



## DYNAMIC PHOTO HDR

Next generation of High Dynamic Range Photo software with Pin Warping, Anti-Ghosting and Color Matching.



Here are few things to know when you run the MAC version of DPHDR.

We did try very hard to bring you the DPHDR that can run on Intel MAC with the same speed and functionality of the Windows version and without any additional software. Please forgive our first steps if it doesn't meet your high expectations right away. We understand! We glued the *new* sign on the MAC logo and also on our foreheads. We are pretty new into this. Unfortunately we live in a world where two standard consumer computer platforms could get so far away that a "simple" porting of application is almost impossible. We promise you that we will be working closely with Codeweavers to fix and address any issues that arise.

### Is this a Windows Emulation?

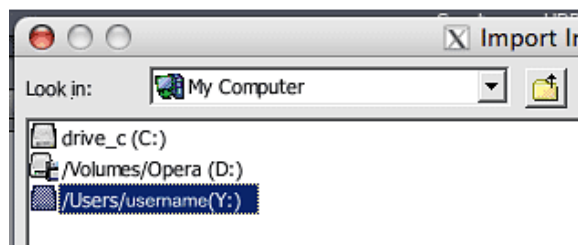


No, this is not an emulation. (Emulator would slow down the program). DPHDR for MAC is using Crossover libraries that allows to run windows application inside MAC OSX without any additional software or Windows installed. The crossover doesn't emulate windows. It translates or supply the functions that Windows application need to the equivalent functions on OSX. In some cases the translation functions could work even faster than the same API on windows as they don't have to circle around the 16bit support! The DPHDR for Mac is therefore as fast on OSX as it is on Windows.

### How to access the files?



DPHR having its roots on Windows, may be a bit confusing for the MAC users. Crossover will map at least two "drives" on the Load dialog box. The "drive\_c" is the internal bottle to keep DPHDR all happy and there are no usable data to load. This "drive" is in fact inside the MAC app itself. The drive (Y:) is mapped to your user folder ( ex. /Users/oscar/"). This is where the fun starts.



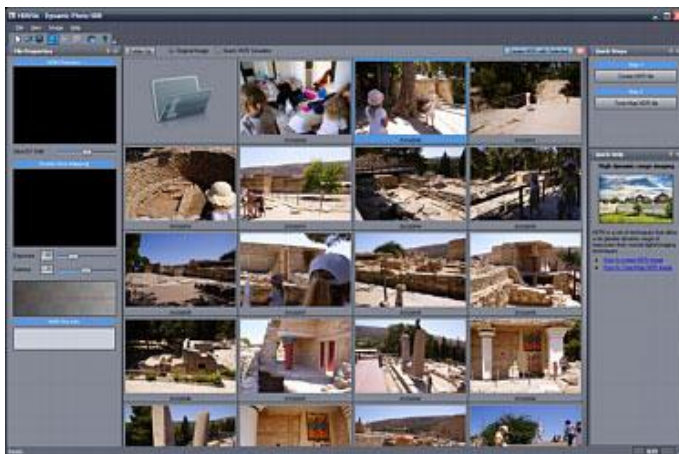
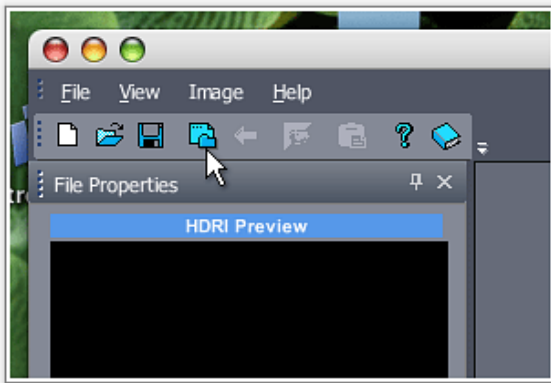
**Note:** We learned that at this moment the Crossover doesn't map any other partition except the primary MAC drive. We submitted this to the Codeweavers and we both hope to get workable solution.

### Simple First Steps

After running DPHDR (first time it may take time to show) look at the screen.

You have two options to load images. If your images are *JPG files only* you can use JPG Image Browser that will directly open in Current User Pictures folder.

## Loading JPG images only - JPG Image Browser



(To scroll the browser just click anywhere and move it.)

