

ACQUIRE 2.1.6 RELEASE NOTES

Release date: June 14, 2024

Cloud-based Licensing System

This document describes the main fixes and improvement of Acquire version 2.1.6 published in May 2024.

System Requirements

Acquire 2.1.6 is compatible with PANTHER 2 and all PANTHER units under subscription plan. See the PC requirements at the end of the document.

Improvements

- Improved TCG assistant for TFM
- Sliding aperture for TFM and ATFM
- Sampling frequency is saved with the application
- Diverse fix

Modifications of Existing Features

- Nvidia drivers upgrade could be required to compute TFM on GPU
 - Required driver version: 520.61.05
 - More information on <https://www.nvidia.com/Download>

Compatibility

- Files produced with older versions of Acquire remain compatible with Acquire 2.1.1
- Acquire 2.1.1 data files are compatible with Capture version 4.1

Known Issues, Limitations, Restrictions

- Due to the Motion improvement, trajectories could have to be reset

PC Requirements

To run Acquire 2.1.6 with a PANTHER unit, optimal PC requirements are as follows:

- Windows 10 (64bits) or Windows 11
- Processor: Intel Core i7 or Intel Core i9

- GPU: NVIDIA GeForce from RTX 1000 to RTX 4080 (or industrial Nvidia equivalent)
- RAM: 32GB, 2x16GB, DDR4, 3200MHz
- Disk: SSD, 1To, NVMe
- USB: USB-A 3.0 (equivalent to USB-A 3.2 Gen 1)
- Optic fiber / ethernet 10GB/s :
 - On laptop : USB-C 3.2 Thunderbolt 4.0.
 - On desktop : Slot PCIe x8

For any questions, remarks or support needs, please contact us at support@eddyfi.com