

Photron FASTCAM Viewer

for High Speed Digital Imaging

Release Notes
Ver. 4.7.0.0 E

Photron

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Chapter 1. Release Summary

1.1. PFV4 Release Notes

1.1.1. PFV Version

- PFV Ver. 4.7.0.0
- SDK (PDCLIB.DLL) Ver. 4.7.0.0

1.1.2. PFV4 Contents of the installation data

- | | |
|-----------------|---|
| - PFV Setup64: | PFV installer for 64bit Windows |
| - Doc: | PFV4 Users Manual, First Step Guide, and License Activation Guide |
| - CheckerBoard: | Image data of checkerboard for lens distortion correction |
| - ReleaseNotes: | PFV4 Release Notes |
| - ReportSample: | Sample data for Report output function |
| - Driver: | Device drivers |

1.1.3. SDK Contents of the installation data

- | | |
|-----------------------|--|
| - SDK: | SDK components, documents, and samples |
| - LabVIEW and MATLAB: | SDK for LabVIEW and MATLAB, documents, and samples |
| - ReleaseNotes: | PFV4 Release Notes |
| - Driver: | Device drivers |

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Chapter 2. New Functions

2.1. PFV4.7.0.0 New Functions

2.1.1. New Camera Support

N/A

2.1.2. Additional Function

Common to the all mode		
Item	Fixed / Modified Item	
[Adjustments]	[LUT]	Improved the usability of selecting and editing registered control points in the LUT free-form curve editor. In addition, we have introduced a new interpolation algorithm and pre-correction to ensure consistency between the curve's appearance and its settings.
[Show info]	Event frames (input frames containing Event POS/NEG signals) are now more visually distinguishable. Within event frames, the "Event" label in the Show info section appears in yellow, and a full-width asterisk (*) is added before the event count. This allows you to identify event frames from the image information display without needing to check the playback slider bar.	
Other	1GbE connectivity has been added to the Orion S40.	
	To prevent packet loss caused by insufficient NIC (network interface card) performance or a full receive buffer, we have added a feature that automatically adjusts the packet interval in real time based on the communication status, thereby preventing interruptions caused by errors.	
	Added mouse-based zoom and pan functionality to improve usability. - Added Features Zoom with mouse wheel: Rotate the mouse wheel to zoom in or out around the mouse pointer's current position. Pan with right-click drag: Hold down the right mouse button and drag to move the zoomed image. - Improvements Enhanced operation continuity: Modified so the Quick Tools do not deactivate when right-clicking, allowing simultaneous panning and tool usage. Precise zoom positioning: Improved calculation accuracy so the zoom center aligns precisely with the mouse pointer's position, even when using settings that prioritize update speed (display thinning) or Binning functions. Navigation Optimization: Optimized the timing of the lower-right "View Position Window" (the frame showing your current location within the full image) during zoom operations, making it easier to track your current viewing position.	

LIVE mode		
Item	Fixed / Modified Item	
[Function panel]	[Setup]	A feature has been added to display a grid (3×3 (default), 4×4, 5×5) on the LIVE image in LIVE mode for smoother angle adjustment. You can adjust the camera angle while viewing the grid lines.
		Added manual mechanical shutter opening/closing functionality. You can now close the camera's mechanical shutter from the PFV4 during lens changes or similar operations. This reduces the risk of dust adhering to the sensor during such tasks. When the mechanical shutter is closed, operations like clicking the [Record] button are restricted to prevent accidental recording initiation. Attempting to record with the shutter closed will display an error message.
		Compatible Camera: Orion S40
[Add-ons]	[MCAT]	Synchronization settings (transition to Ready state) can now be executed even when using only one camera. This allows recording preparation to be performed using the same settings and procedure regardless of the number of cameras, reducing the hassle of setting changes and preventing operational errors.

MEMORY mode	
Item	Fixed / Modified Item
[Save]	In environments where multiple network interface cards (NICs) or switches are used to segment networks, the “Parallel Saving per Network Adapter” feature has been added to maximize storage efficiency. Previous parallel downloads were executed in “ascending IP address order.” This caused load to concentrate on specific NICs when cameras with close IP addresses were connected to the same NIC. Consequently, overall download speeds did not improve even when bandwidth on other NICs remained unused. Enable “Parallel saving from camera memory” under [Configuration] - [Save] and check “Save in parallel for each network adapter”. PFV4 will then automatically detect the PC's network adapter configuration and prioritize parallel execution for cameras connected to different NICs.

