



DEHANCER

FINAL CUT PRO PLUGIN SETUP GUIDE



Dehancer plugin for Final Cut Pro

Setup Guide

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System Requirements

Hardware requirements:

- Apple Macintosh, starting from middle 2012
- Metal-enabled GPU
- Fully compatible with Intel and Apple Silicon

Apple Silicon support explained

FCP is fully optimised for Apple Silicon processors and is able to run various plugins in both the Rosetta 2 emulation mode and natively, at the same time, with no performance impact.

Starting from v.1.3.0 Dehancer is running natively on Apple Silicon. The respective version of the plugin is installed automatically, depending on your hardware.

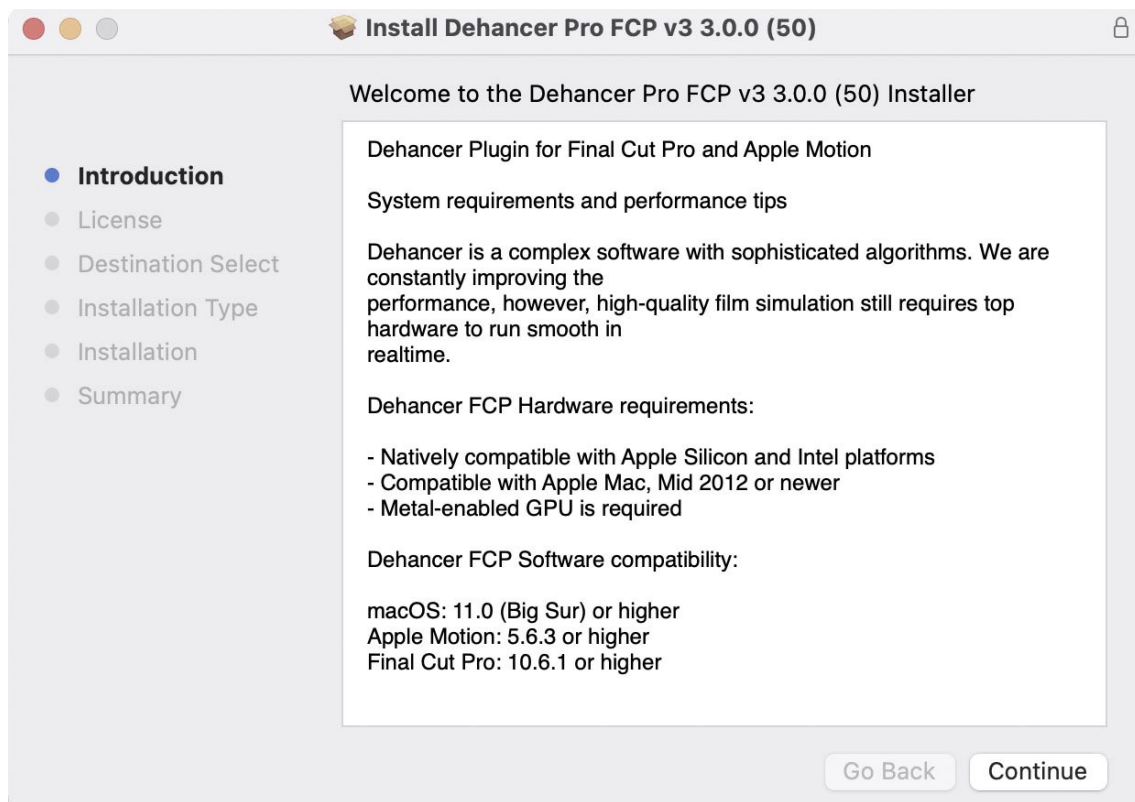
Software compatibility:

- macOS Big Sur 11 and later
- Apple Motion 5.6.3 or later
- Final Cut Pro 10.6.1 or later

Note: 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.

