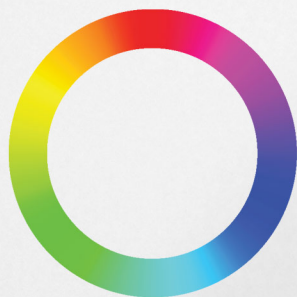




# DEHANCER

BASELIGHT PLUGIN SETUP GUIDE



# Dehancer video plugin for Baselight

## Setup Guide for macOS

10 Nov 2025

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## System Requirements

In common terms, Dehancer will perform on any system capable of running the actual Baselight software. However, the plugin has its own requirements that need to be clearly stated.

### Hardware requirements

- Apple Macintosh, starting from middle 2012
- Metal-enabled GPU
- Optimised for Apple Silicon. The appropriate distributive is installed automatically.
- External and multi-GPU are supported on Intel macs

**Intel Iris and Intel HD Graphics GPUs** may produce unexpected plugin crashes, visual glitches and artefacts. This is a system bug, the only solution is using an external GPU where possible.

### Software compatibility

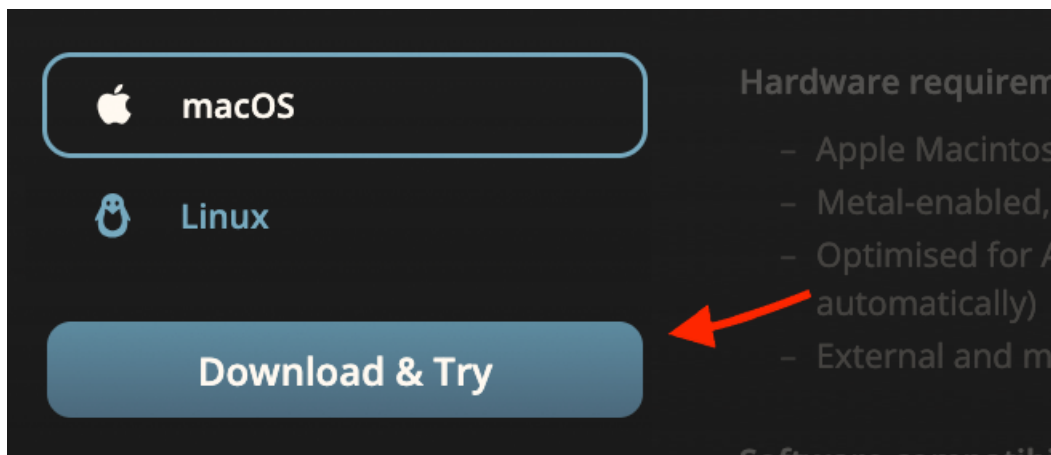
- macOS Big Sur 11 and later
- FilmLight Baselight 6.0 and later
- We do not officially support 'hackintosh,' virtual machines and other home-brew systems, while it could worth a try. Also, operation with hacked or modified host applications and OS is not guaranteed.

## Downloading and installing the plugin

**Plugin installation, activation and profiles update must be performed by the same system User.**

**If your workstation doesn't have internet access (Production plan seat),** please download the plugin distributive using any computer connected to the internet, put the downloaded files to the external storage or the network shared folder and perform the installation as described below.

1. Make sure that your computer meets the [system requirements](#) for the plugin to work correctly.



2. Download the latest version of the plugin from [dehancer.com](https://dehancer.com):
  - 2.1. Go to the **Products → Baselight plugin**.
  - 2.2. Select macOS as your operating system on the product page.
  - 2.3. Hit Download & Try button. Your download will start automatically.
3. Unzip the downloaded zip file, if your system didn't do it automatically.
4. Make sure that Baselight is not running. Please, keep it closed until installation is complete.
5. Run the installation file and follow the installation steps.

6. Normally, **older plugin versions will be removed during the installation procedure automatically.** If the update does not technically allow to maintain the grading settings compatibility, new version will be installed as a separate, independent plugin.