MEMORY/FILE mode	
Item	Fixed / Modified Item
[Save]	“VP9” is added as a new video codec for saving videos. If compatibility with specific analysis software is required, you can output videos directly from PFV4 in VP9 format (MP4 container). VP9 Advanced Settings - Lossless (reversible compression) setting: Enables saving with minimal video degradation. - Quality level adjustment: Set within the range of 0 to 51 (default: 26) to optimize the balance between image quality and file size.
	A feature has been added to select a FourCC when the save format is AVI / H.264. - H264 - X264 - AVC1
Other	To facilitate smooth post-recording data analysis, integration with the image analysis software “PFA2 (Photron FASTCAM Analysis 2)” has been added. These options will only appear if PFA2 (version 2.1.0.0 or later recommended) is installed on your PC. Added Features - PFV4 installer now supports simultaneous PFA2 installation Added an option (default: enabled) to install PFA2 immediately after completing PFV4 installation. - Automatic PFA2 launch after saving Added a “Launch PFA2 after saving” option to the [Save] screen. - Launch from [FILE] mode Added a button to launch PFA2 within PFV4's [FILE] mode.

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Chapter 3. Bug Fix and Other Changes

3.1. PFV4.7.0.0 Fixed Bugs and Changes

Common to the all modes		
Item	Fixed / Modified Item	
[Dimensions]	[Calibration]	In the following procedure, the origin would not be reset to the correct position (the bottom-left corner of the image). This bug is fixed. 1. Select “User origin” in the coordinate settings under [Dimensions] - [Calibration]. 2. Click the [Cancel] button to close the menu. 3. Rotate or invert the image. 4. Select “User origin” again in the coordinate settings under [Dimensions] - [Calibration].
[Show info] / [Save]	When saving or displaying information, setting the display layout to “right-justified” or “centered” at specific resolutions caused the end of characters to be cut off. This bug is fixed.	
Other	Reduced the time required to verify the license when launching PFV4 without connecting the paid option’s license dongle to the PC.	
	When a modal dialog (a screen that locks the main window until the operation is completed) was displayed, dragging and dropping a file caused PFV4 to crash. This bug is fixed.	
	When the PFV4 operating language was set to a language other than Japanese (English, Chinese, French, or German), error messages displayed in Japanese occurred during CSV file overwrites. This bug is fixed. Corrected Areas - Histogram: Error message during CSV output - Line Profile: Error message during CSV output Waveform Data (XT Graph): Error message during CSV export	

LIVE mode		
Item	Fixed / Modified Item	
[MENU]	[Configuration] - [Connection] - [Ethernet settings]	The criteria for the communication settings optimization feature have been relaxed to statistical standards.
		As a result, in high-speed 10GbE environments, the system will automatically configure stable, high-speed, and practical settings.
		To improve network stability, we have lowered the upper limit for the “Packet Count” setting in the Ethernet configuration from “1,024” to “512”.
	[Configuration] - [Save]	While using the Record while saving function during playback, the camera information shown on the screen (such as frame rate and recording time) showed the settings from the previous recording session. This bug is fixed.
	[Configuration] - [I/O]	The HD-SDI output option appeared in the “I/O” menu for a camera that does not support HD-SDI output. This bug is fixed.

