PROFESSIONAL PHOTO CAMERA

mcpro35mm

Photographer's Manual



A complete guide to every tool, setting and shooting technique



mcpro35mm

User Guide

November 9, 2026

mcpro24fps.com/guide/mcpro35mm

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Getting started

mcpro35mm is an app for taking photos with manual control of the phone's camera. You set ISO, shutter speed, focus and white balance yourself and choose how the photo is saved: camera JPEG, DNG, Ultra HDR, HEIC or AVIF.



The chapters of this guide follow the areas of the shooting screen, named as they are in the app settings. The picture of each area has numbers on it, and the buttons are described below under those numbers. Step-by-step articles are in the How to chapter.

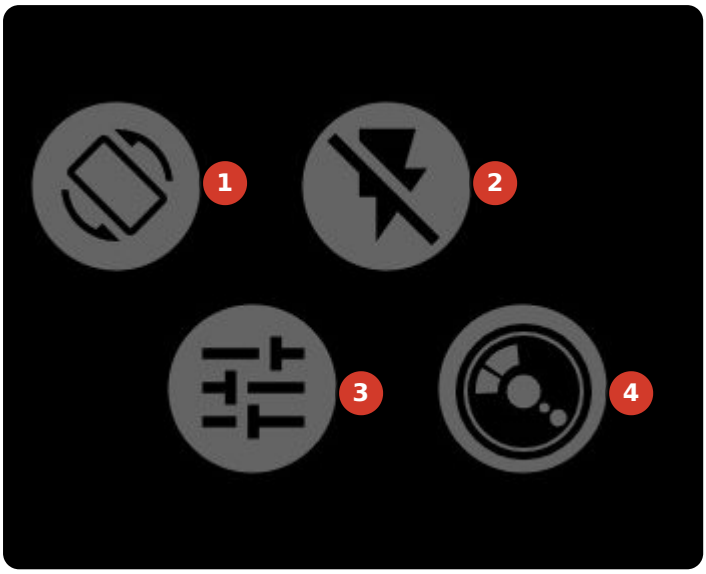
Which items you see depends on the phone and the selected camera. Rows that the camera does not support are hidden or grayed out.

Full version and free trial

> Full version
>
> After you sign in to your account, all features are unlocked for 7 days. After that, without a purchase you can shoot only with the out-of-the-box settings: JPEG format, automatic exposure, autofocus, automatic white balance, and no presets, LUT, grid or peaking.

You can still change the settings without a purchase. While any paid option is selected, the shutter button shows a red lock, and pressing the shutter opens the purchase window. Return the settings to their defaults or buy the full version, which is a one-time purchase. The self-timer, photo rating, author name and resolution choice also work without a purchase.

① Quick access buttons



1 Orientation

Controls how the interface rotates. Double-tap to open the orientation menu. Long-press to fix the current orientation or to release it.

2 Flash

Tap to cycle through the flash modes; the icon shows the current one. The cycle includes only the modes the camera has.

- off;
- the camera decides, automatic exposure only;
- the flash fires on every shot; in manual exposure this is a single pulse;
- red-eye reduction, automatic exposure only;
- external flash, automatic exposure only;
- the screen acts as the flash, for a front camera without its own flash;
- the flashlight stays on.

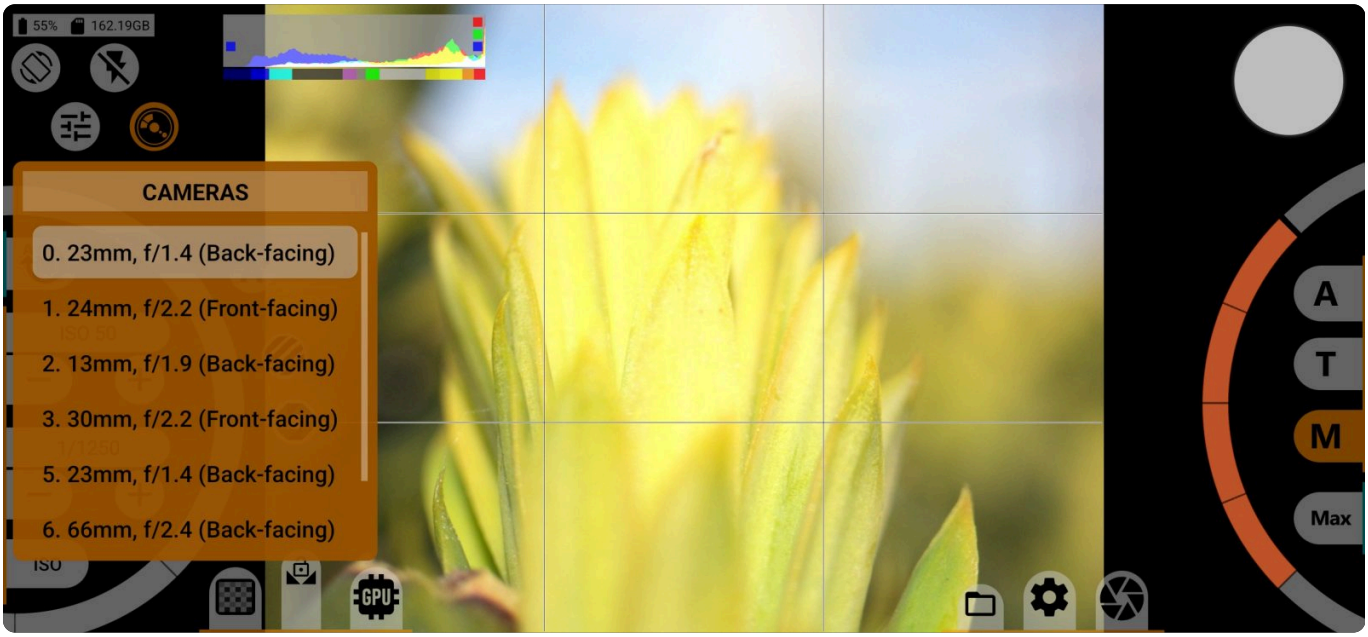
The mode cannot be switched while a burst, bracketing, interval or self-timer countdown is running. If the phone allows changing the flash brightness, long-press the button to open the brightness wheel.

3 Presets

Opens the list of saved sets of settings. To learn how to create them, see the article on presets.

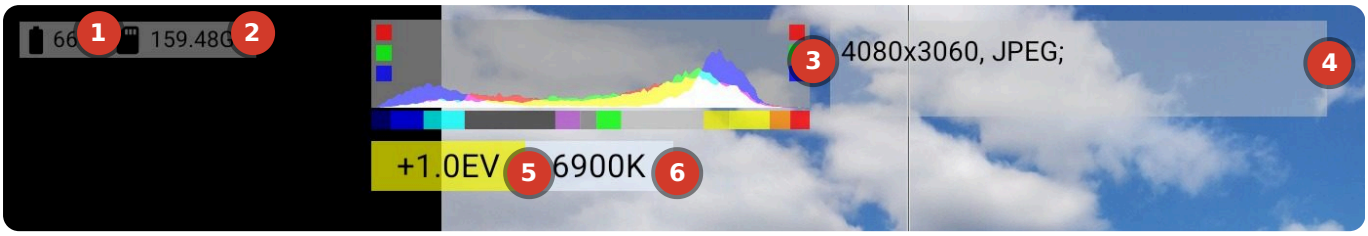
4 Cameras

Opens the list of the phone's cameras: number, focal length, aperture and side (back, front or external). The current camera is highlighted.



Most settings are stored separately for each camera.

② Indicators & information area



1 Battery

The battery level in percent.

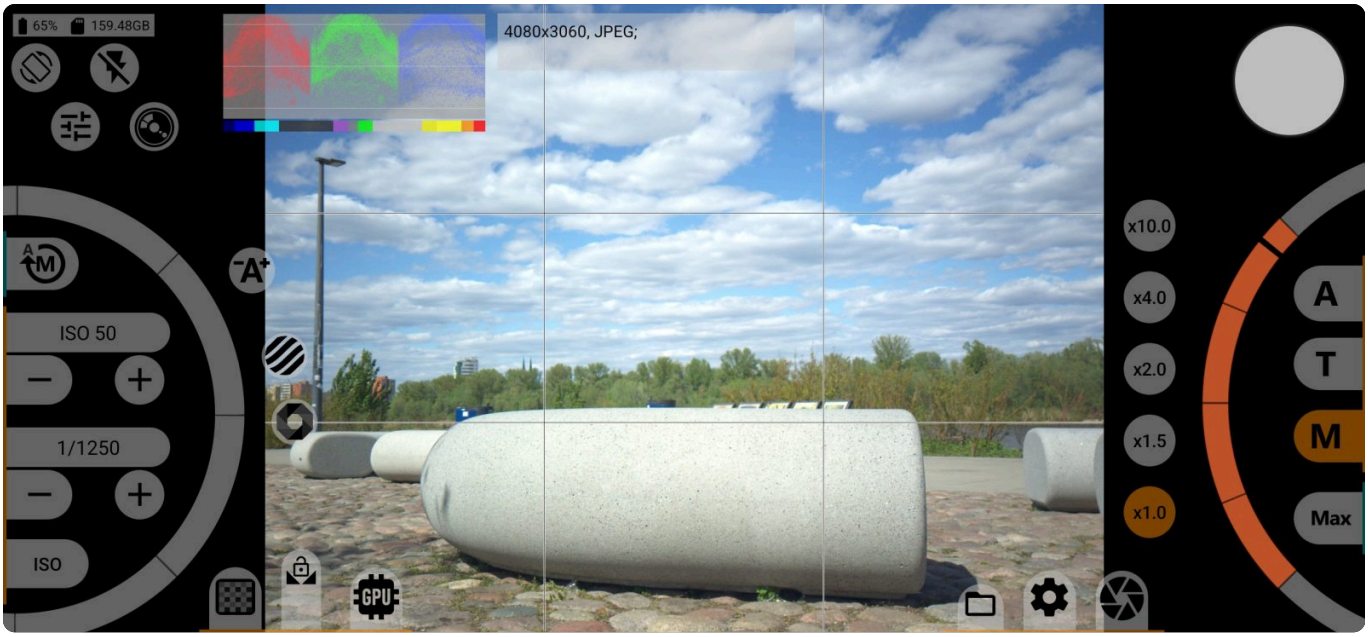
2 Free space

The free space on the selected storage.

3 Histogram

The distribution of brightness in the frame. Tap to cycle through the views: luminance, RGB, luminance scaled to its peak, Waveform, RGB Parade. The histogram is built before the viewfinder LUT. The persistent view is selected in the VIEWFINDER SETTINGS menu.



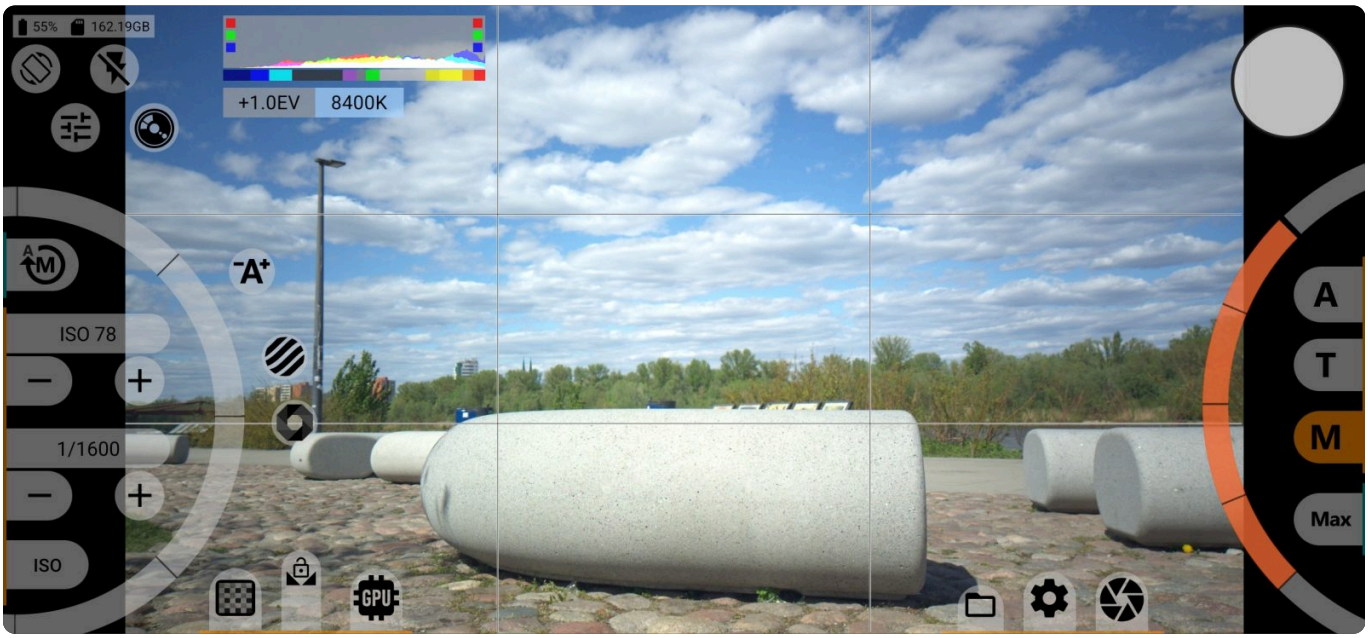


4 Information panel

A line of text with the parameters of the next photo: resolution, format and bit depth, plus white balance and curves if you turn them on. The contents are selected in the Interface menu.