7. Restart Baselight.

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## Adding Dehancer to the project

**Before you start, you need to add Dehancer to the project. Then you will be able to perform the remaining steps of installation, downloading profiles and License Activation.**

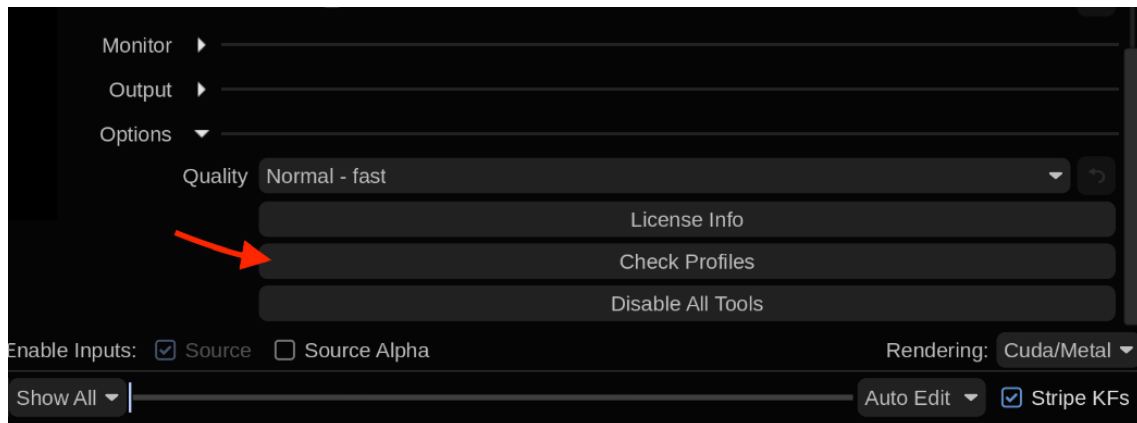
Dehancer is applied as a standard Layer to the clips or to the whole timeline via **Grade → Layer**. Normally Dehancer should be placed on top of the processing chain, just to make all basic corrections before film emulation. Occasionally some specific FX may be placed after the plugin (for example, delivery sharpen, mastering curves, etc.)

Please refer to the [Dehancer Baselight Plugin Quick Guide](#) for more information about the workflow and Dehancer tools.

## Downloading Film Profiles

Before using Dehancer you have to download film profiles.

1. Navigate to the bottom of the plugin settings and find the **Check Profiles** button. This allows you to download or update the profiles at any time.