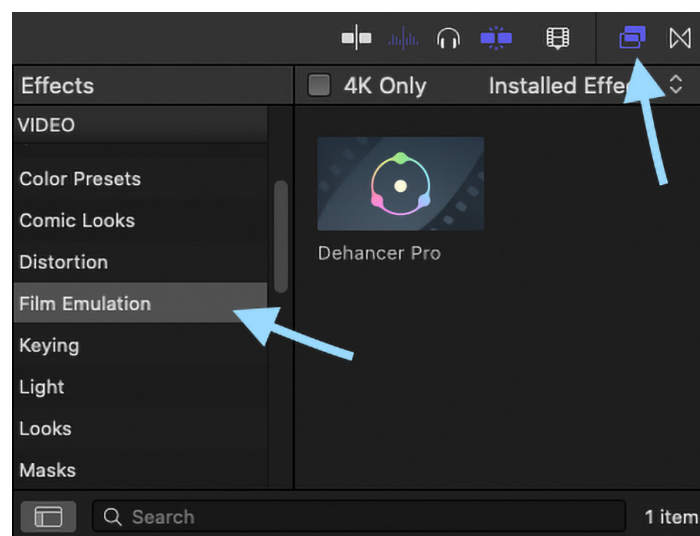
Downloading and installing the plugin

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 **www.dehancer.com**
 - 2.1. Press the button **Download and Get FREE Trial**.
 - 2.2. Select **Final Cut Pro** as the Host Application.
 - 2.3. Select your desired Dehancer plugin.
 - 2.4. Hit **Download** button. Your download will start automatically.
3. Unzip the downloaded zip file, if your system didn't do it automatically.
4. Run the installation file and follow the installation steps.

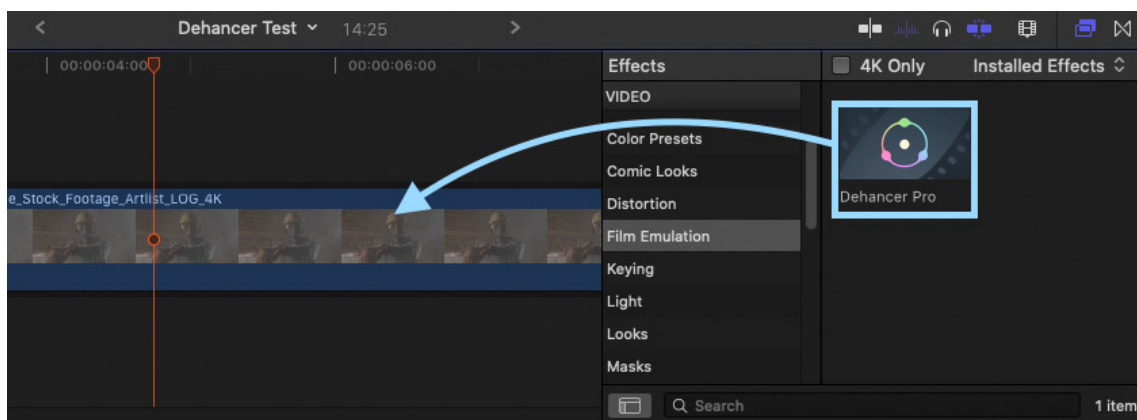


Adding Dehancer to the Project

1. After Dehancer installation, **restart Final Cut Pro** if it was already running.
2. Open a Project or Event.
3. Click the **Effects icon** in the top-right corner of the timeline (or press Cmd-5).
4. In the **Effects tab**, open the **'Film emulation' group** and find **Dehancer Pro** or **Dehancer Lite**.



5. Select a clip on the timeline, then **drag and drop Dehancer to the clip**. Also, you can **double-click the effect** to apply it to the selected clip.



Tip:

In the same way, Dehancer can be applied not only to the individual clips, but also to the **Adjustment Layers**, thus allowing to grade the entire timeline with a single Dehancer instance.

To add Adjustment Layer functionality to FCP, you have to create a blank **Motion Template** using Apple Motion or download one of the free **Adjustment Layer templates** available online.