5 EV of scene

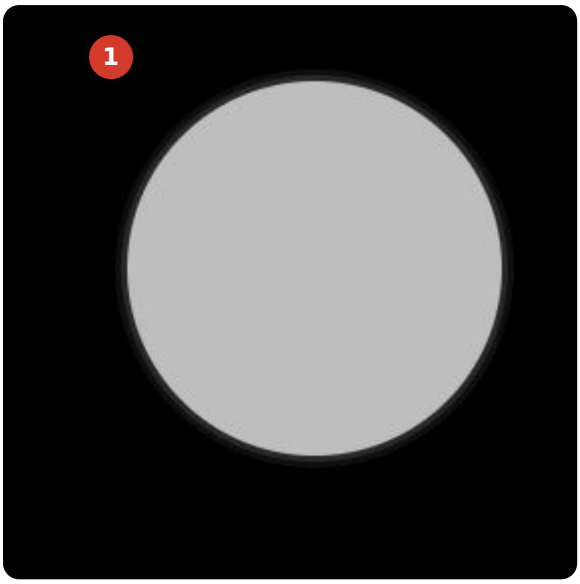
The label under the histogram shows how much darker or brighter than normal the scene is, in EV stops. It is turned on in the same menu as the persistent histogram view. The measuring area is set there too: the whole frame or part of it.



6 Scene color temperature

The label next to it shows the colour temperature the camera has determined. It is turned on and set up in the same menu.

③ Shutter button



1 Shutter release

Tap to take a photo. While the frame is being captured, the button turns pale and black shutter curtains close across the viewfinder. You can take the next photo while the previous one is still being saved: photos wait in a queue. When the queue is full, the button waits until space is free.

A long press works only in a burst set to **While held** (see below).

Ring around the button

A thin orange ring around the shutter button means that a mode is on in which the button does not work as usual: self-timer, burst, bracketing or interval. The same ring appears during long exposures of one second or more.

The arc on the ring shows progress: the self-timer countdown, the bracketing frames taken, the time until the next interval frame, how full the burst buffer is, or the long exposure time.



What a press does in each mode

The modes are turned on in the Shooting modes section.

- **Self-timer**: the first press starts the countdown, and the digits appear in the centre of the screen. A second press cancels it.
- **Burst**: with **While held** selected, frames are taken while your finger is on the button. With a set number of frames, one press takes the whole burst and a second press stops it. A counter such as "● 7 / 20" appears at the top.
- **Bracketing**: one press takes the whole bracket, and a second press cancels the remaining frames.
- **Interval**: the first frame is taken immediately and the rest on schedule. The frame number and the time until the next frame appear at the top. A second press stops shooting.

Menus do not open while a burst, bracketing, interval or self-timer countdown is running.





Lock on the button

A red lock means that the current settings can be used for shooting only in the full version. Tap the button to open the purchase window; see full version and free trial.

Phone buttons

By default the volume buttons work as the shutter release, and the photo is taken when you release the button. In a burst set to shoot while held, frames are taken while the button is pressed. The phone's camera button is off by default. To change these assignments, go to the CONTROL SETTINGS section.

④ Exposure controls

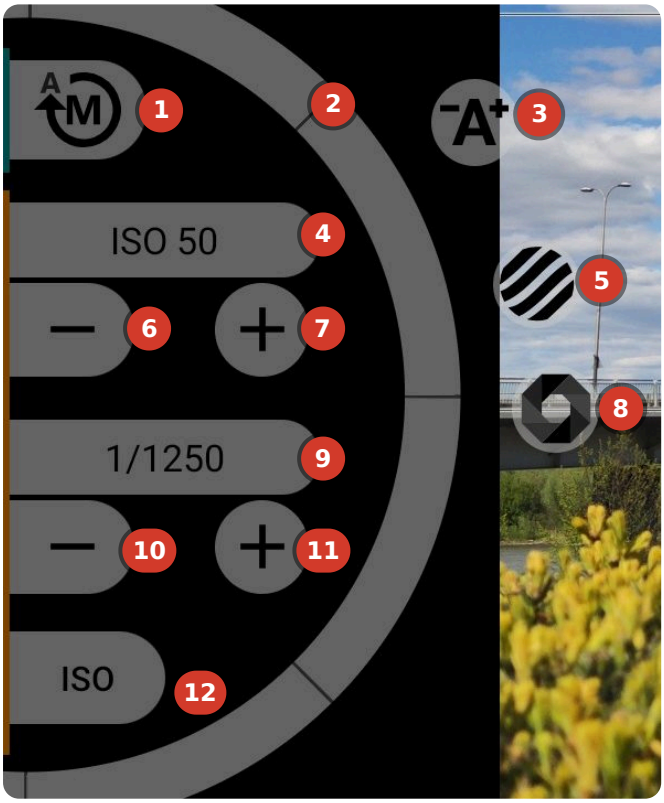
Exposure has two modes, each with its own column of buttons at the left edge of the screen. Automatic exposure is on by default. If the camera does not support manual exposure, only automatic exposure is available.

In manual mode you set ISO and shutter speed yourself; see manual exposure. In automatic mode the camera chooses them and you adjust the result with exposure compensation; see automatic exposure.

Zebra and **False Color** are available in both modes and help you judge exposure across the whole frame.

> Full version
>
> Manual exposure is part of the full version.

Manual exposure



Manual exposure

1 Exposure mode

Manual exposure is on; tap to switch to automatic exposure. The switch does not work while a burst, bracketing, interval or self-timer countdown is running.

2 Wheel

The half wheel on the left changes what the wheel mode button has selected: ISO, shutter speed or both together.

3 Auto assist

Sets exposure for you once. Hold the button: the camera uses automatic exposure while it is pressed. When you release it, the app takes the brightness the camera found and converts it to a manual shutter speed and ISO. ISO does not go above 1600, and the shutter speed stays no longer than 1/4 second.

4 ISO value

The current value, for example "ISO 200". It is highlighted when ISO is above the sensor's analogue maximum: beyond that point the camera adds digital gain and noise rises.

5 Zebra

Shows stripes over areas that are too bright or too dark. Tap again to remove them. The thresholds are set in the VIEWFINDER SETTINGS menu. Turning zebra on turns **False Color** off.



6 7 ISO down and up

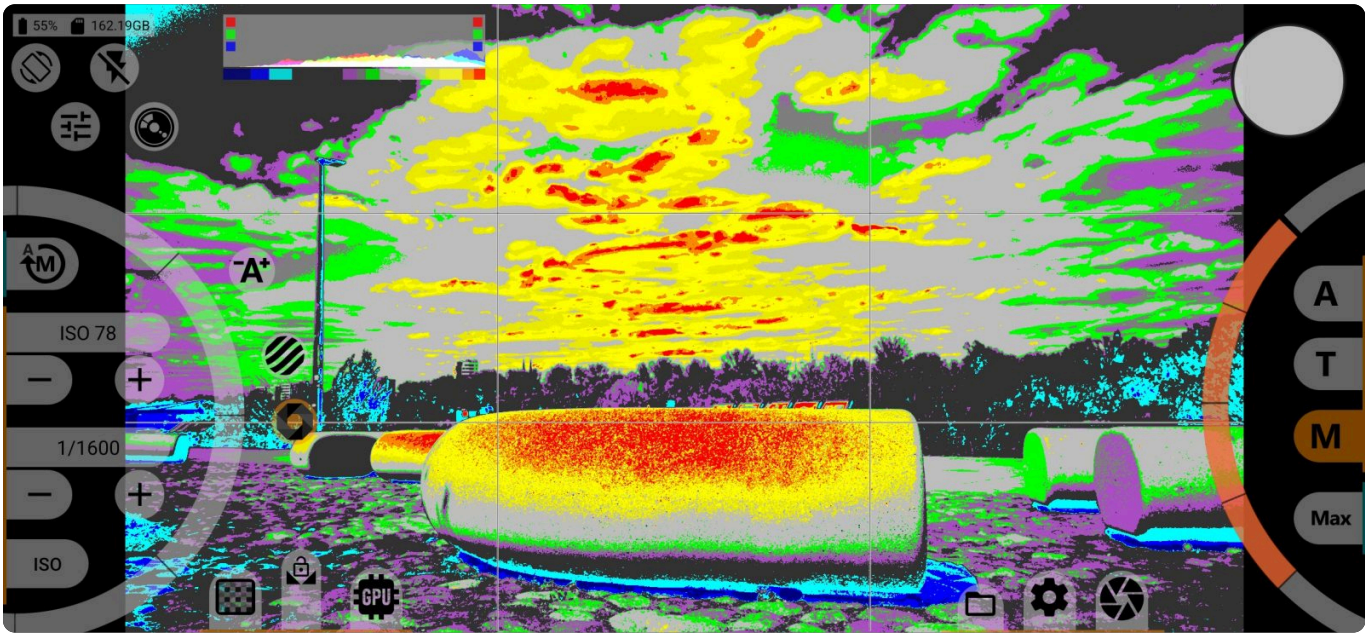
lowers ISO by 1/3 stop;

raises ISO by 1/3 stop.

The limits come from the camera.

8 False Color

Colours the picture by brightness, so that you can judge exposure across the whole frame at once. Tap again to turn it off.



9 Shutter speed

Shows the shutter speed: 1/1250, 1/60, 0.3", 2". The scale moves in steps of 1/3 stop from 1/8000 to 30 seconds; the end of the scale is set by the camera. Unlike in video, the frame rate does not affect the shutter speed.

10 11 Shorter and longer shutter

1/3 stop shorter: the frame gets darker;

1/3 stop longer: the frame gets brighter.

12 Wheel mode

The button labeled ISO, SS or EV selects what the wheel changes:

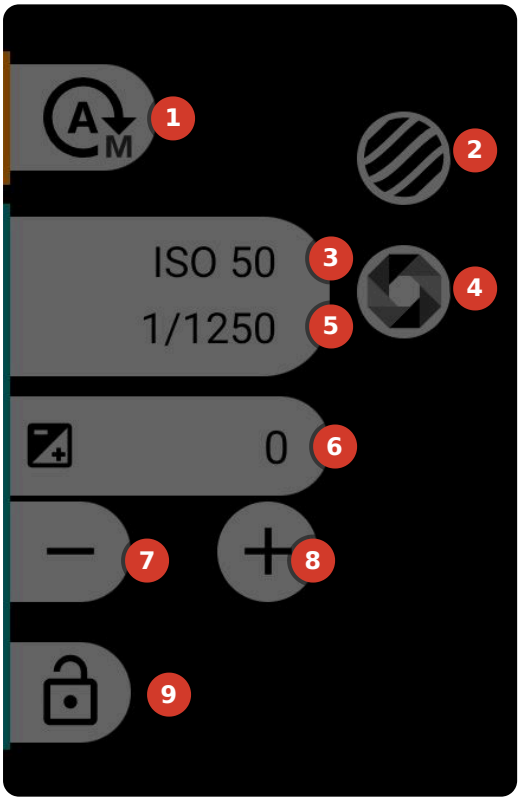
- ISO: sensitivity;
- SS: shutter speed, in steps of 1/3 stop;
- EV: shutter speed and ISO together. The frame gets darker or brighter, and the app divides the change between the two.

The button is highlighted while SS or EV is selected.