LIVE mode		
Item	Fixed / Modified Item	
[Function panel]	[Camera controls]	The [Search all cameras] feature, which detects all cameras on the network at once, did not display the Mini W2 and Mini W5. This bug is fixed.
		Dragging on the panel scrolled the displayed items (horizontal movement). This bug is fixed.
	[Camera controls] - [Save/Load camera control settings]	When a PCSX file was saved without any variable settings registered, an unnecessary tag (<variableChannel>0</variableChannel>) would be generated. This bug is fixed.
	When the Camera menu in the Function Panel was open, using the “Move” or “Zoom” commands in the Quick Tools caused a rendering delay. This bug is fixed.	
[Quick Tools]	When using tools that restrict live update speed setting such as LUTs or color adjustments, enabling and then disabling the Cross cursor caused the “Prioritize speed” checkbox to become selected. This bug is fixed.	
[Adjustments]	[LUT]	In certain environments, such as MH6, which includes multiple camera heads, repeatedly dragging interpolation points or switching channels (R/G/B) while editing free-form LUT curves caused the camera images and histograms to stop updating. This bug is fixed.
		When editing free-form curves in LUT and dragging within the histogram (to edit interpolation points), pressing the “Ctrl+Z” (Undo) shortcut key might cause the "Undo" and "Redo" buttons to become grayed out, or PFV4 might become unresponsive or crash. This bug is fixed.
		Following the steps below would cause PFV4 to crash. This bug is fixed. 1. Connect the two cameras. 2. Open the LUT menu on either camera and select “Free form curve”. 3. While dragging the “interpolation points” on the histogram, switch between cameras using a shortcut key (such as [Shift] + [Tab]).
		When both a color camera and a monochrome camera were connected simultaneously and the Multiple windows lock feature was enabled, if you edited the free-form curve of the LUT using the following steps and then clicked “Undo,” the positions of the “interpolation points” and “drawing lines” on the histogram would shift. This bug is fixed. 1. Edit a specific channel (such as R or G) on the color camera. 2. Switch to the monochrome camera and perform “Auto expand”. 3. Switch back to the color camera and click “Undo”.

LIVE mode		
Item	Fixed / Modified Item	
[Adjustments]	[LUT]	When both a color camera and a monochrome camera were connected simultaneously and the Multiple windows lock feature was enabled, if you edited the free-form curve of the LUT using the following procedure and then clicked [Cancel], the free-form curve on the color camera side would not be initialized correctly, and the old curve would remain. This bug is fixed. 1. Edit a specific channel (such as R or G) on the color camera. 2. Switch to the monochrome camera, perform “Auto expand,” and click “Cancel”. 3. Switch back to the color camera.
		When color heads and monochrome heads were used together such as MH6, if the Multiple windows lock feature was enabled, editing the free-form curve for any of the R, G, or B single-color channels on a color head would cause images from the monochrome head to display with unnatural coloration. This bug is fixed.
	[Color Correction]	Even when switching from monochrome camera to color camera while the color adjustment menu was open, the “Show histogram” checkbox remained inactive and could not be operated. This bug is fixed.
[Dimensions]	[Calibration]	Specifying an extremely fine grid width might cause PFV4 to become unresponsive. This bug is fixed.
		If the resolution setting of the connected camera was not set to the maximum vertical resolution, turning on “Show coordinate system” and selecting “User origin” would cause the initial origin position to be displayed shifted upward from the lower-left corner of the screen. This bug is fixed.
	[Measurements] / [Calibration]	Following the steps below, the icon for the relevant menu would disappear from the status bar. This bug is fixed. 1. Click [Reset] in the “Calibration” or “Measurements” menus. 2. Then, change the settings and click [Apply]. 3. Restart the PFV4 and reconnect the camera.
[Monitors]	[Line Profile]	When “Prioritize speed” was checked in the live update speed setting on Nova R5/R3 or Mini R5/R3, the brightness value could not be correctly acquired in the area to the right or below the center of the image, resulting in all pixels having the same value. This bug is fixed.
[Assistance]	[S/W image trigger]	In histogram display, the maximum value on the Y-axis was set based solely on the green (G) peak, causing the red (R) and blue (B) lines to be clipped off at the edge of the screen. This bug is fixed.
		When deselecting the camera while using the software image trigger, closing the window, and then reselecting the camera, the “Prioritize speed” setting in the live update speed setting remained disabled. This bug is fixed.
		When multiple cameras were connected and the Multiple windows lock feature was enabled, an “Apply Confirmation Message” appeared simply by closing the menu, even if no settings had been changed. This bug is fixed.