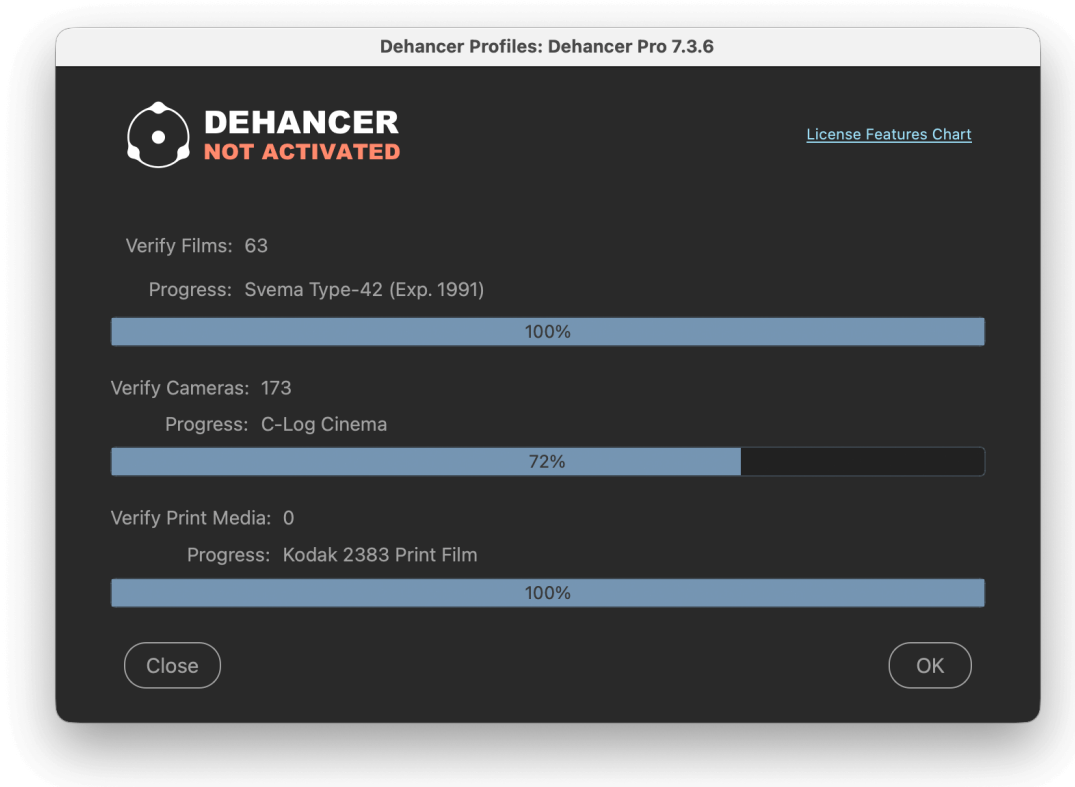


The profile update widget can only be launched by the same system User who has installed the plugin.

**Studio plan users** are getting the profiles directly from Dehancer server (internet connection is required).

**Production plan users** are getting the profiles from the local Production Server. Please launch the License widget first and enter the Production Server URL to activate the plugin. Then you will be able to download the profiles as usual.

2. The **Dehancer Profiles** widget will open and the Film profiles will be downloaded and installed automatically.



3. Once the profiles download/update is complete, close the widget with the OK button.

Now Dehancer is ready to use.

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## License Activation (removing the watermark)

**When the plugin is not activated:**

- 1. The watermark is applied to the preview and to the rendered footage**
- 2. The LUT export is disabled (Baseilight will produce an empty LUT)**

**To remove the watermark and to enable the LUT generation, please activate the plugin.**

### How to activate the plugin

**Dehancer for Baselight is distributed with two plans:**

**Studio plan** – internet connection is required to activate the plugin and download/update film profiles.

**Production plan** – the local Production Server is used for plugin activation and profiles download. No need for internet connection, and NDA restrictions are not affected.

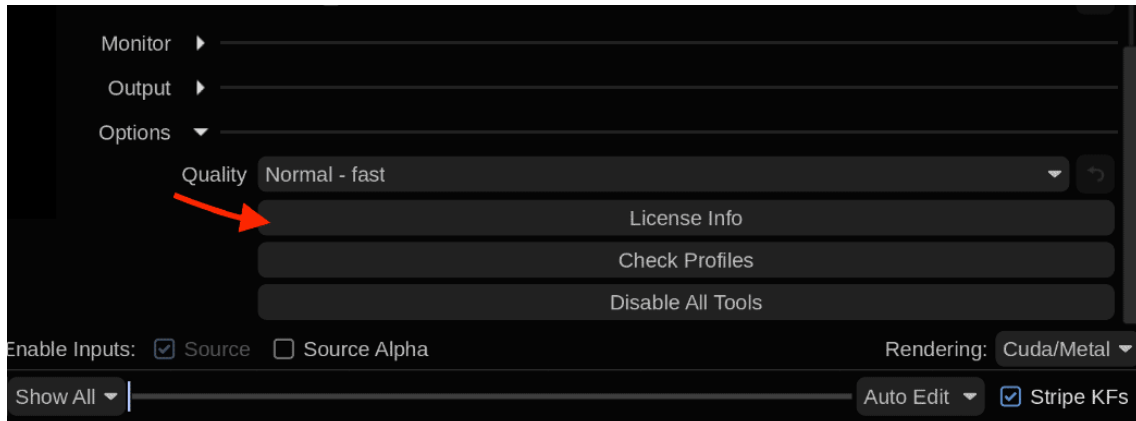
Both plans contains custom number of seats that are managed in the license owner's User Profile. Each seat can be activated on 1 workstation / device.

1. To buy the Subscription, go to <https://www.dehancer.com/pricing/>, and select the desired plan.

After your purchase is complete, the notification will be sent to your email and your Subscription will be displayed in the User Profile.

2. Add Dehancer to the project, navigate to the bottom of Dehancer plugin interface, find the **Options** section and click the **License info** button.

The License widget can only be launched by the same system User who has installed the plugin.