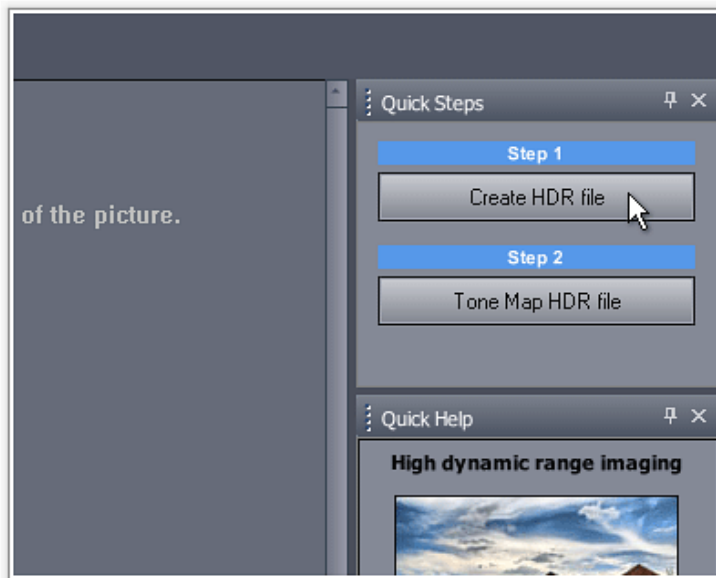
From here you can select images by simply clicking on them (they will turn red) and then use the *Create HDR with Selected* button on the top.



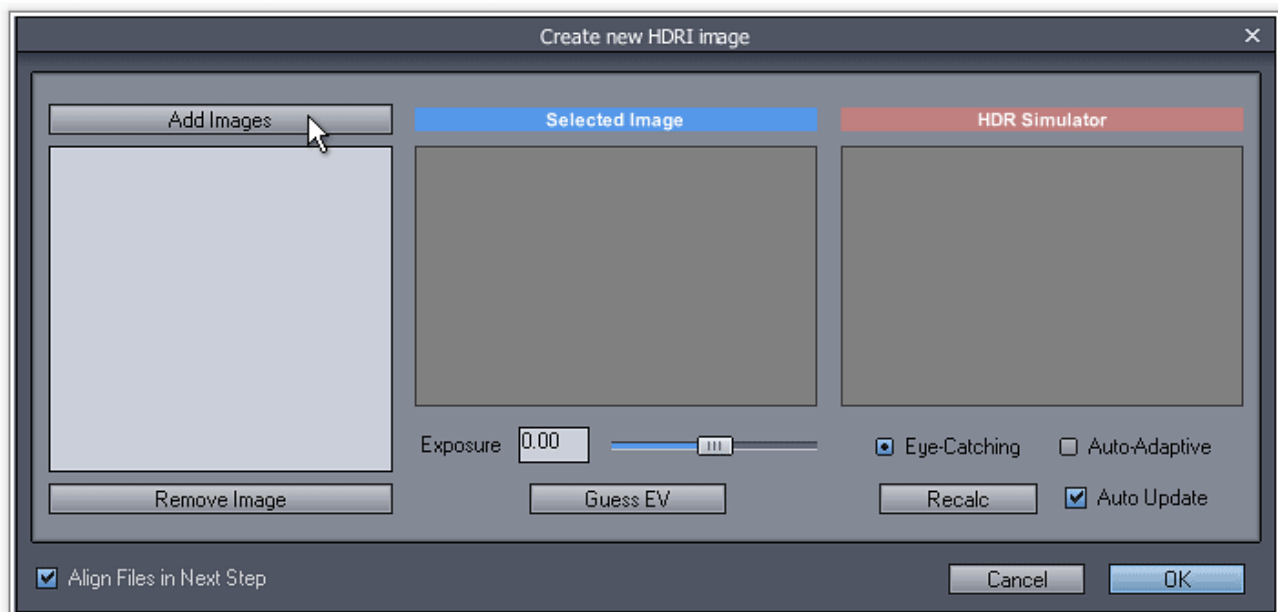
Other, more universal method that allows you to load RAW and JPG images is to go through the Create HDR File steps. Read below:

## Loading JPG and RAW images

On the main screen click the *Create HDR File* button.