LIVE mode		
Item	Fixed / Modified Item	
[Assistance]	[Synchronization Assistance]	When synchronizing multiple cameras for recording, the wiring diagram did not accurately reflect the connection status. This bug is fixed.
[Add-ons]	[PFV4 Mobile]	When the camera list selection operation on the PC overlapped with the process of closing tools (such as LUTs or color adjustments) opened in PFV4 Mobile, PFV4 became unresponsive. This bug is fixed.
		When the LUT, color adjustment, or autofocus settings panel was open, connecting a new camera to PFV4 or adding a camera would not deactivate that camera's live update speed setting. This bug is fixed.
		When a tool was open on the PFV4 Mobile, deleting a camera on the PC caused the right side panel on the PFV4 Mobile to repeatedly open and close. This bug is fixed.
		When you selected “Auto expand” from the LUT menu on the PC, the values and graphs in the right side panel of the PFV4 Mobile did not update to reflect the latest changes. This bug is fixed.
		When connecting MH6, if you opened a tool on the PFV4 Mobile and then clicked [Remove all] in the camera list on the PC to close the camera, the PFV4 might become unresponsive or crash. This bug is fixed.
		If you opened the same tool (LUT, color adjustment, focus assist, etc.) on both your PC and PFV4 Mobile, clicked [Apply] on the PC to add an icon to the effect status bar, and then clicked [Cancel] on the PFV4 Mobile where the same tool was open, the added icon would be removed from the effect status bar. This bug is fixed.
		When using a monochrome camera, if you applied LUT settings on the PC and then opened the LUT menu on the PFV4 Mobile and clicked [Cancel], the image would display in an unnatural color (with a yellow tint), and the LUT icon in the effect status bar would be registered twice. This bug is fixed.
		Following the steps below, the menu icon would be duplicated in the effect status bar on your PC, and you would need to delete it multiple times before it disappeared. This bug is fixed. 1. Connect the camera and launch PFV4 Mobile. 2. Open the “Color Correction” menu on either the PC or PFV4 Mobile and click [Apply] (this registers the icon on the effect status bar). 3. On PFV4 Mobile, open the “Color Correction” menu and tap [Start sampling] under “Auto white balance”. 4. On PFV4 Mobile, tap [Cancel].

LIVE mode		
Item	Fixed / Modified Item	
[Add-ons]	[PFV4 Mobile]	Following the steps below when connecting MH6, PFV4 Mobile would become unresponsive, and issues such as missing camera names in messages and layout errors would occur. This bug is fixed. 1. Launch “PFV4 Mobile” and connect to your mobile device. 2. Enable “low light” function. 3. Run shading from PFV4 Mobile. 4. If the message “The following camera does not support shading-related processing when Low Light is enabled” appears, select tap [OK].
		If the “Trimming” function was enabled on your PC, the preview image displayed in the left side panel of PFV4 Mobile might be reduced in size or distorted due to the cropping resolution or zoom level set. This bug is fixed.
	[PFV4 Mobile] / [MCAT]	Performing consecutive live update speed setting switch operations might cause PFV4 to crash. This bug is fixed.
	[MCAT]	Even when IRIG timestamps were disabled in [Configuration], the [IRIG] tab displayed incorrect statuses such as “Beginning of exposure” or “End of exposure”. This bug is fixed.
		When two cameras were connected, if launching MCAT with specific tools (LUT, color adjustment, autofocus, etc.) opened and then changing the camera selection from one camera to two cameras, the live update speed setting for the camera added later could not be changed (it remained set to prioritize update speed). This bug is fixed.
		When switching groups, the deactivation of the live update speed setting for the non-selected camera (fixed to prioritize image quality) was not released, preventing the setting from being changed. This bug is fixed.
[Recording/ playback panel]	When the software image trigger window was open, connecting a camera from the MCAT screen would leave the live update speed setting for the newly connected camera active. This bug is fixed.	
	When a dummy camera was connected, the end frame in the playback control panel failed to initialize correctly and displayed “-1”. This bug is fixed.	
Other	Improved so that enabling the Low light feature no longer resets the specified frame range (cropping range).	
	When connecting a new Mini CX100 not registered in the camera list, even if the “HDMI Output” setting was disabled, the linked “Stop HDMI output when in recording standby” setting would always be enabled by default. This bug is fixed.	
	When the display gradation was set to “Real bit”, the maximum luminance value was not displayed correctly in the histogram for auto exposure control or H/W image trigger, and the numerical fluctuation step became every “16”. This bug is fixed.	
	When viewing the remaining capacity of a FAST Drive or CFast card, disconnecting from the camera, removing the media, and reconnecting still displayed the capacity shown before disconnection. This bug is fixed.	