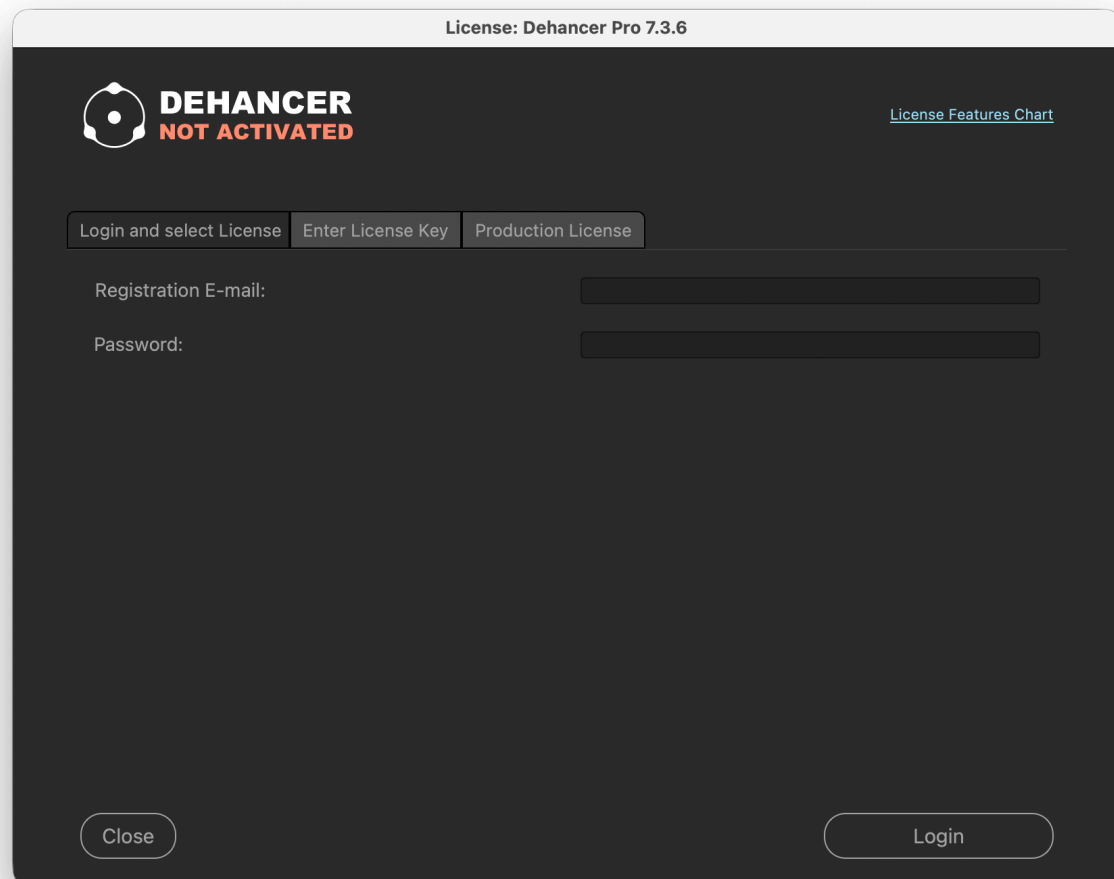


3. The License widget will open. There are two main options available:

- Login and select License (Studio plan)
- Production License (Production plan)

## Login and select License (Studio plans)

Studio Subscription requires internet access to activate the plugin.  
If your workstation is not connected to the internet, please contact your admin and the license owner.



The image shows a software window titled "License: Dehancer Pro 7.3.6". The window has a dark background. In the top left corner, there is a logo consisting of a stylized camera lens icon and the text "DEHANCER" in white, with "NOT ACTIVATED" in orange below it. In the top right corner, there is a link labeled "License Features Chart". Below the logo, there are three tabs: "Login and select License" (which is active), "Enter License Key", and "Production License". Under the active tab, there are two input fields: "Registration E-mail:" and "Password:". At the bottom left, there is a "Close" button, and at the bottom right, there is a "Login" button.