Viewfinder LUT

The button appears when a viewfinder LUT is selected and the current curve allows it. Tap it to change how the LUT is shown in the viewfinder. The LUT does not affect the photo.

Automatic exposure



Automatic exposure

1 Exposure mode



Automatic exposure is on; tap to switch to manual exposure. If the camera does not support manual exposure, the button is not shown.

2 Zebra

Works the same way as in manual exposure.

3 5 ISO and shutter speed

The ISO and shutter speed the camera has currently chosen.

4 False Color

Works the same way as in manual exposure.

6 Exposure compensation

The icon and the number show the correction applied to automatic exposure. Double-tap the number to reset it to zero.

7 8 Darker and brighter



makes the frame darker;



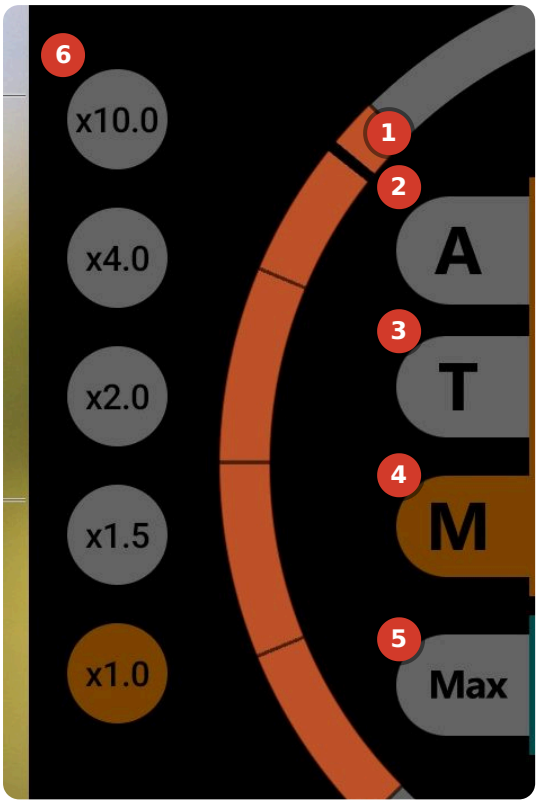
makes the frame brighter.

9 AE lock



Locks the camera's current exposure. Tap again to release the lock.

⑤ Focus and zoom controls



Focus: M

1 Wheel

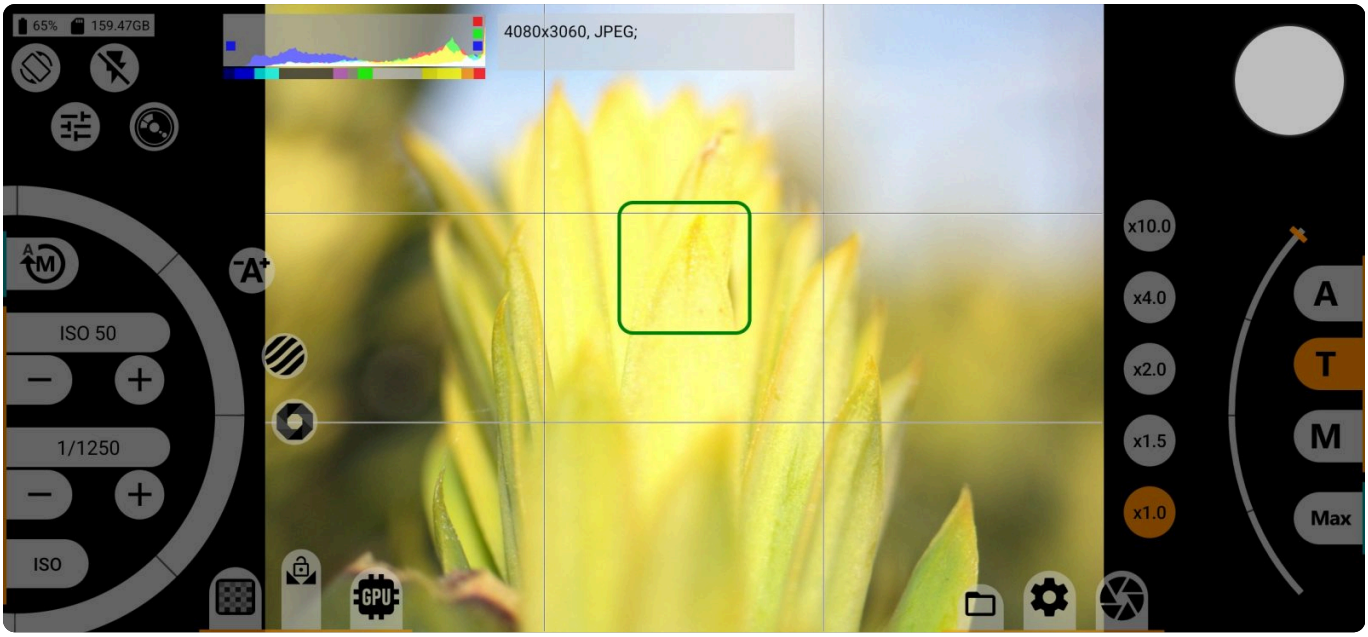
The wheel at the right edge changes focus or zoom, depending on which of the buttons next to it is selected. The arc is orange in manual focus and teal in zoom. In modes A and T, a thin grey arc only shows where focus is at the moment.

2 A: continuous autofocus

A The camera keeps focusing on its own. This mode is on by default.

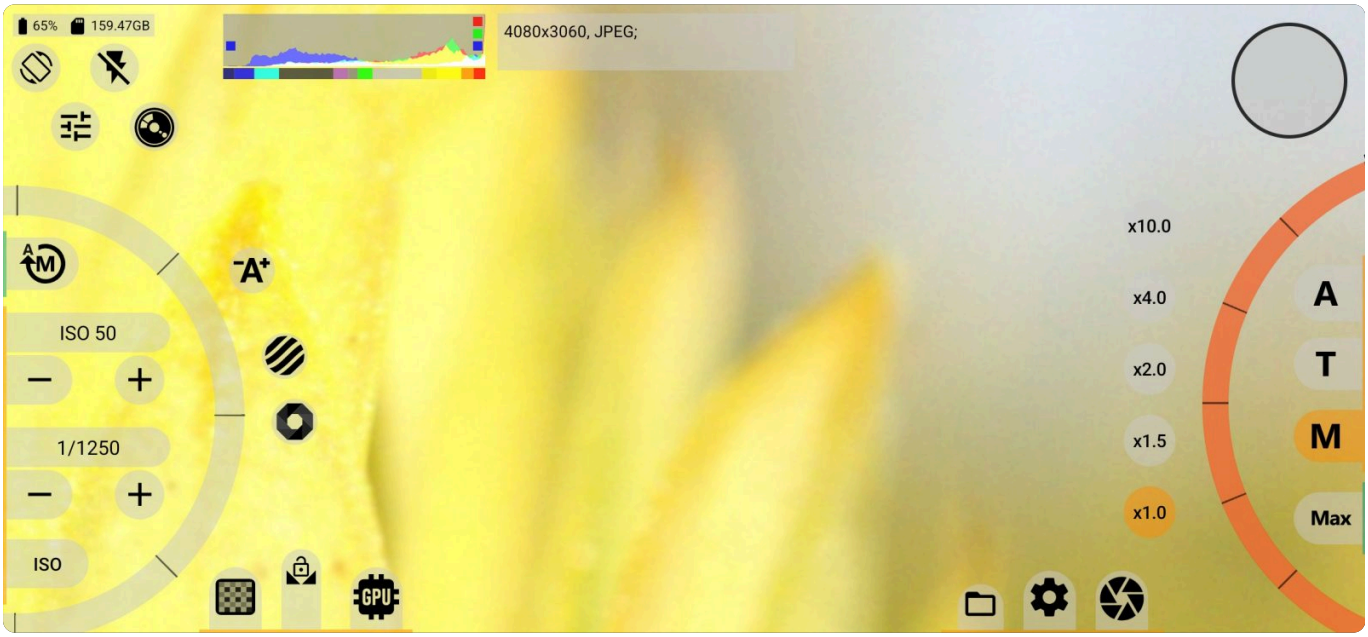
3 T: tap to focus

T Tap a point in the frame and the camera focuses on it. A square shows the result: grey while the camera is focusing, green when focus is found. This mode is not available on all cameras.



4 M: manual focus

The wheel sets the focus. Double-tap any point of the viewfinder to magnify that area and focus more precisely. Double-tap again to return to the normal view.



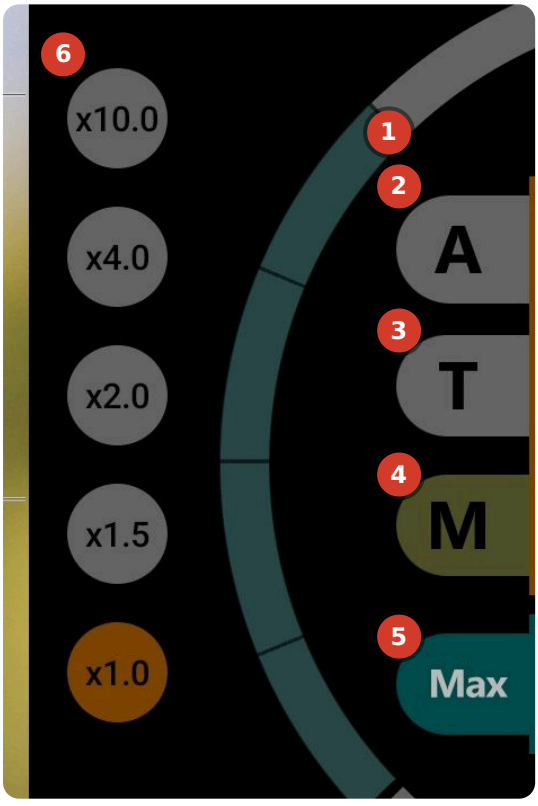
Long-press M to turn on infinity mode. Where focus goes in this mode is set by the **Infinity focus mode** row in the CONTROL SETTINGS section.

Focus peaking helps you check focus: it highlights the outlines of objects that are in focus.



5 Zoom

A short tap switches the wheel to zoom. A long press cycles through the upper zoom limit (**Maximum zoom**), and the icon on the button shows the current one.



Zoom

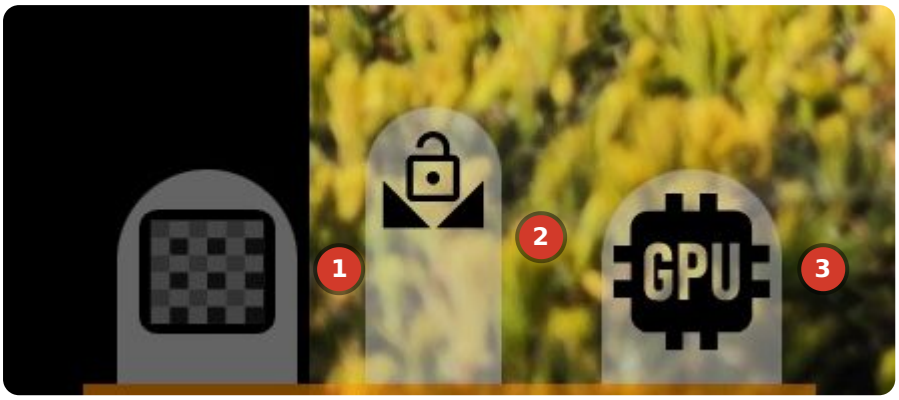
6 Zoom factor buttons

The buttons jump straight to a set zoom factor, such as x1.5 or x2.0. You can hide them in the Interface section.

Face focus

This setting has no button of its own on the main screen. The row is in the CONTROL SETTINGS section.

⑥ Image controls



1 White balance

Opens the white balance menu, described below. Tap again to close it.

2 White balance lock

Appears with automatic white balance. Tap to lock the balance: .

Auto white balance once

The "A" button appears instead of the lock in **Manual** mode. Hold it: while it is pressed the camera uses automatic white balance. When you release it, the result becomes the manual setting.

manual white balance without a saved preset;

a saved preset is selected; double-tap to go back to plain manual mode.

3 Curves, colour, image

Opens the image processing menu: curve, colour, image and noise reduction. The curve sliders control the log strength (mLog), gamma and contrast.