LIVE mode		
Item	Fixed / Modified Item	
Other	When both “Low light” and “Display with a maximum resolution” were enabled on the dummy camera, the Zoom ratio for the “Fit” display in the view window did not update to match the maximum resolution. This bug is fixed.	
	When synchronizing two or more cameras to adjust the field of view, the live update speed setting for non-selected cameras might become permanently fixed to “Prioritize image quality” under specific conditions. This bug is fixed.	
	When “Prioritize update speed” was checked in the live update speed setting, continuously operating specific analysis tools (histogram, Cross cursor) and camera settings changes (auto exposure control) caused PFV4 to crash. This bug is fixed.	

LIVE / MEMORY mode		
Item	Fixed / Modified Item	
Other	Even when changing the dummy camera's frame rate in LIVE mode, the change was not reflected in MEMORY mode. This bug is fixed.	

LIVE / FILE mode		
Item	Fixed / Modified Item	
[MENU]	[Export support file]	Improved so that the type of connected camera head (HD Cam or ST Cam) is now output to the log file when using MH6.
		When exporting support files with the “Prioritize speed” option checked in the live update speed setting, the saved Cross cursor coordinates became twice the value set, causing the display position to shift significantly. This bug is fixed.

MEMORY mode		
Item	Fixed / Modified Item	
[Snapshot]	When creating a Snapshot from data recorded using Random triggers (Random, Random Manual, Random Center, and Random Reset), the current time (timecode) might become an invalid value under specific conditions. This bug is fixed.	
[Save]	Improved so that the “Focus Assistance” and “Overexposure/Underexposure Alert” features are not reflected in the saved image, even when “Apply Image Processing” is enabled on the Save window.	
	When “Use GPU encoding/decoding” is enabled, monochrome data was saved as color data under the following conditions. This bug is fixed. Condition: With the Cross cursor displayed on the screen, check “Apply image processing,” specify the codec as H.264, and save.	
	Even after disabling “Apply image processing”, the measurement results continued to appear in the “Show info” field of the preview on the Save window. This bug is fixed.	
Other	After recording ends, when the camera automatically switches from [LIVE] mode to [MEMORY] mode, the tooltip for “Partition Selection” appeared. This bug is fixed.	
	If there was existing recording data that included the end time of a recording, and you clicked [Cancel] to stop a new recording that was started using a start trigger, the end time of the previous recording would be appended to the new recording data. This bug is fixed.	

MEMORY/FILE mode		
Item	Fixed / Modified Item	
[Monitors]	[Brightness Change]	During analysis of "Brightness Change" displays, or during CSV output of [Histogram] or [Line profile], if the LAN cable was disconnected, PFV4 would crash. This bug is fixed.
		When using MH6 to analyze brightness change with multiple camera heads and saving to CSV, all CSV files could be overwritten with "data from the last analyzed camera head". This bug is fixed.
		When partitions were split, the waveform CSV for brightness change analysis was generated redundantly even for partitions that have not undergone analysis. This bug is fixed.
[Save]	When exporting waveform data to CSV, the header item "#SaveStep" was always recorded as "1" even if frame skipping (thinning) was set on the Save window. This bug is fixed.	
	When saving recorded data (without waveform data) to external storage such as FAST Drive with IRIG timestamps enabled, if the "Save waveform in CSV format" option in the save settings was enabled, unnecessary confirmation messages related to the waveform data would be displayed. This bug is fixed.	
	When saving high-resolution video (2,048 x 2,048 pixels or higher) in AVI format using the MPEG-4 codec, color distortion might occur starting from the second frame onward. This bug is fixed.	
	If multiple save ranges were set in the "Trimming" function, enabling [Apply Image Processing], and re-saving over the existing file while the range number at the top of the list was displayed in the "Preview" on the save window, the current save range information would be cleared and set to "None" if the save operation failed. This bug is fixed.	
[Save] / [Batch converter]	Even when background color settings were disabled in the "Edit format" screen for functions like "Info save" or "Report output", clicking the button still opened the "Select Color" window. This bug is fixed.	