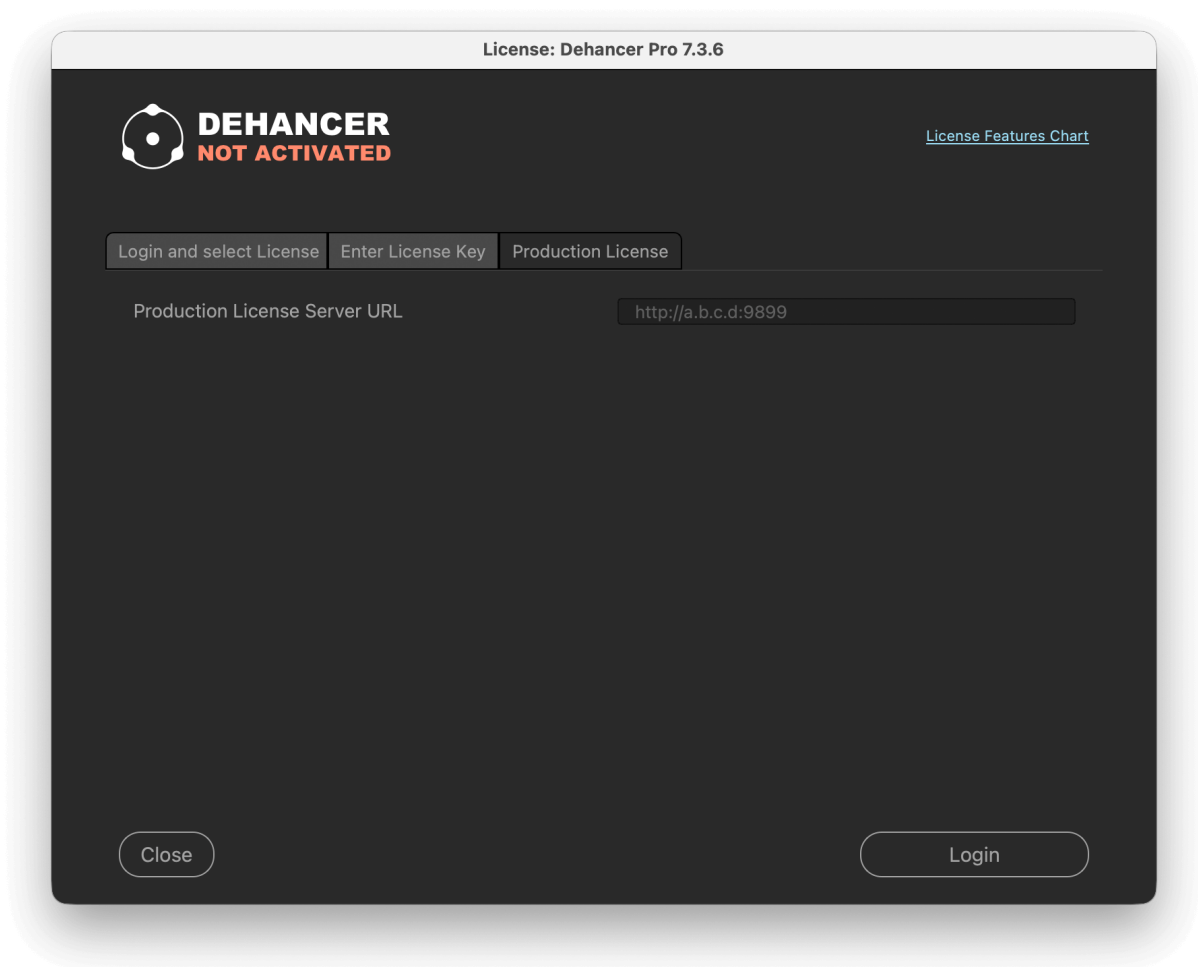
1. Login with your Dehancer account.
2. You will be presented with a list of Licenses available for your product. Select a Seat from the list, then press **Activate plugin**.

**Once logged in, the temporary authorisation token is created, and you don't have to login every time to manage your seats.**

## Production License (Production plans)

Production plan users get the activation data from the local Production Server.

If you just deactivated your seat and don't see the Production Licence tab, restart the Activation widget (close and reopen it from the plugin interface).



1. Enter your Production Server URL you've received from your admin or the license owner. Press **Login**.
2. After the activation is complete, close the widget and **restart Baselight**.

Please don't forget to **DEACTIVATE** from within the plugin interface before selling your computer, migrating or reinstalling the system.