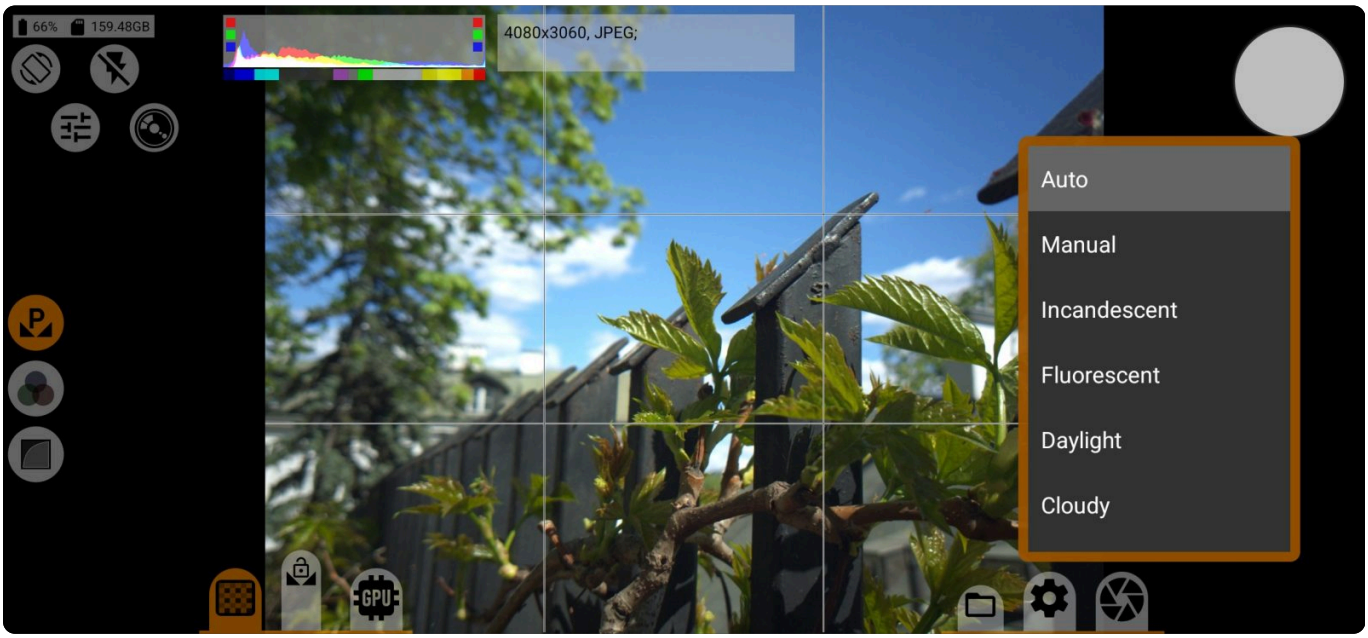


In the JPEG, HEIC and AVIF formats with RAW development, the curve settings are applied to the photo itself. For the camera JPEG, the camera applies the curve.

> **Full version**
>
> Curve, colour, image and noise reduction presets other than the initial ones are part of the full version.

White balance menu

The white balance button opens a menu with tabs on the left. The list shows the modes the camera supports: auto, manual and ready-made modes such as incandescent and daylight.



Manual white balance

The tab works only in **Manual** mode. In other modes it shows the message “**This tab only works in manual WB mode**” and a **Turn on** button that switches to manual mode.



The buttons in the right column switch between panels: white balance, colour gamut and colour matrix. The last two are not available in the DNG format and on cameras without manual colour processing. The buttons in the left column turn on colour checks over the viewfinder.

4 Balance plate

The square plate moves both wheels at once: horizontally for colour temperature, vertically for tint. The marker shows the current balance.

5 Temperature wheel

The vertical wheel shifts the balance between blue and yellow. Double-tap it to reset.

6 Tint wheel

The horizontal wheel shifts the balance between green and magenta. Double-tap it to reset.

7 Kelvin wheel

Sets the temperature from 3000 K to 8000 K and keeps the tint. "-" means no Kelvin value is set.

8 Auto white balance once



Works the same way as the "A" button on the main screen: while it is pressed the camera sets the balance on its own, and when you release it the result becomes the manual setting.

9 10 Presets

The list shows the current preset.  saves the current balance as a preset with a name of up to 30 characters. For a saved preset,  returns to its values and  deletes it.

11 White balance panel



Shows the white balance panel described above.

12 Colour gamut



Shows the colour gamut panel: the target colour space of the camera's colour matrix. Options: sRGB/Rec.709, P3-D65, P3-DCI, Rec.2020, A Wide Gamut, C Cinema Gamut, P V-Gamut, R Wide Gamut, S-Gamut/-3, S-Gamut3.Cine, D-Gamut, Davinci Wide Gamut, ACES AP1, ACES AP0, XYZ.

13 Colour matrix



Shows the colour matrix panel: saturation, gain and hue, each block with a common slider and separate R, G and B sliders. Double-tap a slider to reset it.

14 Highlight fix



The bug button removes artifacts in highlights with steep curves in manual white balance: it slightly lowers the gain and recalculates the curve.

15 Skin tone check, wide



Paints the areas of the frame that have a skin tone yellow. The selection is wide and also includes nearby tones.

16 Skin tone check



The same with a narrow selection: only tones close to skin in colour and brightness.

17 Neutral tone check



Paints the neutral, unsaturated areas of the frame yellow. This helps you set the balance by a grey card or a white wall: when the balance is right, they turn yellow.

The three checks are visible only on the screen while this tab is open, and they do not affect the photo.

⑦ Settings buttons & media manager



1 Media manager

Opens the list of photos; see media manager.

2 Settings

Opens the settings menu.

3 Photo menu

Opens the photo menu: size, format and shooting modes.

Aperture

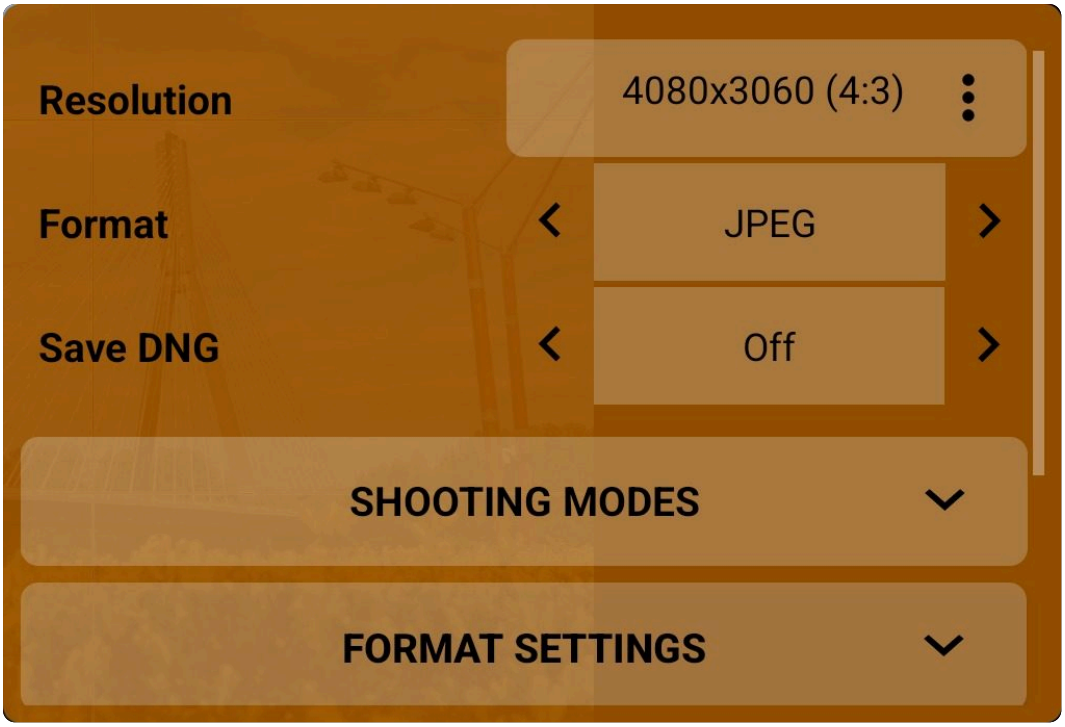
The aperture value. The button appears only on cameras with several apertures; tap to cycle through them.

Three-dot button

Appears only on narrow screens and opens a panel with these buttons.

Photo menu

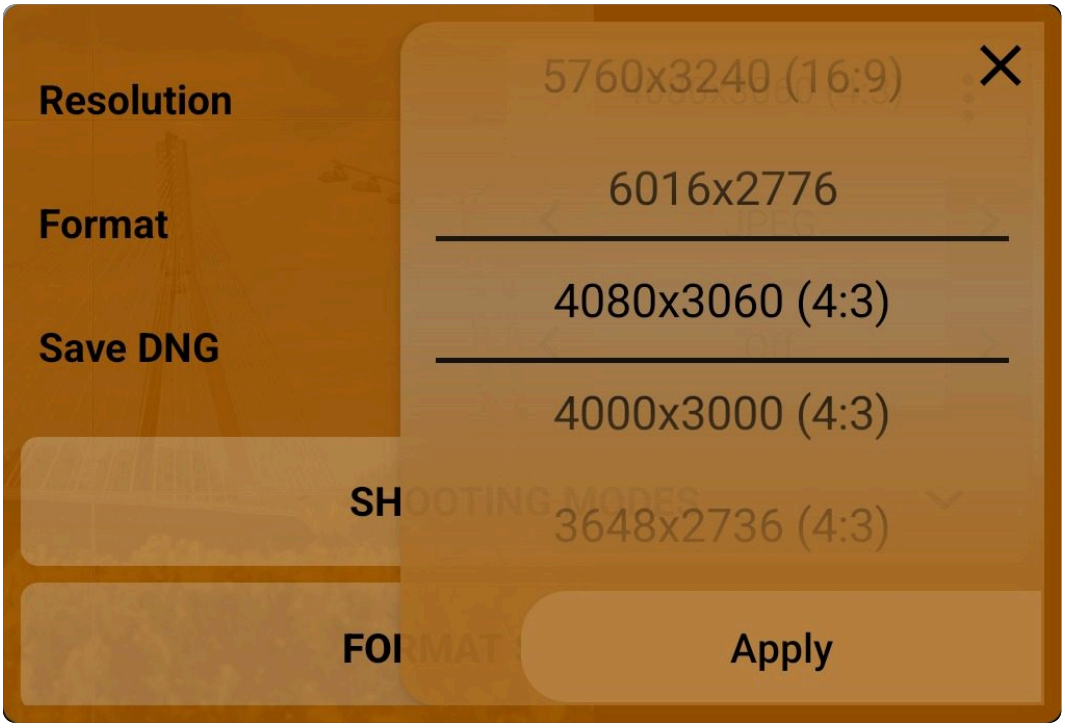
In the app: 7 →



The menu does not open while a burst, bracketing, interval or self-timer countdown is running.

Resolution

The photo size, from those the camera supports. Choose a value on the wheel and tap **Apply**. The viewfinder frame rate is set automatically to match the selected size, up to 30 fps.



Format

The arrows cycle through the formats. A format the phone does not support is not included.

| Format | Result | |---|---| | JPEG | A regular JPEG from the camera's processing | | DNG | Unprocessed sensor data for development on a computer | | JPEG, RAW developed | A JPEG that the app itself develops from RAW | | Ultra HDR, RAW developed | A JPEG with a gain map: on an HDR screen the bright areas glow; on a screen without HDR it is a regular JPEG | | HEIC, RAW developed | A HEIC file smaller than a JPEG of the same quality. Requires a hardware HEVC encoder | | HEIC HDR, RAW developed | A 10-bit HEIC with HDR. The type of HDR is set by the **HDR type** row | | AVIF, RAW developed | An AVIF file. Requires a hardware AV1 encoder | | AVIF HDR, RAW developed | A 10-bit AVIF with HDR |

The "RAW developed" label means that the app itself builds the photo. The camera's noise reduction and sharpening are not applied to it, and the settings in the FORMAT SETTINGS section apply instead.

> Full version
>
> All formats except the camera JPEG are part of the full version.

