

Firmware v2 Supplement



The Friedman Archives Guide to

Sony's RX-10 IV

"Professional Insights for the Experienced Photographer"

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A1. SUMMARY OF NEW FEATURES

This e-booklet is designed to supplement the original RX-10 IV ebook which you have already purchased. You can download Firmware 2.0 from Sony's website:

Windows: <https://www.sony.com/electronics/support/compact-cameras-dsc-rx-series/dsc-rx10m4/downloads/00016420>

Mac: <https://www.sony.com/electronics/support/compact-cameras-dsc-rx-series/dsc-rx10m4/downloads/00016421>


Below are some highlights of the new features of Firmware v2.0:

Better Eye AF

This feature is now effortless and automatic, and addresses all of my previous complaints about prior implementations. No longer must you press a button to get eye-AF – now it is completely automatic, addressing the complaints I voiced in Section 1.2.12 in the original book.

Now, just press your shutter release halfway just like you always do. If it finds a face, then it will try to focus on the closest eye and then highlight that eye with a tiny green square. Try it! If the Focus Area is set to Lock-On AF – [anything], the tiny green square will be shown only for a nanosecond before it then shows you the tracking box. But it's still there doing its job!

Animal Eye AF

This is a much-heralded feature which works extraordinarily well. Sony has trained “learning algorithms” by showing them thousands of pictures of cats and dogs with many different eye types; and when you set the camera to Animal Eye AF mode (**MENU →  1 → 6 → Face/Eye AF Set. → Subject Detection → Animal**), it zeros in on the eyes of animals instead of those of humans. Sony says more eye types of a greater variety of animals will be added in the future via firmware updates. **(Figure 1)**

If you don't have a pet around to try this out on, find a picture of an animal and try focusing on that.



Figure 1: Those of you who like to do human-style animal portraits with long $f/2.8$ lenses can now rejoice that the camera will now focus on the animal's eye instead of on its nose (the closest thing). [Photo courtesy of David Kilpatrick of *Cameracraft* magazine, to which you really ought to subscribe - <http://www.friedmanarchives.com/cameracraft-magazine/>]

A2. NEW ASSIGNABLE FUNCTIONS

In addition to the new menu functions, there are new functions that can be assigned to buttons via the **MENU → 📷 2 → 9 → Custom Key** functions (one for Images, one for Movies, and one for Playback). The new features that can be assigned to Images and Movies appear in the table below:

| Item Name | What it Does |
|-------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Face / Eye Priority in AF | Specifies parameters used in Face Detection and Eye AF |
| Subject Detection | Lets you quickly change the Eye AF feature to work with either humans or animals. |
| Face Prty in Mlti Mtr | This gives the camera permission to bias the exposure toward a recognized face in Face Detection mode. I keep this set to "On" because usually things with faces are my subject. |
| Smile Shutter (replaces Smile / Face Detection) | Brings up the Smile Shutter On/Off screen. |

A3. FACE / EYE AF SET.

Menu Position MENU → 📷 1 → 6 → Face / Eye AF Set.

What it Does Specifies parameters used in Face Detection and Eye AF

Recommended Setting On – Human - On - On

By now you've read about just how awesome the improved Face Detection and Eye AF are. Here you can turn the feature on and off and specify a few things:

1. **Face / Eye Priority in AF** – This just enables / disables Face Detection. Despite what the name suggests, this does NOT mean "If the camera detects a face, then it will override whatever focus area you have selected".
2. **Subject Detection** – Here you can specify Human or Animal eyes. The camera can only look for one type at a time, and you must tell it what to look for.
3. **Face Detect. Frame Disp.** – This just enables / disables the square the camera shows you when it finds a face. (But the camera will still show you a tiny green square on the eye that it is focusing on for a human.)
4. **Animal Eye Display** – Do you want the camera to show a small green square around the animal's eye when detected?



Figure 2: Change settings for Face Detection and Eye AF

A4. FACE PRTY IN MLTI MTR

Menu Position MENU → 📷 1 → 8 → Face Priority in Multi-Meter

What it Does This gives the camera permission to bias the exposure toward a recognized face in Face Detection mode

Recommended Setting On

The camera's Multi-Segment Metering Mode does a great job in the widest variety of difficult lighting scenarios. The feature gives your camera permission to make it even better – to bias the exposure toward any faces that the Face Detection feature recognizes.

Mind you, I said "bias", which is somewhere between "Don't take the face into account at all" and "Spot meter for the face". It's a nice balance. Face Detection has always worked this way in previous Sony cameras, and now this feature has been added to allow you to disable that behavior should you ever desire it.



Figure 3: The factory default is to have the camera bias the exposure toward the face when Face Detection recognizes a face. This means the camera will be more likely to get the exposure right even when backlit (a tricky situation for cameras without this feature).


I can't think of a good reason to disable it. If I don't want my camera making these kinds of decisions for me I usually just switch to manual mode.

A5. SMILE SHUTTER

Menu Position MENU →  1 → 14 → Smile Shutter

What it Does Enables / Disables the Smile Shutter feature

Recommended Setting I keep it off most of the time

This feature was originally in the **MENU →  1 → 14 → Smile / Face Detection** feature in v1.0; but was given its own menu item in v2.0. All this does is enable or disable the Smile Shutter feature, as originally described in Section 5.51.2 in the ebook.

(Note: You can now also assign “Smile Shutter” to a button, which quickly brings up its “On/Off” screen.)