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## Command Line Activation Tool

For your convenience, a command-line activator is bundled with Baselight plugin, for a more streamlined experience when solving specific technical issues.

Run the command line Activator Tool in Terminal.app:

```
/Library/OFX/Plugins/  
DehancerBaselightProCuda_x86_64_v7.ofx.bundle/Contents/  
Resources/activator
```

Command line options:

### **Online Activation:**

```
activator login <your_dehancer_login>
```

### **Offline Activation:**

```
activator dpls <dpls_url>
```

### **Detailed info and options:**

```
activator --help
```

Example:

```
xxx:/usr/OFX/Plugins/DehancerBaselightProCuda_x86_64_v7.ofx.bundle/  
Contents/apps$ ./activator login xxxx@gmail.com
```

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## Dehancer Updates

We update the plugin regularly, adding new features, fixing bugs and improving performance. Keep Dehancer up-to-date to get the most out of it.

**We recommend that you AVOID UPDATING both the plugin itself and the host application until you are finished working on the important projects.**

### Checking the Updates

Check the actual product version in the **Products → Baselight plugin** at dehancer.com. If the new version is out, [download and install it manually](#). We always announce new versions on social media and newsletters, so stay tuned.

### Minor Updates and hotfixes

**Minor update replaces the existing plugin installation, keeping the plugin settings compatible and the License activated.**

Generally, Dehancer settings in existing projects are not affected, but this depends on many factors, including the host version, operating system and the entire processing chain. Thus, avoid updating the plugin while you are working on a project.

### Major Updates

Major updates usually include new features and other changes that does not technically allow to maintain the plugin settings compatibility.

**New major version will be installed as a separate, independent plugin. It will not be compatible with an old plugin node settings and requires separate License Activation.**

You can use a spare Seat or just Deactivate an older version to re-use the existing License Key.

## BETA Updates

- 1. Major BETA versions are installed as the separate plugins.**
- 2. Minor BETA versions will replace earlier releases.**

Generally the settings are not compatible with the stable release and the plugin requires separate License Activation. You can use a spare Seat or just Deactivate an older version to use the existing License Key for beta testing purposes.

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## Downgrading the Plugin, Legacy Downloads

Sometimes you may need to downgrade the plugin to the previous version for compatibility reasons. You can download the legacy distributive on the website:

**Download legacy installation packages for Dehancer Baselight plugins for Linux**

Unpack and install the plugin as usual, the newer version will be replaced with the older one.

**Attention! After the downgrade incompatible adjustments made with the newer version of the plugin may be lost.**

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## License Deactivation – IMPORTANT!

**Please don't forget to DEACTIVATE YOUR LICENSE from within the plugin interface BEFORE uninstalling the plugin, migrating your computer or reinstalling the OS.**

To Deactivate any Dehancer plugin use the **'License Info'** button in the plugin interface, then press **'Deactivate'** and wait until deactivation is complete. The number of License deactivations from within the plugin is **unlimited**.

**If you just deactivated your seat and don't see Production Licence tab, restart the Activation widget (close and reopen it from the plugin interface).**

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## Uninstallation

### How to Uninstall the plugin

1. **Deactivate the plugin** you are going to remove (use 'License Info' button inside the plugin, then press 'Deactivate').
2. Go to **/Library/OFX/Plugins/** directory on your Mac.
3. Choose the plugin you are going to remove.
4. Right-click on the plugin and choose **Show Package Content**.
5. Run the **maintenancetool.app** application.
6. Choose **Remove All Components**, click **Continue** and follow uninstall steps.
7. Go to **/Users/{user}/Library/Application Support/** directory on your Mac.
8. Delete all the files corresponding to the plugins you are willing to remove.

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## Bug reports and feedback

### Please complete this checklist before requesting support:

1. Make sure that your computer meets the [system requirements](#) for the plugin to work correctly.
2. Install the latest version of Dehancer plugin. Please, check the actual product at the dehancer.com.

**If you still encounter any issues, send bug report via this support form:**

<https://www.dehancer.com/support>

Please provide the following information:

1. Detailed error description
2. Detailed System Information
3. Baselight and Dehancer versions
4. Also we need several stills from your project along with a short fragment from the source video.