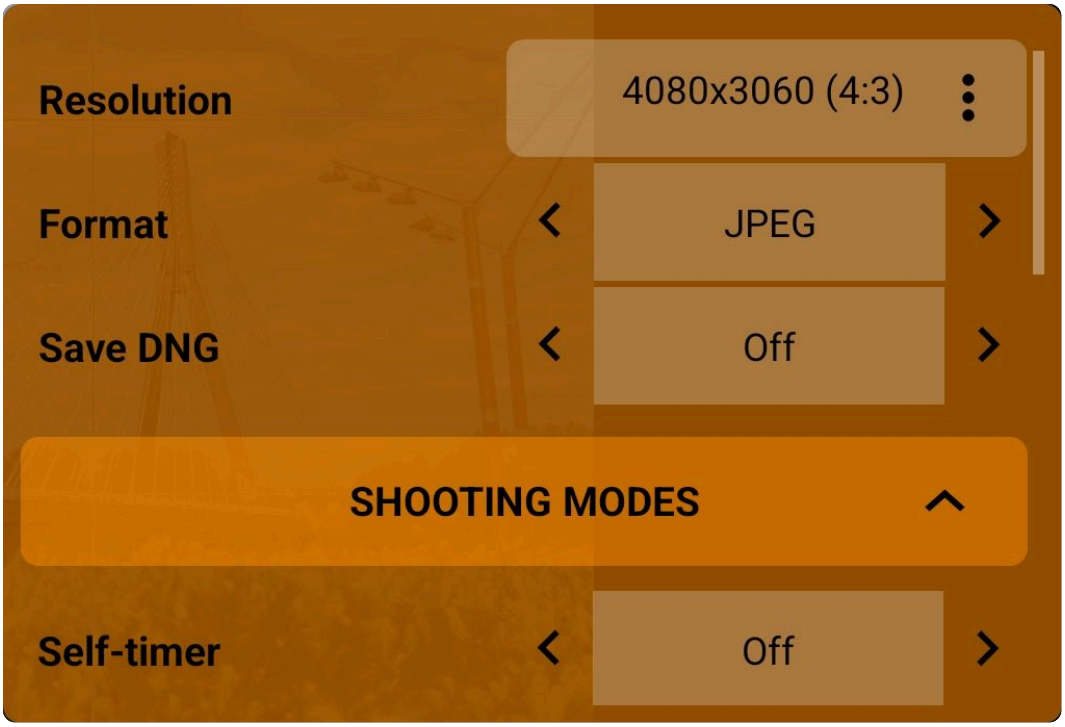
Save DNG

Also saves a DNG of the same frame next to the photo. With the JPEG format this is the JPEG+DNG mode. With the DNG format the row is grayed out, because DNG is already being saved.

By default, files are stored in the `DCIM/mcpro35mm` folder. You can change the save location in the Storage settings section. The photo's file name contains the date, time, shutter speed and ISO, for example `P261109-143012_482-1_60-iso100.jpg`.

Shooting modes

In the app: 7 → → Shooting modes



How these modes look on the shutter button is described on the shutter button page. Incompatible rows are grayed out.

Self-timer

The delay before the photo: off, 2, 5 or 10 seconds. The self-timer works without a purchase.

Burst and Burst frames

Turns burst on. The number of frames can be **While held** (shoots as long as you hold the button), 3, 5, 10, 20 or 50.

Burst cannot be combined with bracketing or with the flash. If you turn on the interval or the self-timer, a burst set to **While held** takes 10 frames, because the button is not held in those modes.

How many frames fit in the buffer depends on the format and the phone's free RAM.

Bracketing and step

An exposure bracket: off, 3, 5 or 7 frames, with a step of 1/3, 1/2, 1 or 2 stops (1 stop by default). The frame order is: normal, one step under, one step over, two steps under, two steps over, and so on.

The bracket changes the shutter speed and keeps the same ISO. If the shutter speed reaches the end of its range, the app makes up the difference with ISO. In manual exposure the bracket starts from your values, and in automatic exposure from the last viewfinder metering.

The bracket number, the frame number and the offset are added to the file name, for example `-bkt12-3_+1EV`.

Interval and Interval shots

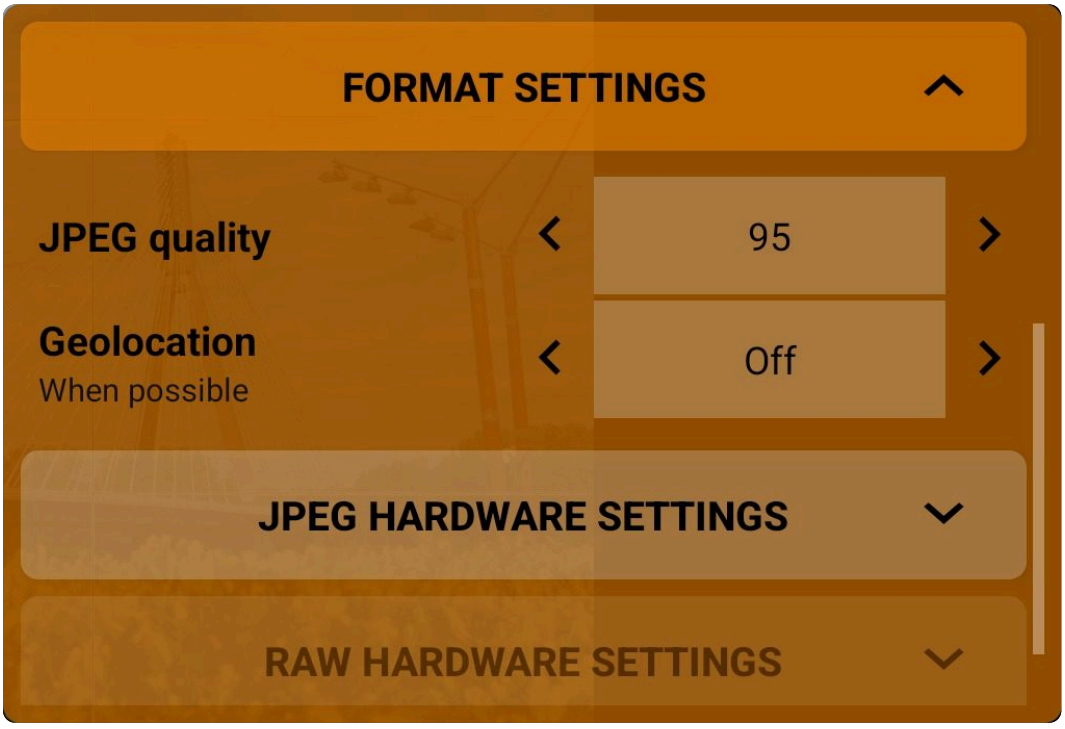
Takes photos on a schedule, at intervals from 1 second to 60 minutes. The number of shots can be unlimited, 10, 20, 50, 100, 200, 500 or 1000.

The first frame is taken immediately. If a photo has not finished saving by the next scheduled time, the next frame is taken as soon as the camera is free, and the schedule shifts. The app does not make up for missed frames.

If burst is on together with the interval, this number sets how many bursts are taken.

Format settings

In the app: 7 → → FORMAT SETTINGS



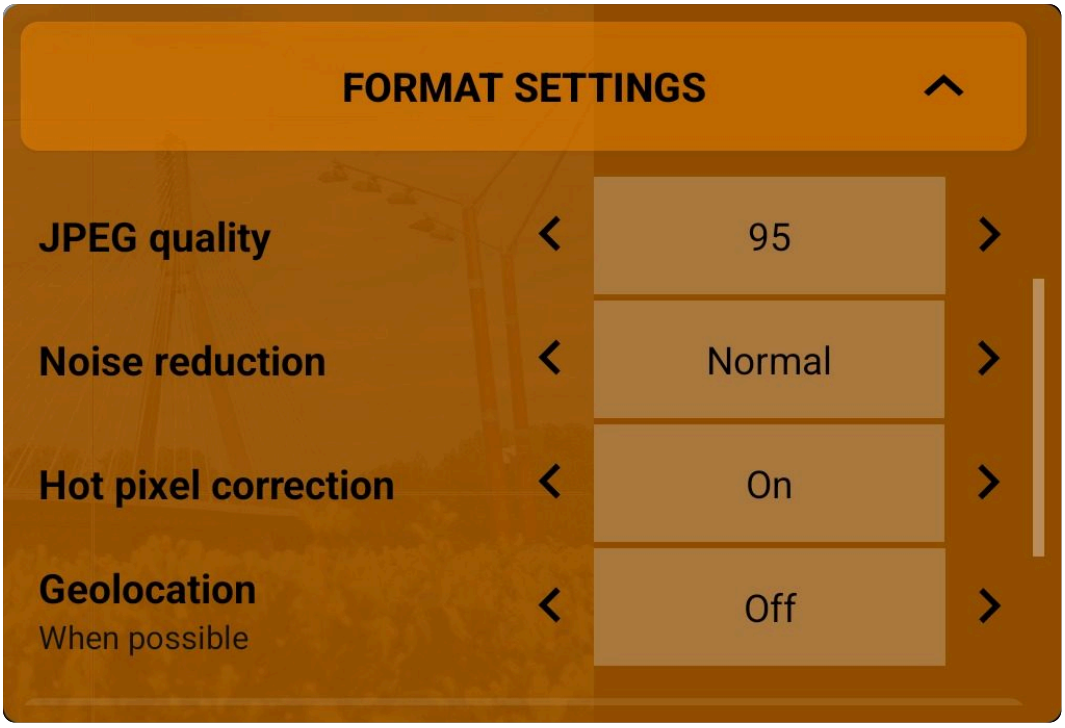
The rows in this section depend on the format. Rows that do not apply to the selected format are hidden.

JPEG quality

Photo quality from 80 to 100 in steps of 5, 95 by default. For HEIC and AVIF the row is called **Quality** and sets the encoder quality. With the DNG format the row is not shown.

Noise reduction

Noise reduction for RAW development: off, low, normal or high. The default is normal. It is calculated from the noise of each individual frame. It does not affect the DNG file.

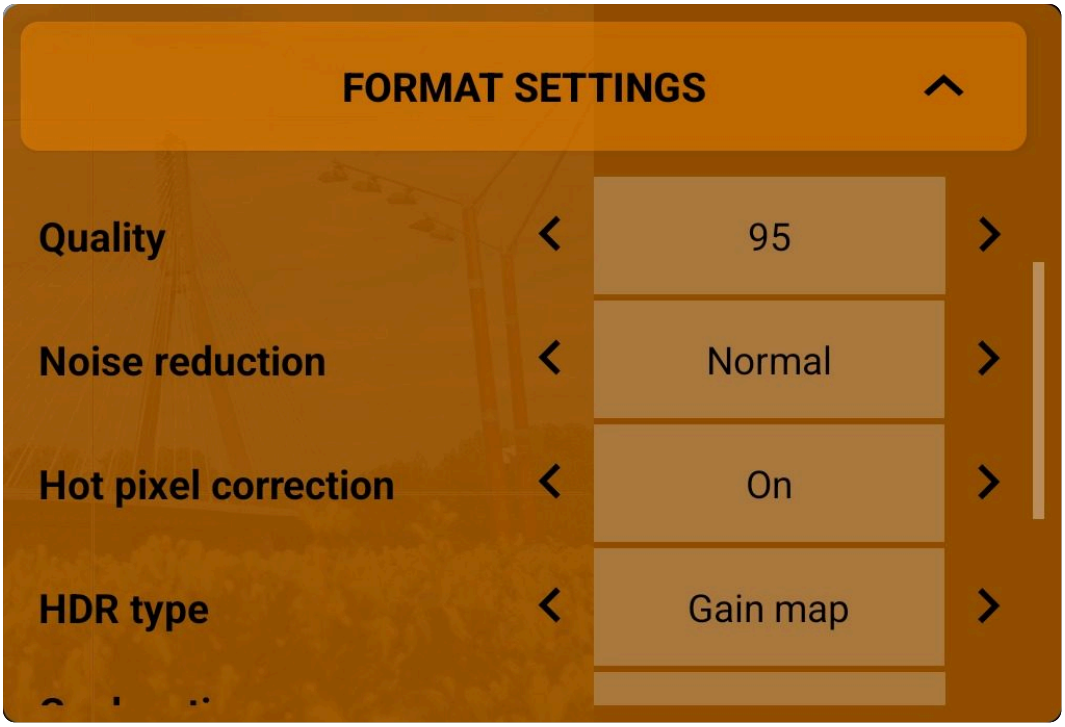


Hot pixel correction

Removes isolated bright dots during RAW development. It is on by default.

