the view window, the cursor changes to .  
Adjust the setting by dragging the guide which is displayed in the view window.



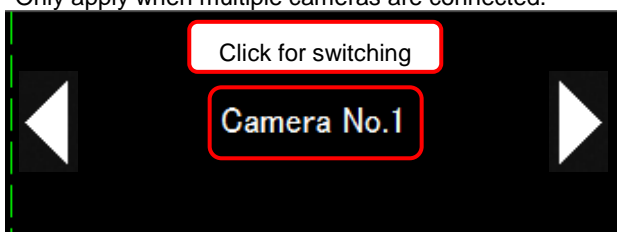
### 2.1.7. Using Low Light Mode (Live Mode, Live Stop Mode)

When the cursor is in the lower right region of the view window, the cursor changes to .  
When you click "Low Light" in view window, it will be executed.




### 2.1.8. Switching Camera (All Mode)

Camera can be switched by clicking top center region.  
When you click "Camera" in view window, it will be executed.  
\*Only apply when multiple cameras are connected.




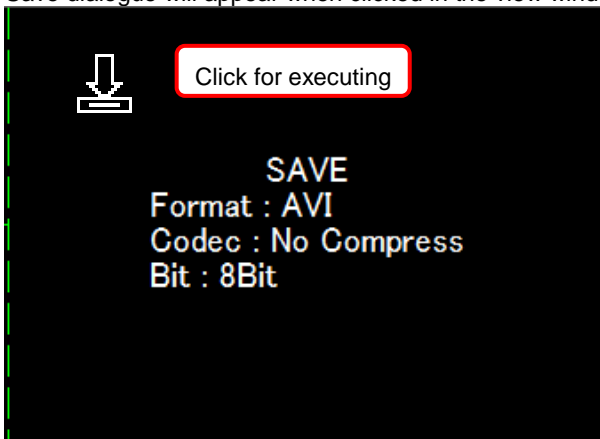
### 2.1.9. Setting Playback Rate (Memory Mode)

When the cursor is in the upper left region of the view window, the cursor changes to . Adjust the playback speed setting by dragging the guide which is displayed in the view window.




### 2.1.10. Setting Save Mode (Memory Mode)

When the cursor is in the upper right region of the view window, the cursor changes to . Save dialogue will appear when clicked in the view window.




### 2.1.11. Playback Bar (Memory Mode)

When the cursor is in the lower center region of the view window, the cursor changes to . Check the location of current frame in the view window, and then set the position by dragging the cursor.




### 2.1.12. Setting Playback Start Frame (Memory Mode)

When the cursor is in the left center region of the view window, the cursor changes to . When you click the area in view window, current location will be the playback start frame. Playback start frame can be adjusted by dragging the cursor left to right.



### 2.1.13. Setting Playback End Frame (Memory Mode)

When the cursor is in the right center region of the view window, the cursor changes to . When the view window is clicked, current position will be the playback end frame. End frame can be adjusted by dragging the cursor to the left and right.



## 2.2. Control on View

### 2.2.1. Switching Live/Memory Mode

It is possible to switch between “Live” and “Memory (save tab)” mode on the View by clicking the button.

Unable to click during RecReady, Rec, EndlessRec.

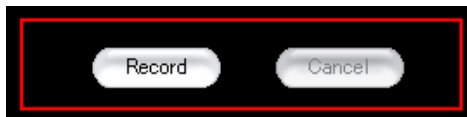


### 2.2.2. Record/Playback Buttons

It is possible to record or playback control by clicking the button.

Each button size can be set “small”, “standard” or “large”.

Display and size setting can be changed from the top menu. “Option” -> “Configuration” -> “Display/Operation” -> “Display Recording/PlayBack Control on Viewer”.



Live Mode

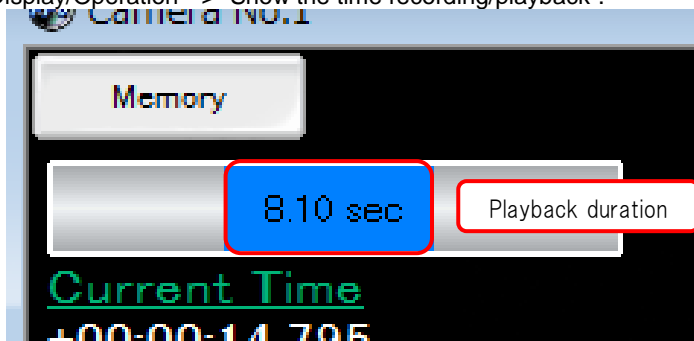


Memory Mode

### 2.2.3. Elapsed Time/Playback Range Display.

Elapsed time/playback range can be displayed at Memory Mode.

Display setting can be changed from the top menu. “Option” -> “Configuration” -> “Display/Operation” -> “Show the time recording/playback”.



# Chapter.3 Bug Fix

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The following describes the contents of a bug fix.

## **PFV Ver. 3.5.2 Contents of Bug Fix**

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1. A bug has been fixed; the file name's digit setup could not be done at Snap Shoot setup window.
2. A bug has been fixed; PFV clashed when several files are selected and opened with checking DDraw.
3. A bug has been fixed; resolution 128x96 should not be selected but it could, at SA5's variable setup (Frame Rate registered).
4. A bug has been fixed; "Apply" button did not work at "Save Options Setting" dialog window even if file name, save path or sub folder name are changed.
5. A bug has been fixed; Frame Rate Mode setup could not be reflected at SA5.
6. A bug has been fixed; if an AVI file was opened and closed by PFV, the file could not be moved or deleted without closing PFV.
7. A bug has been fixed; PFV clashed when an image is saved with wave form data as Layout Save in WMV format.
8. A bug has been fixed; a 25,000 frames or longer WMV file could not be opened from its CIH file.
9. A bug has been fixed; Direct Start could not be set from PFV at MH4-10K.
10. A bug in SDK has been fixed; a list number which is gotten by PDC\_GetExternalInModeList and PDC\_GetExternalOutModeList is larger than actual number.
11. A bug has been fixed; PFV clashed if a rotated and Bayer-saved rectangle image is opened as color.
12. PFV/SDK searches Default Gateway if a set IP address does not exist in a network.

# **Photron *FASTCAM* Viewer**

***for High Speed Digital Imaging***

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