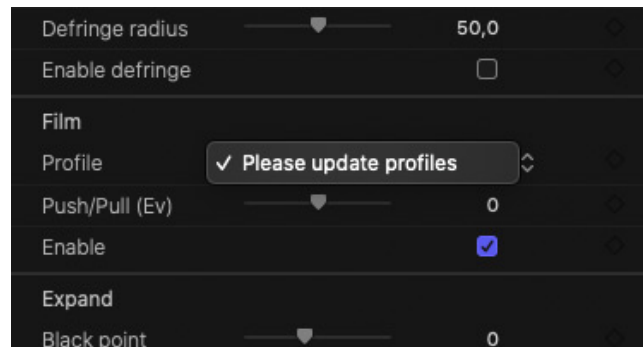
→ Related article:

[Apple Support: Add video effects in Final Cut Pro](#)

Downloading Film and Camera Profiles

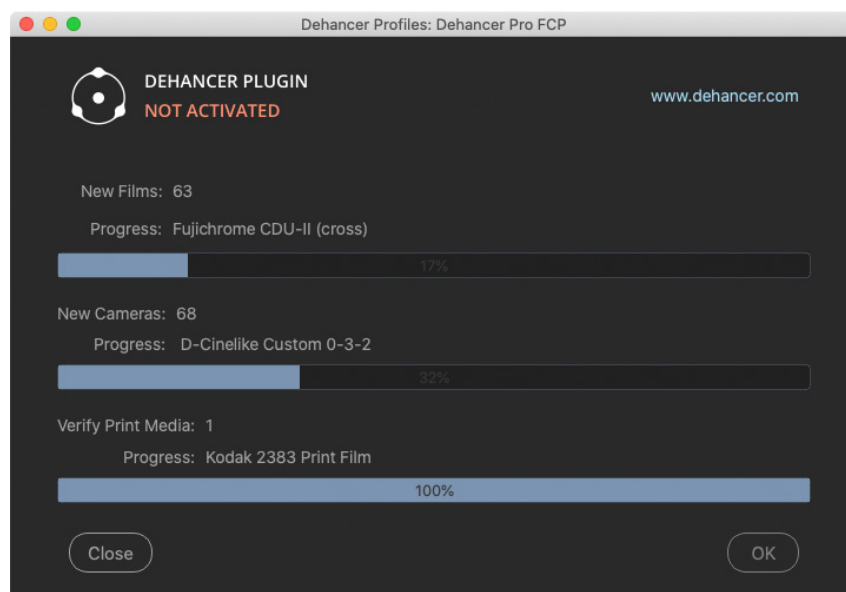
Before using Dehancer you have to **download film and camera profiles**.

1. If the profiles have not yet been downloaded, you will be prompted by the message 'Please update profiles' when trying to select a profile:

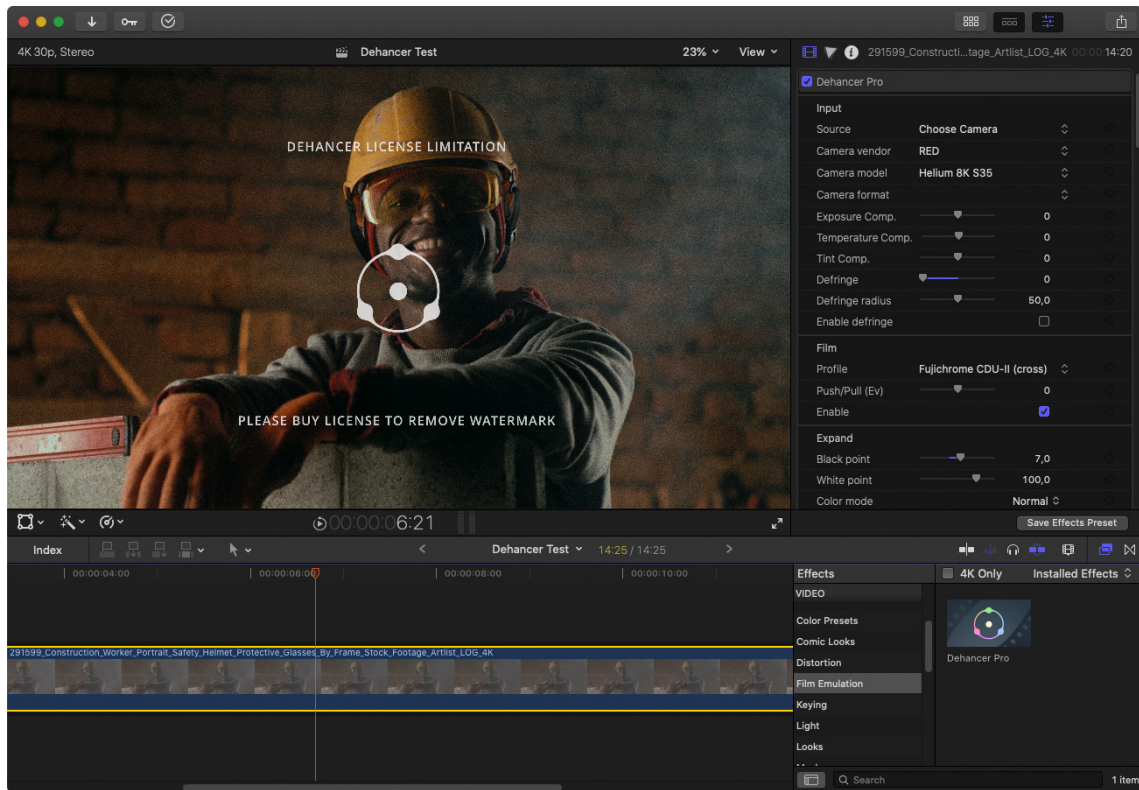


2. Navigate to the bottom of Dehancer plugin settings, find the **Options** section and click the **Check profiles** button.

3. The Dehancer Profiles widget will open and the profiles will be downloaded and installed automatically.



4. Once the profiles update is complete, close the widget.
Now Dehancer is ready to use.



License Activation (removing the watermark)

When the plugin is not activated:

- The watermark is applied to the preview and to the rendered footage
- The Lut Generator is disabled

To get rid of the watermark and to enable the Lut Generator tool, please activate the plugin. Notice that Lut Generator requires the FULL Dehancer Pro license and is not working with Trial License Keys or Dehancer Lite.

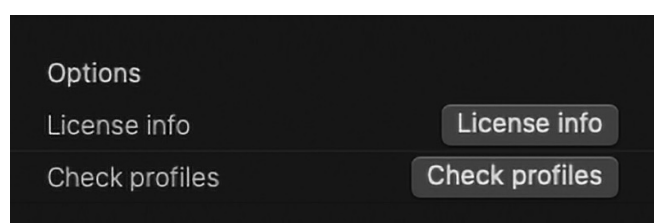
How to activate the plugin

1. Buy the License or **get the free 2-week trial on our website.**

The License will be automatically sent to your account email and displayed in your User Profile as well.

Each purchased License contains two Activation Keys for two 'Seats' that can be activated and deactivated independently.

2. Navigate to the bottom of Dehancer plugin settings, find the **Options** section and click the **License info** button.

