GUIDE | PNG REFERENCE APP

VERSION: 1.1 | FIRMWARE 5.10 | 2020.05.25

Import a PNG file and add it as an overlay on top of your live image.

A mouse is required to select an imported file. After a file has been saved as a preset (see seperate section on presets), the mouse is no longer needed. The file can then be recalled with the XPLUS control box or a numpad using key numbers 0-9.

Creating PNG files

To use PNG reference, create a PNG file that measures 1920x1080px and give it a file name ending with ".png". We recommend using GIMP, which is a free graphics editor or Adobe Photoshop.

Importing PNG files

The application provides two options for importing individual and/ or folders with files:

Via USB

· Use internal storage of the microscope

Before importing files to the internal storage of the microscope, activate file share mode in the microscope Generel settings. You should also make sure that the computer is on the same network as your microscope and that the Ethernet cable is connected correctly. Then, follow the steps below to import files to the microscope:

Transfer files to the microscope

NB: The serial number is available on the system label and via the System information window in the microscope Info menu. Transfer files with Windows operation system:

• Open the File Explorer and type: \\tagarno-snxxxxx

Transfer files with mac operation system:

- Open the Connect to server window and type: smb://tagarno-snxxxxx/
- Press connect

In both cases, a window will appear and you can type:

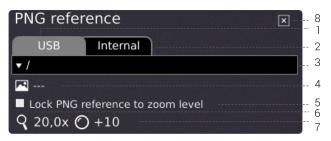
- User name: \public (Windows) or public (MAC)
- Password: pub1234

Double click the images folder and you will be able to move files and/or folders with files to the microscpe.

Remove files from the microscope

To remove files from the microscope, follow the same procedure as above. But instead of adding files to the image folder, remove them.

Using the PNG reference app



1. USB

Select this file destination if you have inserted a USB memory stick containing PNG files to the microscope.

2. Internal

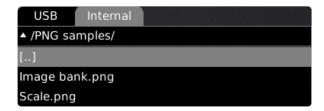
Select this file destination if you have transferred PNG files to the internal storage of the microscope.

NB: To access pictures transferred to the microscope, make sure that File share mode is enabled in the microscope General settings. Otherwise, you will see the text below.



3. Select PNG file

Choose a file or folder from the dropdown menu. A folder is displayed with "< >" signs around the folder name. In the folder, click on the top option ("<...>") to go one step back.



Refresh

If the PNG files on the inserted USB memory stick or in the internal storage do not appear from the dropdown menu, click the tab with the file source (USB or Internal) to refresh.

4. Current image

The name of the chosen PNG file will be stated next to the image icon.

To deselect a chosen PNG file, click the cross on the right hand side.

5. Lock PNG reference to zoom level

When selecting this feature, a reference that is recalled via presets will only be visible at current zoom level. Changing zoom levels will make the overlay disappear.

TIP. Save PNG file as preset

To save a PNG file as a preset, close the app and press the "P" button.

Use the up and down buttons on the microscope control box to navigate the Preset Manager. To save current settings as a preset, click the icon to the right of one of the presets.

To prevent users from accidentally overwriting a saved preset, lock presets in the microscope general settings.

To use a preset, simply press "P" on the control box and press the center button to choose the preset you want to recall. Alternatively, use key number 0-9 on a keyboard or numpad.

To rename a preset, choose the given preset in the Preset Manager and press F2. Complete the renaming by pressing "Enter". Please note that presets can be renamed regardless of whether the presets are locked or not.

6. Magnification level

Displays magnification level currently used.

7. Mounted lens

Shows current lens mounted on microscope

8. Close

P

Use this function or hold center button down for a few seconds to close the application.