RICOH



Updating the firmware of the GR II creates the items provided here. Note that these items are different from items or descriptions on the Operating Manual.

 * Numbers in the () indicate reference page on the Operating Manual.

Displaying Today's Shots

Total number of saved files of the day is displayed when turning the camera off (p.27).



Swift Scrolling of the Setting Options

Setting options in shooting mode can be swiftly scrolled by pressing the +/- button.



[Shooting] Menu

[Effect] (p.83) / [Image Settings] (p.88)

The values set in [Detail] can be reset to the default settings. Pressing the Fn2 button on the [Detail] screen resets the settings.



[Key Custom Options] Menu

[Set Fn1 Button] / [Set Fn2 Button] / [Effect Button Setting] (p.122)

[Conversion Lens] (p.166) is added to the functions which can be registered to these buttons.

	Cont. Mode
Set Fn1 Button	Multi Exposur
	Auto Bracket
	Flash Comp.
	Flash Amount
	Dyn Range Co
	Self-timer
	Frame Rate
	•Conversion Le

[Setup] Menu

[Macro AF Scan Range]

[Macro AF Scan Range] is added. The operating range of the autofocus can be limited to adjacent area (approx. 10 cm to 30 cm) when shooting in macro mode (p.59). There are two options: [Entire Area] or [Adjacent Area] (Default setting: [Entire Area]).



[Conversion Lens] (p.166)

[Macro] is added.

There are three options: [Off], [Wide], or [Macro] (Default setting: [Off]). Set [Wide] when using the Wide Conversion Lens (GW-3), and set [Macro] for the Macro Conversion Lens (GM-1).

Macro Conversion Lens (GM-1) can be attached or detached by the same procedure as the Wide Conversion Lens (GW-3) or as the Hood & Adapter (GH-3).



[Playback] Menu

[RAW Development] (p.108)

The preview image in [RAW Development] can be enlarged.

Pressing the Effect button on the [RAW Development] screen displays the enlarged image. Pressing the Effect button again returns to the original screen display.

Pressing the $\blacktriangle \forall \blacklozenge \flat$ buttons moves the enlarged area.