HDR type

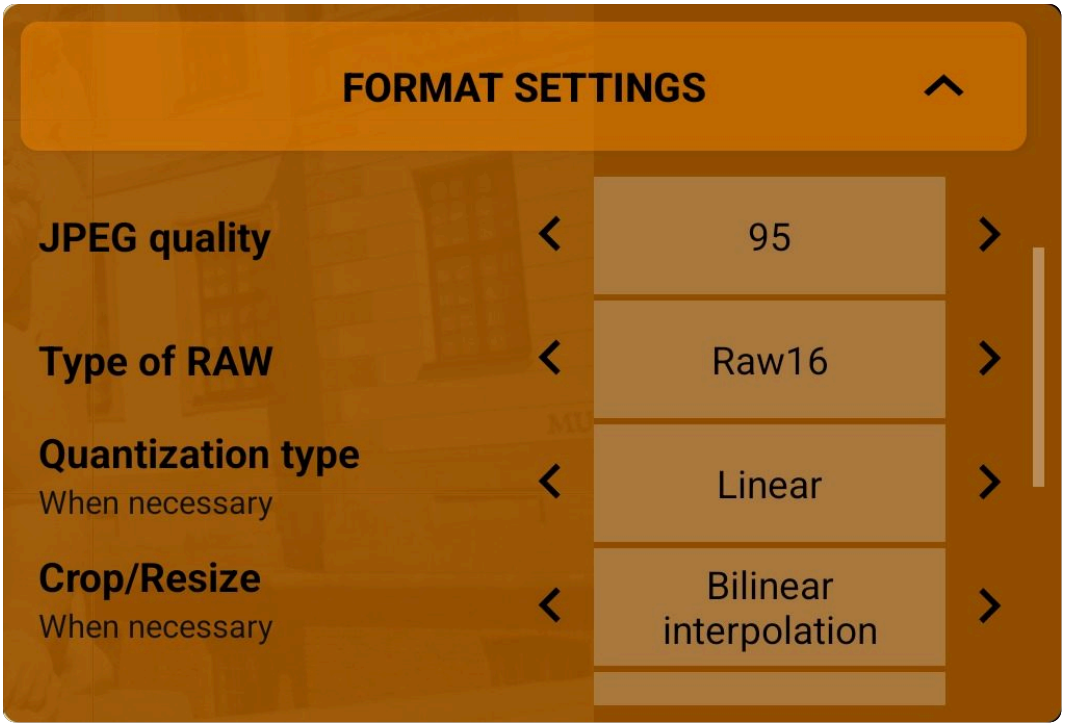
For HEIC HDR and AVIF HDR: gain map, 10-bit map, HLG or PQ. A photo with a gain map is compatible with regular screens: there it looks like a normal photo, and on an HDR screen its highlights are brighter. HLG and PQ are intended for HDR viewing. What a particular gallery shows depends on that gallery.



DNG settings

These appear when a DNG is being saved.

- **Type of RAW**: the bit depth of the data, RAW16, RAW14, RAW12, RAW10 or RAW8. RAW16 by default.
- **Quantization type**: linear or logarithmic, for when the data has to be reduced to fewer bits.
- **Crop/Resize**: how the frame is brought to the photo size. The row is hidden for photos with RAW development.
- **Compression**: DNG compression, off by default.



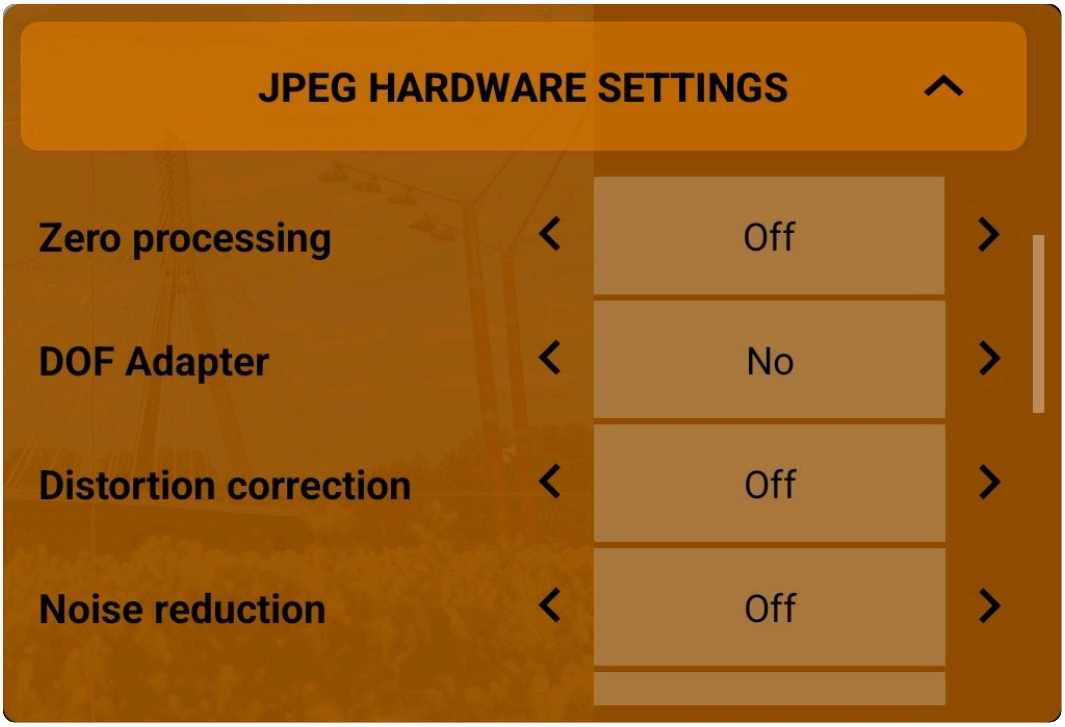
Geolocation

Writes the coordinates into the photo. When you turn it on, the app asks for location permission. It is off by default.

JPEG and RAW hardware settings

In the app: 7 →

Two sections of the photo menu control the processing inside the camera. The JPEG settings are active only with the JPEG or JPEG+DNG format, and the RAW settings only when a DNG is being saved. Otherwise the section title is grayed out.



JPEG settings

Zero processing

One button turns off almost all processing: it sets the sRGB curve, turns off the camera's noise reduction and sharpening, and resets the processing presets. Lens correction stays as it is. Press again to restore the previous values.

Camera processing

- **Noise reduction**, **Sharpness**: noise reduction and sharpening inside the camera.
- **Distortion correction**, **Vignette correction**: correction of lens distortion and vignetting.
- Stabilization: the row is shown only if the camera reports that it supports stabilization.

Frame

- **Crop frame to proportions**: crops the photo to the selected aspect ratio, including the panoramic 65:24 and 3:1. In DNG the crop is written as a recommended crop, and the original data stays intact.
- **Scale photo**: reduces the size of the final photo.
- **Desqueeze photo**: stretches the photo for an anamorphic adapter.
- **DOF Adapter**: for shooting through a depth-of-field adapter.

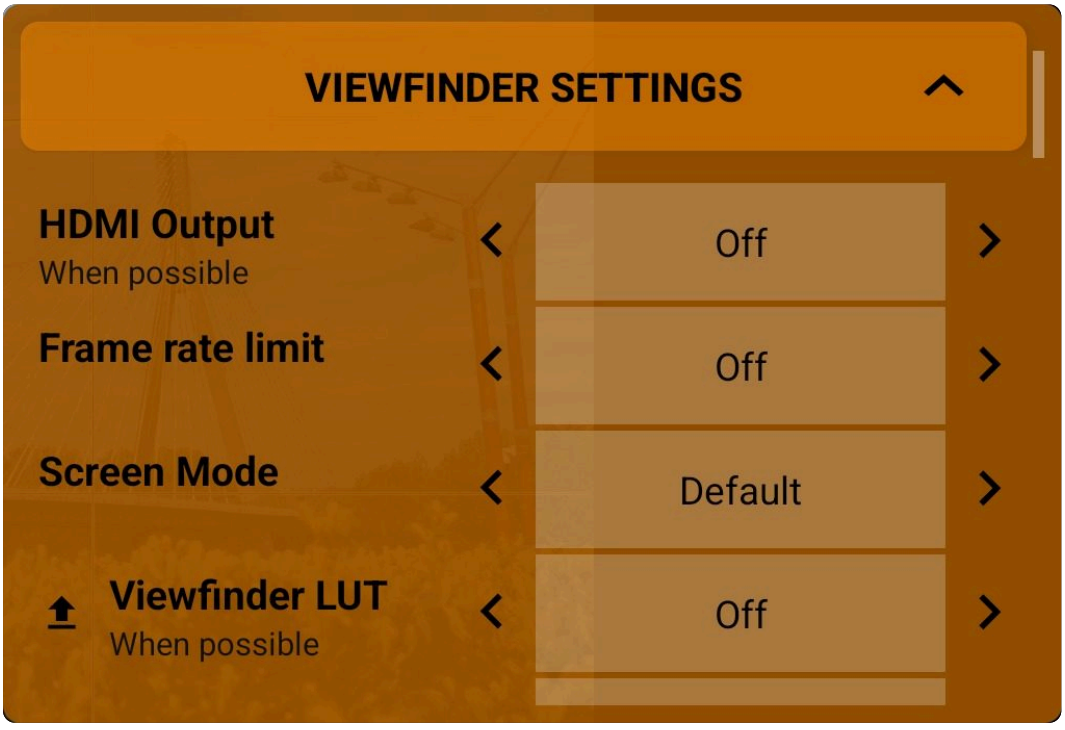
RAW settings



- **Distortion correction** and **Noise profile**: add data to the DNG for the development software, if the camera provides it.
- **Vignette correction**: vignette correction. "Baked in" corrects the data itself, and "Metadata" writes the correction for the development software.

Viewfinder settings

In the app: 7 → ⚙ → VIEWFINDER SETTINGS



Everything in this section affects only the picture on the screen and does not change the photo.

- **HDMI Output**: sends the image to an external monitor, if the phone supports it.
- **Frame rate limit**: limits the viewfinder frame rate.
- **Screen Mode**: how the picture is drawn on an HDR screen.
- **Viewfinder LUT**: a LUT for viewing only. The button next to it saves the LUT to a `.cube` file.
- **Resolution limit**: the viewfinder resolution.
- **Histogram**: the histogram view, or off. Waveform and RGB Parade are here too.
- **EV of scene**, **Scene color temperature**: labels with scene readings, and their measuring areas.

Focus peaking

Highlights the outlines of what is in focus. **Focus peaking mode** sets when the highlight is visible: always, or when you touch the focus wheel. **Focus peaking strength** makes it more visible.

Expo-peaking

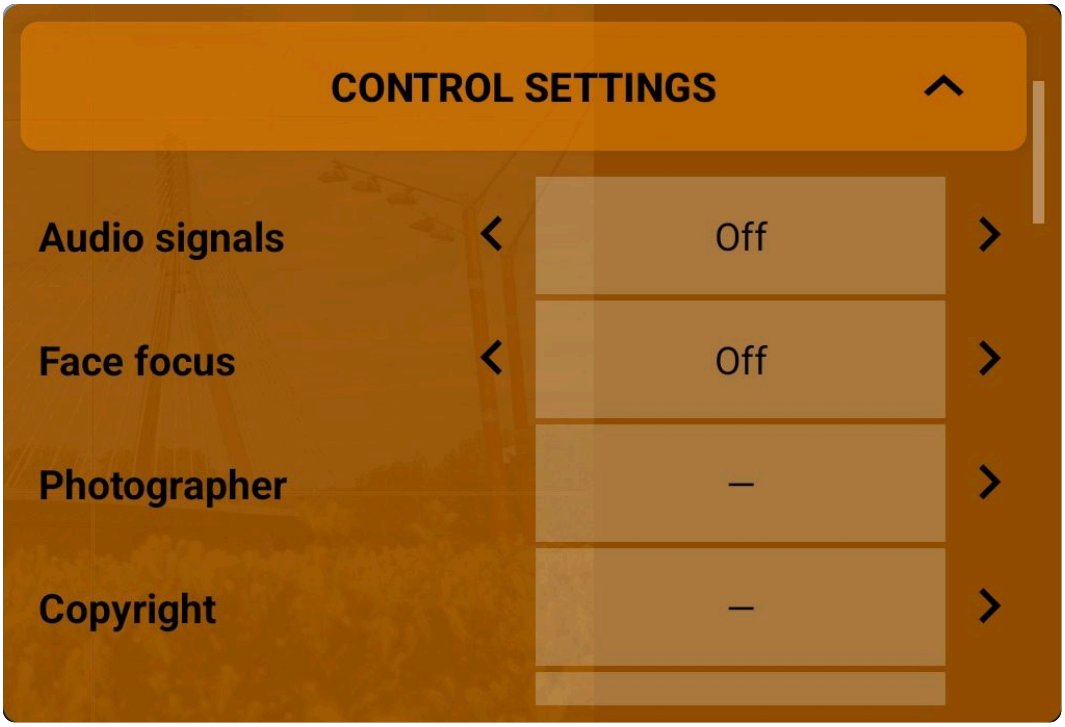
Expo-peaking type selects **Zebra** or **False Color**. **Bottom limit** and **Top limit** set the thresholds in percent, 2.5 and 97.5 by default.