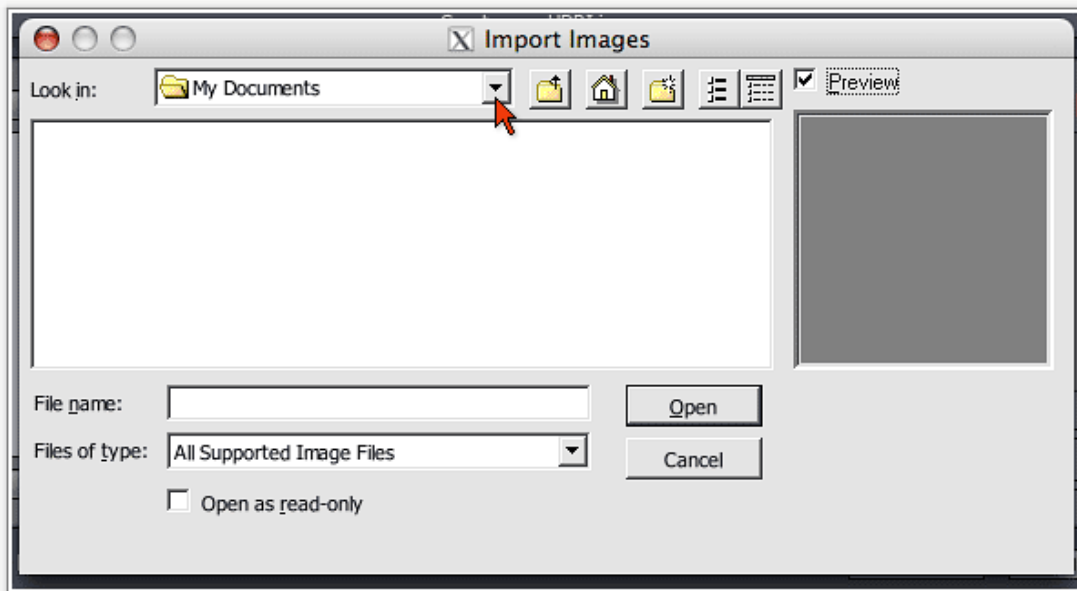


You will see the Create new HDR image dialog. Click on Add Images.

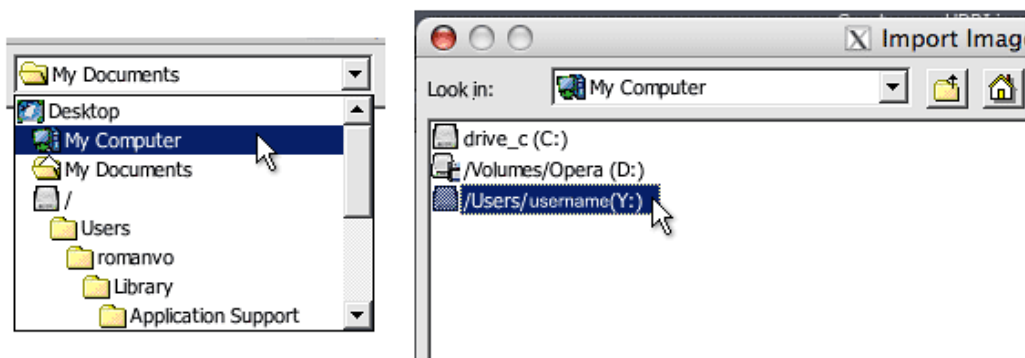


Here you will be treated with the classic windows open dialog we all love and cherish for what seems already many generations.

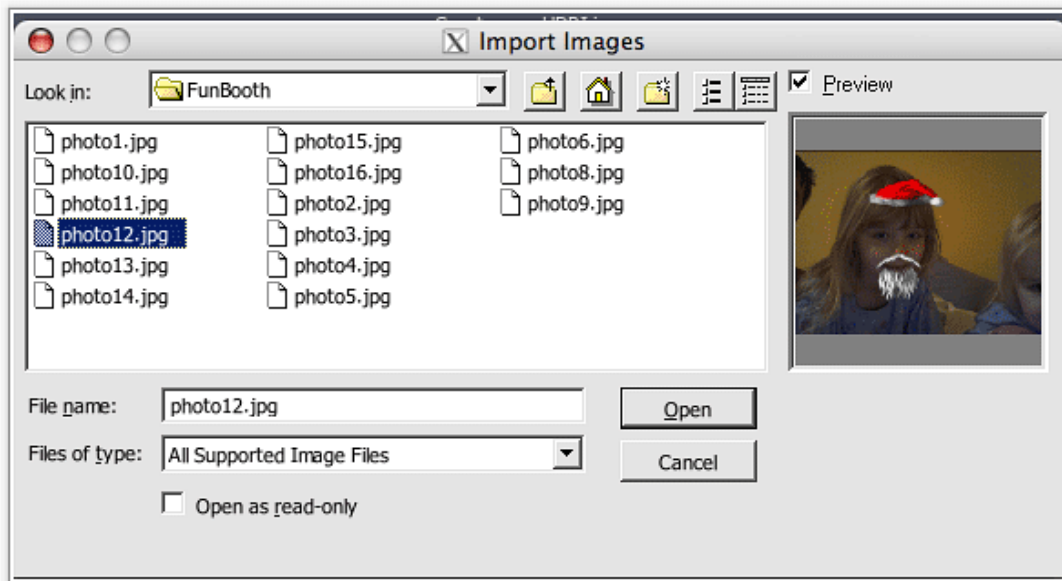
Click on the top combo to see all the MAC own and virtual drives.



Going up to **My Computer** you will see how DPHDR maps the virtual drive (drive\_c) and the Current User drive (Y:)



There is nothing you can use on the drive\_c, it is virtual drive for the DPHDR windows crossover translation. You have to go to the **/Users/ (Y:)** drive and here you can access Pictures folder or any other user folder with your images.



You can select multiple images by holding CTRL.

From here it will be just like in [manual](#). To access manual on MAC version, go to the app. "inside" Help menu and select Tutorial.