MEMORY/FILE mode	
Item	Fixed / Modified Item
Other	Performing the following operations caused the view window to disappear even though the camera was selected. This bug is fixed. 1. In [FILE] mode, open the top data entry in the list of external devices (FAST Drive or CFast). 2. Switch to [MEMORY] mode and execute "Initialize" on the device.

FILE mode		
Item	Fixed / Modified Item	
[MENU]	[Export support file]	When a file with a resolution exceeding 5,000 pixels was open and a support file was being exported, a confirmation message regarding the use of the Intel integrated GPU (resolution exceeds specified limit) appeared. This bug is fixed.
[Adjustments]	[LUT]	When Use GPU encoding/decoding was enabled, performing auto expand adjustment and moving the current frame might cause the auto-adjustment results to revert to a darker state, or the adjusted state and the unadjusted state might alternate with each frame move. This bug is fixed.
[Dimensions]	[Manual tracking]	For data containing IRIG time code information, the “Time” displayed in the manual tracking function’s tracking point list always appeared fixed to IRIG time code regardless of Display settings, or differed from the value in the Show info field. This bug is fixed.
		An invalid value was recorded in the header information “#OriginalInitialValue” during CSV file output. This bug is fixed.
		When editing measurement points (changing colors or deleting them), performing certain key operations caused PFV4 to become unresponsive. This bug is fixed.
		When exporting CSV, abnormal coordinate data was recorded for frames without tracking points set. This bug is fixed.
[Assistance]	[Image Overlay]	When checking “Apply image processing” and saving in raw data format (such as MRAW), a warning stating “Settings cannot be restored” appeared, but the settings were actually retained and could be restored. This bug is fixed.
[Special Effects]	[Cycle View]	Following the steps below, the operational state of the closed menu would not be cleared but would be retained (e.g., a red-bordered cursor may appear on the view, or the cursor may change to an operation cursor when you hover over it). This bug is fixed. 1. Open a menu such as “Measurements” to display the red-bordered cursor. 2. Open the “Cycle View” setting menu and close it by clicking [Cancel]. 3. Close a menu such as “Measurements” by clicking [Cancel]. 4. Open the “Cycle View” again, proceed with the process, and open the cycle view monitoring screen.

FILE mode	
Item	Fixed / Modified Item
[Open]	When “Use GPU encoding/decoding” was enabled, H.264 data (AVI/MOV/MP4) recorded by a monochrome camera was loaded as color data when opened directly, not from a CIHX file. This bug is fixed.
	If communication with the camera was lost during the Open screen or data name conversion operation for an external device (FAST Drive or CFast), continuing certain operations caused PFV4 to crash. This bug is fixed.
[Save]	When a file saved with Skip save was saved again, the time (sec) output to the waveform CSV was calculated based on the “frame number after resave” rather than the original recording time. This bug is fixed.
	When opening data within FAST Drive and displaying the Save window, if the camera connection was lost, clicking the [Save] button caused PFV4 to crash. This bug is fixed.
[Recording/ playback panel]	When playing multiple grouped videos side-by-side, PFV4 crashed if certain operations overlapped. This bug is fixed.
	When moving the current frame near the end frame (via playback or slider operation) in certain MP4 files, PFV4 became unresponsive. This bug is fixed.
Other	When “Use GPU encoding/decoding” is enabled, loading and playing H.264 format files caused a memory leak (memory not being freed). This bug is fixed.
	When opening data saved to FAST Drive with calibration enabled and “Apply image processing” checked during saving, display abnormalities such as screen flickering or turning completely black (or white) might occur during mode transitions (LIVE / MEMORY / FILE). This bug is fixed.
	When playing a grouped image of three or more files, if you clicked and enabled the effect status bar icon that was associated with only one file, PFV4 would crash. This bug is fixed.

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Chapter 4. The Contents of SDK

4.1. The Contents of SDK

4.1.1. New Camera Support

N/A

4.1.2. Additional Function / Improvement

N/A

4.1.3. Bug Fix

N/A

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