Grids

- **Frame lines**: a frame of the chosen aspect ratio, including 65:24 and 3:1.
- **Grid**: composition lines.
- **Desqueeze viewfinder**: stretches the picture on the screen for an anamorphic adapter.

Control settings

In the app: 7 → ⚙ → CONTROL SETTINGS



- **Audio signals**: the app's sounds.
- **Face focus**: autofocus finds faces and keeps them in focus. It works in mode A. The row is shown only if the camera can detect faces.
- **AWB autolock**, **AE autolock**: locking of white balance and exposure.
- **Maximum zoom**: the upper limit of zoom.
- **Infinity focus mode**: where focus goes in infinity mode.

Photographer and Copyright

The photographer's name and the copyright holder, up to 64 characters each. They are written into every JPEG and DNG photo, in EXIF and XMP. If a value contains characters outside the Latin alphabet, it is not written to EXIF, while XMP receives any text.

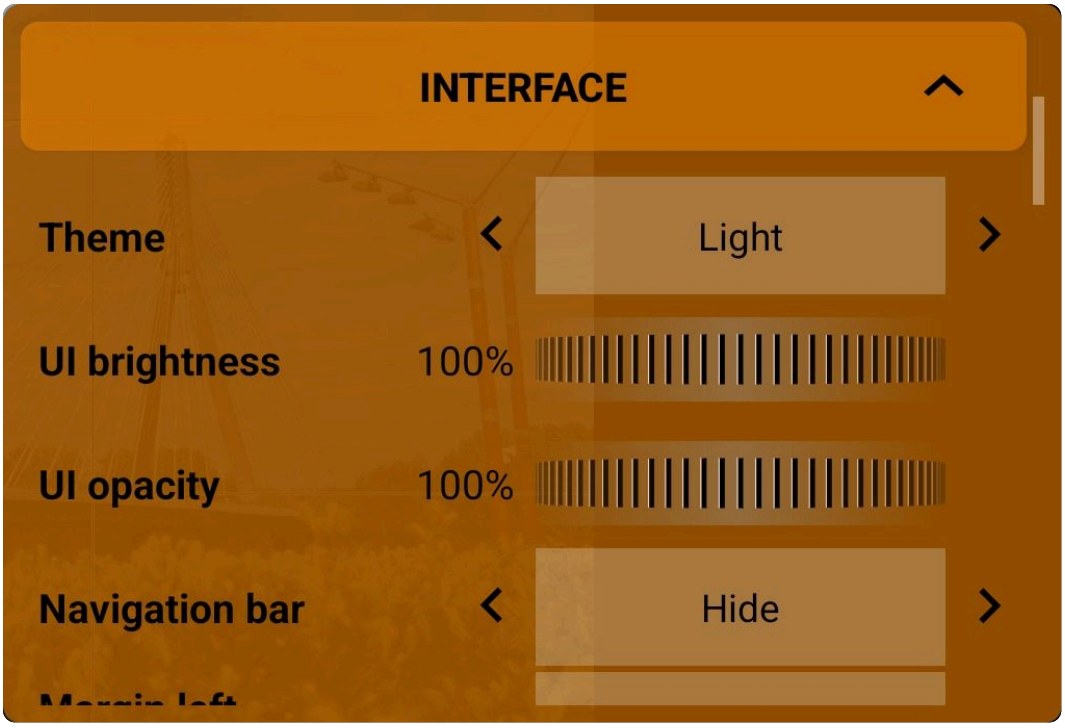
Phone buttons

- **Volume Buttons**: off, **Shutter release** (default), focus, zoom or exposure.
- **Zoom Buttons**: the zoom rocker, zoom by default.
- **Camera Button**: off (default) or **Shutter release**.

While the photo menu, the settings menu or the media manager is open, the buttons work as usual.

Interface, storage and other settings

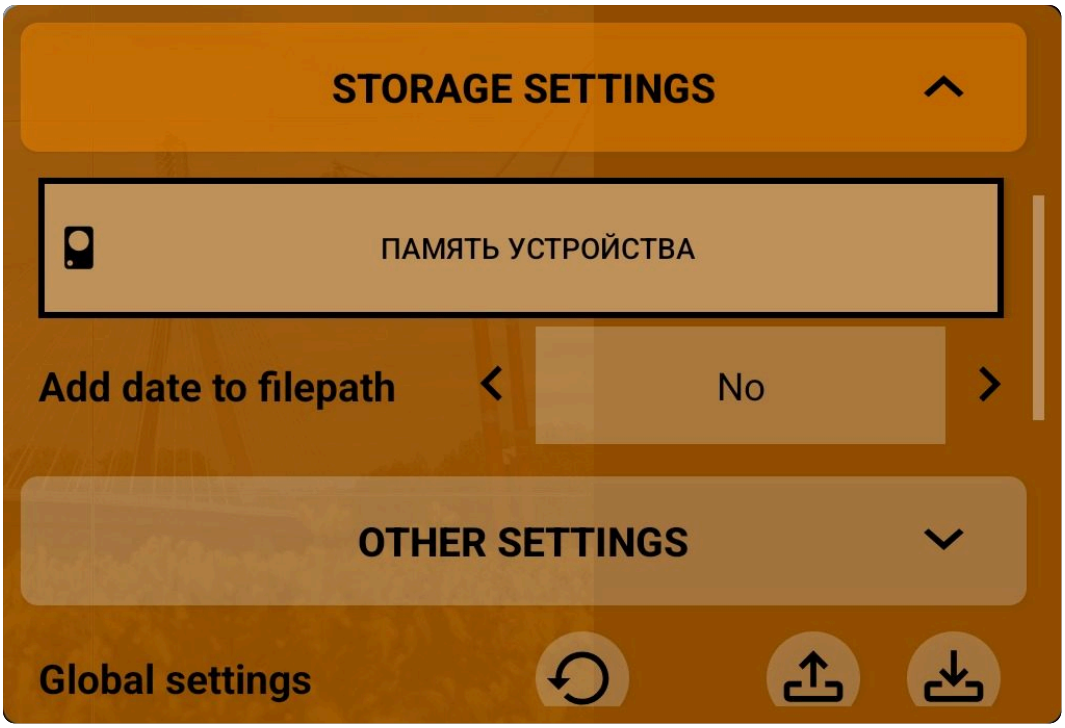
In the app: 7 → ⚙ → Interface



Interface

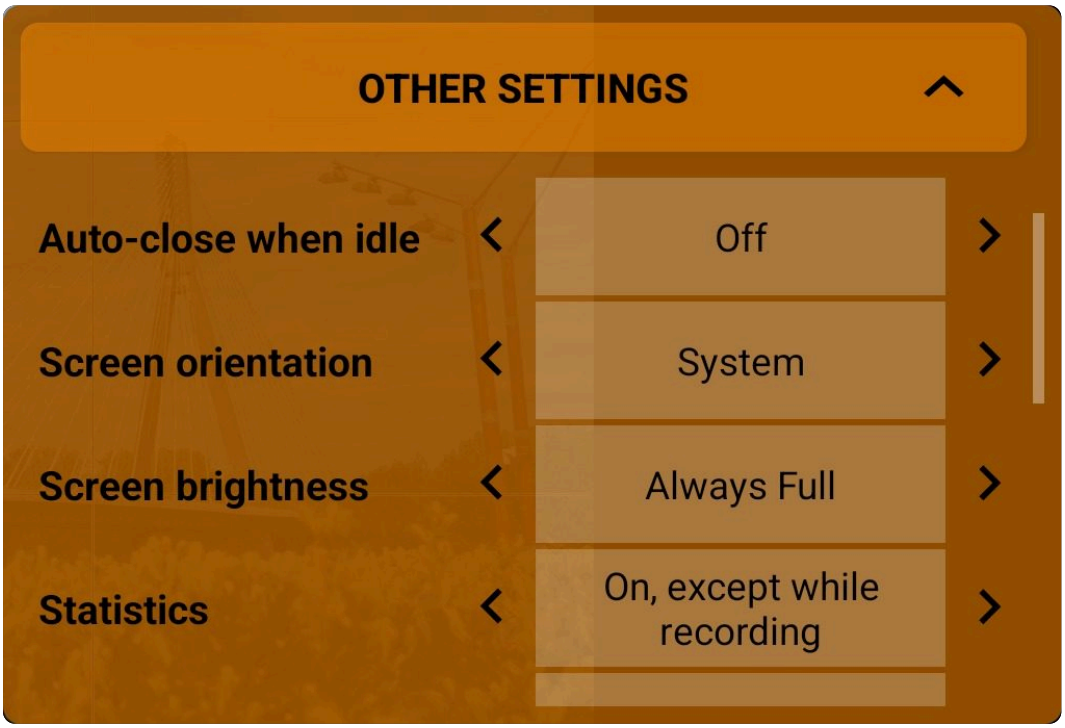
- **Theme**: light, dark or as in the system.
- **UI brightness**, **UI opacity**: brightness and opacity of the buttons.
- **Quick access buttons**, **Indicators & information area**, **Shutter button**, **Exposure controls**, **Focus and zoom controls**, **Image controls**, **Settings buttons & media manager**: for each area of the screen you can choose whether to always show it or to hide it.
- **Show information**: what the information panel shows.

Storage settings



The choice of storage: internal memory or a card. **Add date to filepath** sorts photos into folders by date.

Other settings



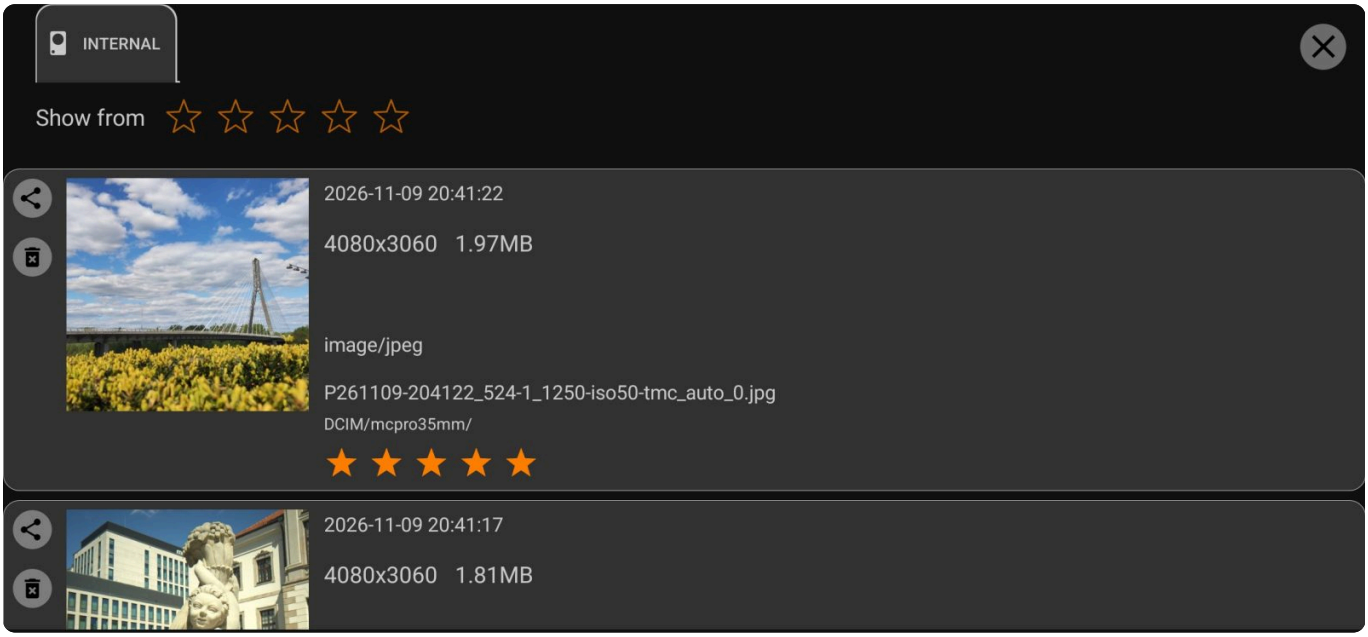
- **Auto-close when idle**: closes the app when it is idle.
- **Screen orientation**: the rotation of the interface.