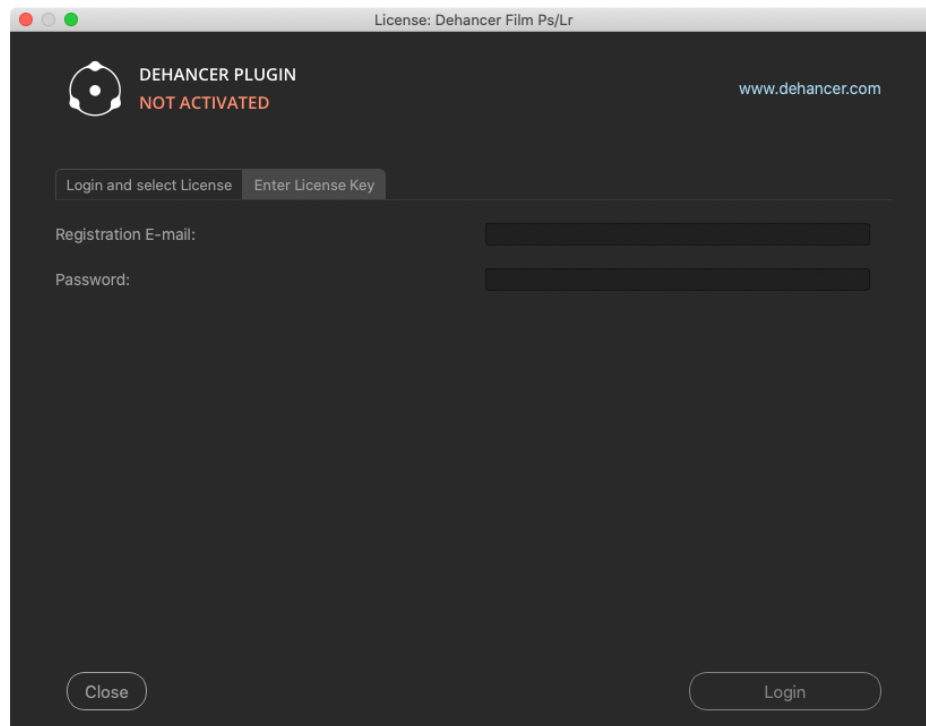


3. The License widget will open. There are two main options available:

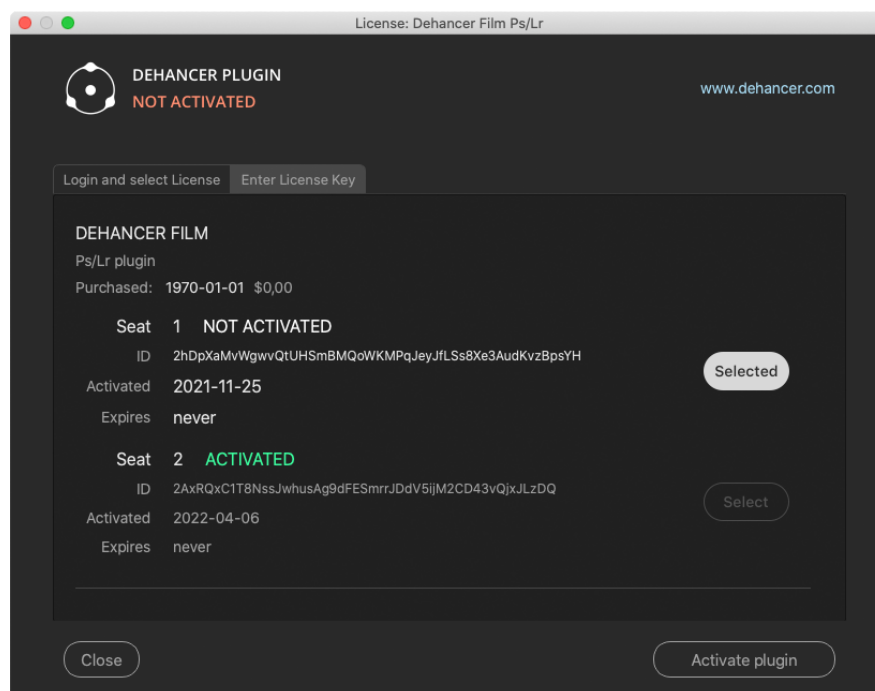
- **Login and select License**
- **Enter License Key**

