PHOTOMOD 5.0.
First installation memo

*Updating to the 5.0 version from 4.**

Step 1

Network version

It is necessary to reprogram hard lock key for network version **of PHOTOMOD 5.0** because there were changes in the license, refer to instructions below. The updated key supports both **PHOTOMOD 5.0** and **4.x** versions. To reprogram the hard lock key you must:

- Download the special key reprogramming utility at http://www.racurs.ru/?page=235
- Start the utility on a machine with the key attached
- Click the **Collect information** button
- Save the created file ***.c2v** and send it to support@racurs.ru
- You will receive the file ***.v2c** from the **Racurs** technical support group
- Restart the utility
- On the tab page **Apply license update** choose file ***.v2c** and click the **Apply update** button

In addition to the ***.v2c** file, you will also receive **PhConst50.dll** used for **PHOTOMOD 5.0** installation and **PhConst40.dll** used to configure **PHOTOMOD 4.x** correctly, if you have it installed.

Local version

Users of **PHOTOMOD** local version will receive **PhConst50.dll** to be used for installation of **PHOTOMOD 5.0**. Note that PHOTOMOD 4.x will be kept available for work.

Working in PHOTOMOD 4.x

- Replace **PhConst40.dll** (in the installation folder of **PHOTOMOD 4.x**) with the new one you received from the Racurs Technical Support Department.

Step 2

PHOTOMOD 5.0 installation

- Download system installer at http://www.racurs.ru/?page=235.
- If previous system version (**PHOTOMOD 4.x**) is currently on your computer, you will need to install **PHOTOMOD 5.0** to separate folders (by default – **PHOTOMOD5** for the program itself and PHOTOMOD5.VAR for the configuration files).
- Before installing, copy **PhConst50.dll** file to the folder with the installer.
- Once installation is complete, start the **PHOTOMOD System Monitor** program. You will see the “R” icon in the system tray. Clicking the right mouse button on the “R” icon invokes a menu to start the PHOTOMOD.

PHOTOMOD 5.0 resource system

PHOTOMOD 5.0 resource system differs significantly from those in previous versions.
To organize work on a *network*:

Step 1: Defining resource system

- Select/create a folder on the server in which to place projects.
- Select/create folders on the server in which to place images. For big projects, there may be folders defined on several servers.
- Select a folder on the server in which to place configuration files (Centralized management folder).
- Open **Control Panel** from the **System Monitor** menu, and then click the **Initial settings** button. Select the **Centralized management folder**. Click the **Manage network profiles** button.

Step 2: Making network profile for the project or project group

- Define network profile name (root of resource tree).
- Define profile resource structure by attaching the project and image folders selected in Step 1 via virtual folders (virtual names).

Step 3: Access to network profile resources from workstations

- Open **Control Panel** from **System Monitor** menu on the workstation, click the **Initial settings** button, select the **Centralized management folder** and click **OK**.
- The **network profile** is now connected to the workstation and its name will appear in the list of profiles in the **Control panel.**
- Activate the **network profile** by double-clicking on its name, and then click the **Apply** button.
- Start the **PHOTOMOD** system and all resources of the active profile will be available.

Through connecting the **centralized management folder**, the **network profile** becomes accessible for parallel work on any workstation with the **PHOTOMOD** system installed.

To organize *work on a local machine*:

- Select/create folders for project and image locations on the local machine.
- Open the **Control Panel**.
- Create a local profile:
  - name local profile;
  - connect project and image folders via virtual folders;
  - activate the profile by double-clicking;
  - start PHOTOMOD system and all resources of the active profile will be available.

Local profile will be available on only *one* workstation.

Also see *resource system description* in **Overview** User Manual.

Project creation and image addition

To create projects, use the **Project/New** command from the main system menu. Enter the project name, type and coordinate system.

The internal **PHOTOMOD MS TIFF** format (TIFF + Pyramid) is recommended for image storage. *Pyramid* is a set of subsampled copies of the source images that are used for fast raster redrawing at “low” zoom levels. Nevertheless, it is possible to work directly with the original rasters without conversion.

There are several possible ways to load images into a project:

- Preliminary image preparation (converting to internal PHOTOMOD format, radiometric correction, compression, etc) in the **Raster Converter** program, with further image linking through virtual folders. The **Add images from resources** procedure should be used in this operation.
- Image conversion during addition to project. The **Add images from file** procedure is used.
- Working directly with original raster files without conversion to internal format.

Also see **Project creation** User Manual.

Hardware requirements

Fundamentally, hardware configuration depends on the amount of data to be processed in the **PHOTOMOD** system.
The following configurations are recommended.

System component	Recommended configuration
CPU	Intel Core 2 Quad / 3 GHz or similar
RAM	2 GB for Win32

	4 GB for Win64
Videocards	Based on Nvidia Quadro FX 570 chipset or newer
Monitors	Stereomonitors: StereoPixel LcReflex-20, Planar, Samsung Syncmaster 2233RZ, ViewSonic VX2268wm or similar monitors
Hard drive	IDE/SATA 1000 GB
OS	Microsoft Windows 7, Windows Vista, Windows XP

Stereoprocessing requirements:

- Proper videocard drivers setup.
- Polarization or shutter glasses depending on monitor.

Also see **Overview** User Manual for details.

4.x compatibility

- Only aerial triangulation measurements can be “automatically” imported from 4.x to 5.0. External formats should be used to load vector objects. Thus, vectors can be exported to DXF from 4.x and then imported into 5.0
- Resource structures have been changed. It is currently impossible to link to 4.x storage, so project import requires making copies of image files
- It may be preferable, therefore, that new projects be created in 5.0, while previously created projects are completed in 4.x, due to the present inconvenience associated with data and image transfers
- No import of scanner satellite projects

Errors found

- Problems with display of user-interface elements under Windows 7/Vista when themes are turned on.