- **Screen brightness**: the screen brightness in the app.
- **Language**: the app language.
- **Global settings**: resets the settings, saves them to a file and loads them from a file.
- **Support the project**: voluntary support for the author; it does not unlock any features.

Media manager

In the app: 7 → 🗀

The list of the app's photos.



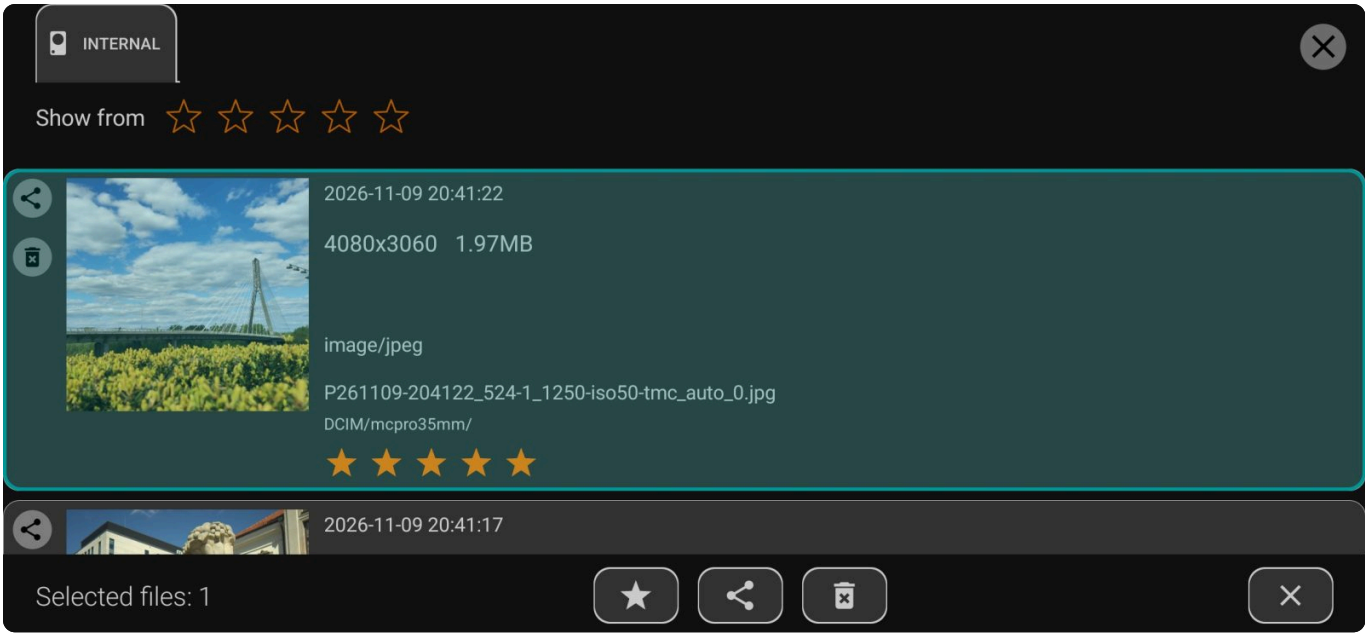
Tap a photo to open it. A JPEG with a gain map on an HDR screen opens in the app's own viewer: pinch to magnify up to 32 times, double-tap to switch between 1:1 and fit to screen. Other files open in the phone's viewer.

Rating

Each JPEG and DNG in the list has stars from 0 to 5. The rating is stored inside the file in the `xmp:Rating` field, where Lightroom and other programs can see it. The **Show from** row at the top hides photos rated below the selected value. Rating also works without a purchase.

Selecting several photos

A long press turns on selection mode. The panel then shows **Rating**, **Share** and **Delete**.


INTERNAL
Show from
2026-11-09 20:41:22
4080x3060 1.97MB
image/jpeg
P261109-204122_524-1_1250-iso50-tmc_auto_0.jpg
DCIM/mcpro35mm/
2026-11-09 20:41:17
Selected files: 1

How to

Step-by-step articles for common tasks.

Set up before the first shoot

Go through these settings once on a new phone, and then for each camera you shoot with.

1. Select the camera with the Cameras button.
2. In the photo menu, set **Resolution** and the format. If you are not sure what to choose, start with JPEG and turn on **Save DNG**: you get a finished photo and extra latitude for development.
3. Check where files are saved in the Storage settings section.
4. Enter your name in the CONTROL SETTINGS section, and it will be in every JPEG and DNG photo.
5. Take a test photo and open it in the media manager.

When you are happy with the result, save the settings as a preset.

Shoot with manual exposure

1. Switch exposure to manual mode.
2. Set the lowest ISO the light allows: the lower the ISO, the less noise.
3. Set the shutter speed. For handheld shots use 1/60 or shorter on a wide lens, and shorter still on a telephoto lens.
4. Turn on zebra. If the stripes fall on important bright areas, shorten the shutter speed.
5. To avoid starting from scratch, hold the auto assist button and release it: the app sets manual values.

In EV mode the wheel changes the brightness of the frame, so you do not need to watch the shutter speed and ISO separately; see wheel mode.

Which format to choose

Use JPEG when you need the photo right away. The phone's camera processes it, which makes this the fastest option.

Use DNG for photos you will develop on a computer. It has the most latitude in shadows and highlights, but the file is large and you cannot post it right away.

JPEG with RAW development and Ultra HDR are shot through RAW, and the app develops the frame. The camera's noise reduction and sharpening do not go into the photo. Ultra HDR adds a gain map: on an HDR screen, highlights are brighter than in a regular JPEG. The phone's viewer shows this map starting with Android 14. On older phones the photo opens as a regular one, but you can view it in HDR in the app's media manager if the screen supports it.

HEIC and AVIF give a file noticeably smaller than a JPEG of the same quality, but older programs may not open them.

Turn on **Save DNG** if you want both a finished picture and the original data. The settings of each format are described in the FORMAT SETTINGS section.

Bracketing, interval and self-timer

Bracketing for a high-contrast scene

1. Open the Shooting modes section and select 3 or 5 frames.
2. Set the step to 1 or 2 stops: the higher the contrast of the scene, the larger the step.
3. Secure the phone, shoot with one press and merge the frames in an HDR program on a computer.

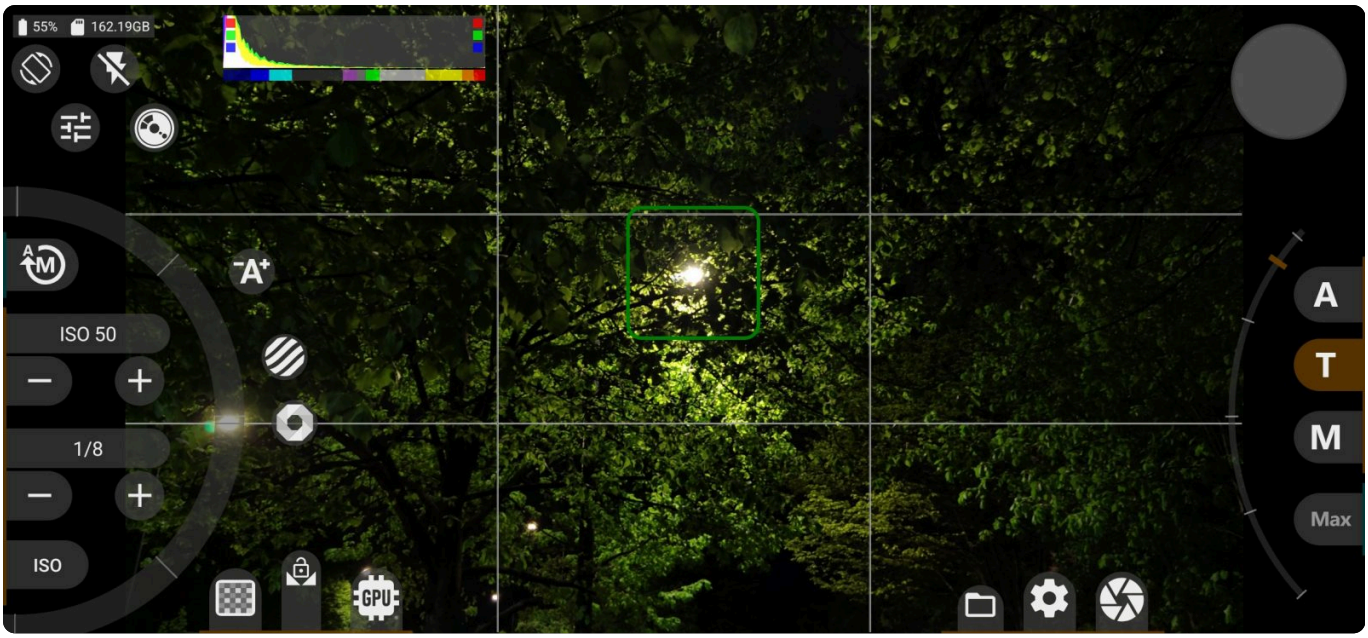
Shooting on a schedule

1. In the same section, set the Interval and the number of shots.
2. Set exposure and focus manually, otherwise brightness and sharpness will jump from frame to frame.
3. Press the shutter. A second press stops shooting.

Self-timer on a tripod

Select 2 seconds so that touching the button does not blur the frame, or 10 seconds so that you have time to get into the frame.

Long exposure



1. Mount the phone on a tripod and set the self-timer to 2 seconds.
2. Switch exposure to manual mode and set a low ISO.
3. Lengthen the shutter speed with the + button or with the wheel in SS mode. The longest shutter speed is set by the phone's camera.
4. Turn on manual focus, magnify the area you need with a double tap and focus on it. In the dark, autofocus often misses.

At shutter speeds of one second or longer, the ring around the shutter button shows the time remaining, and the viewfinder is covered by the shutter curtains.

Presets

A preset stores a set of settings so that you can return to it with one tap.

1. Set up the camera the way you want.
2. Tap the presets button and add a new one with the + button.
3. Give the preset a clear name, for example "City JPEG+DNG".

To apply a preset, open the list and tap it.

Icons

Every icon of the shooting screen. The link leads to the description of the button.

 Orientation: turns with the phone

 Orientation fixed: landscape

 Orientation fixed: portrait

 Orientation fixed: reverse landscape

 Orientation fixed: reverse portrait

 Flash off

 Flash: the camera decides

 Flash on every shot

 Flash with red-eye reduction

 External flash

 The screen acts as the flash

 Torch stays on

 Presets: save and apply camera setups

 Camera choice

 Battery level

 Free space on the selected storage

 These settings need the full version



Manual exposure on: tap for automatic



Hold to set exposure automatically once



Zebra: marks over- and underexposed areas



Lower ISO by one step



Raise ISO by one step



False Color: colours the frame by brightness



Shorter shutter: darker frame



Longer shutter: brighter frame



Viewfinder LUT on the whole frame



Automatic exposure on: tap for manual



Exposure compensation value



Darker: lower exposure compensation



Brighter: raise exposure compensation



Exposure follows the scene



Exposure is locked



Continuous autofocus



Tap to focus: tap the frame to focus there



Manual focus



Manual focus to your own infinity point



Zoom mode, limit: up to video size



Zoom mode, limit ×1.5



Zoom mode, limit ×2.0



Zoom mode, limit: camera maximum



White balance menu



Automatic white balance follows the scene



Automatic white balance is locked



Hold to set white balance automatically once



A saved white balance preset is selected



GPU processing menu



Hold to set white balance automatically once



Save the balance as a preset



Back to the saved preset values



Delete the preset



White balance panel



Colour gamut panel



Colour matrix panel



Fixes highlight artefacts with steep curves



Marks skin tones (wide selection)

 Marks skin tones

 Marks neutral, unsaturated areas

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 Settings buttons folded: tap to show

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