Login and select License option

1. Login with your Dehancer account.

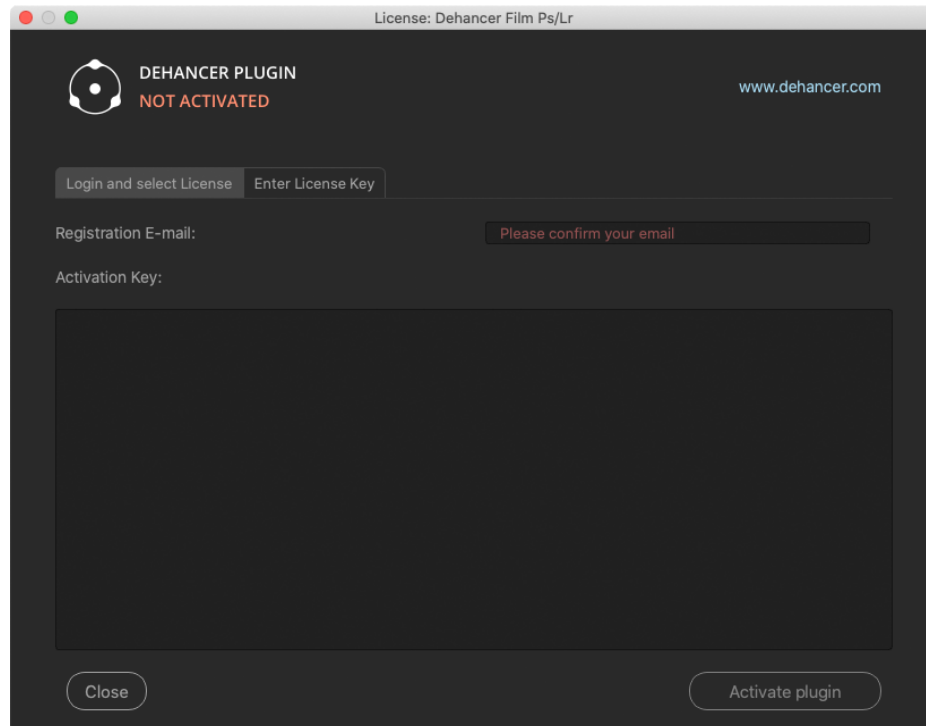


2. You will be presented with a list of Licenses available for your product. Select a Seat from the list, then press **Activate plugin**:



Enter License Key option

1. Paste your registration e-mail and Activation Key from the letter you've received after purchasing the License. Press **Activate plugin**.



2. After the Activation is complete, close the widget and **restart Final Cut Pro**.

If the watermark remains visible after License Activation

1. Select your clip on the Timeline.
2. In the FCP menu select: **File → Delete Generated Clip Files...**
3. Check **Render files**.
4. Click **OK** and **restart FCP**.

If the issue persists, try to delete all cached media from your Library:

1. Select your Library in the **Libraries Sidebar**.
2. In the FCP menu select: **File → Delete Generated Library Files...**
3. Check **Render files → All**.
4. Click **OK** and **restart FCP**.

Please Notice:

1. Internet connection is required for Activation.
2. Activation via Login doesn't work with Beta Licenses.
- 3. Don't forget to Deactivate from within the plugin interface before selling your computer, migrating or reinstalling the System.**

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

Please, check the actual product version in the 'Download and Get Free Trial' widget at the 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 settings compatible and the current License Seat activated.

Generally, Dehancer settings in existing projects are not affected, but this depends on many factors, including 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.

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**
- License deactivation using your User Account at dehancer.com is **limited to 10 times**

Uninstallation

How to Uninstall the plugin

1. **Deactivate all plugins you are going to remove** (use 'License Info' button inside the plugin, then press 'Deactivate').
2. Delete the corresponding plugin folders:

Dehancer Pro:

/Library/Plug-Ins/FxPlug/Dehancer Pro FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Pro
~/Library/Application Support/com.dehancer.film_pro_fcp.v7

Dehancer Lite:

/Library/Plug-Ins/FxPlug/Dehancer Lite FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Lite
~/Library/Application Support/com.dehancer.film_lite_fcp.v7

Dehancer Grain:

/Library/Plug-Ins/FxPlug/Dehancer Grain FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Grain
~/Library/Application Support/com.dehancer.grain_fcp.v7

Dehancer Halation:

/Library/Plug-Ins/FxPlug/Dehancer Halation FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Halation
~/Library/Application Support/com.dehancer.halation_fcp.v7

Dehancer Bloom:

/Library/Plug-Ins/FxPlug/Dehancer Bloom FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Bloom
~/Library/Application Support/com.dehancer.bloom_fcp.v7

Dehancer Breath:

/Library/Plug-Ins/FxPlug/Dehancer Breath FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Breath
~/Library/Application Support/com.dehancer.breath_fcp.v7

Dehancer Monitor:

/Library/Plug-Ins/FxPlug/Dehancer Monitor FCP.app
~/Library/Application Support/Final Cut Pro/Templates.localized/
Effects.localized/Film Emulation/Dehancer Monitor
~/Library/Application Support/com.dehancer.monitor_fcp.v7

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:
support.dehancer.com

Please provide the following information:

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