MacHuna Quick Start Guide

Broadcast Media Format Converter for Windows

DNS Vision Limited

Before you start

MacHuna comes as an installer. Double-click it and click **Install**, and MacHuna is in your Start menu. It installs for you alone and never asks for an administrator's password. To upgrade, run the new version's installer: your settings are kept.

Most PCs need the **Windows (Intel or AMD)** download. Use the **Windows on ARM** download only on a Windows on ARM PC. Not sure? **Settings** ▸ **System** ▸ **About** shows the **System type**.

This copy is not signed yet, so when you open the installer Windows may say **Windows protected your PC**. Click **More info**, then **Run anyway**. The User Manual, Section 2, has the details.

Getting started

Drag files and folders into MacHuna. Even if it's a big chunk of TGA or PNG sequences, MacHuna will sort them out. Split SWS folders from a USB stick can go straight in too, and MacHuna treats each one as a single clip.

Choose your output format and hit **Convert**.

The options on the right change with the job. Options such as **Include audio** only appear when they apply to what you've loaded.

For a sequence of frames, **TGA rate** says how many make one second: **50** for a 50p render, **25i** for interlaced frames, **25p** for a 25p render. Get it right and the clip plays at the speed it was made.

For **K-Frame TGA**, choose what format the show is: **50p**, **50i** or **25p**. Files already in that format go through untouched; anything delivered in another is converted to play correctly on the desk.

If there's a problem, such as a number already used in the destination or a clip too long for an EIF on a FAT32 stick, MacHuna tells you in the Status column and at the bottom of the window before anything is written.

Pictures that aren't 16:9 are placed in the frame, not stretched: stills and sequences sit in the middle at their own size, and clips are fitted with bars.

Stills convert to Kahuna SWS and K-Frame EIF. A K-Frame lists the EIF as a still, just as when it imports a picture itself.

Got a setting wrong? Change it and press **Convert** again: the finished row converts again and replaces the file it just made. The ⋯ button below the list removes finished rows from the list (**Remove Done**), or every row (**Remove All**); your files stay where they are.

Converting a K-Frame EIF to EIF, or a MOV to MOV? MacHuna only writes a new file when something changes, such as the sound, HDR, the key, a clear frame or the Description. If nothing does, the row says **nothing to change** and nothing is written.

Presets

Doing the same kind of job again? Set the options on the right the way you want them, then choose **New Preset...** from the **Preset** menu at the top, give it a name and untick anything you'd rather it left alone. A preset can also hold your destination (or Write beside) and the player's HDR view.

Choose a preset from the same menu, from **Convert ▸ Preset**, or with **Ctrl+Shift+1** to **Ctrl+Shift+9**. Only what the preset sets is changed. Change one of its settings afterwards and the menu says **edited**: save the change to the preset, or revert to it. Your presets live in **File ▸ Settings... ▸ Presets**, where you can edit, duplicate, rename and reorder them.

Where your files go

Converted files are saved to your chosen destination. You can also simply drag them out of MacHuna.

Show in... will open your destination folder. **Clear** moves the contents of the destination folder to the Recycle Bin, so you can still get them back if you need to. Where there is no Recycle Bin, such as a USB stick, it warns you first that they will be deleted permanently.

Write beside the source files saves the converted file in a folder called MacHuna on the same drive as the source. So if someone gives you a memory stick with a file on it, this lets you convert straight back onto the same stick. Great if you're in a hurry.

When you're done with a stick, use MacHuna's **Eject** button (or File ▸ Eject, Ctrl+E). If the stick has been through a Mac, it removes the hidden AppleDouble sidecar files (the "._" files) the Mac added, which the switcher doesn't need but which clutter up its loading screens, especially with TGAs. If Windows can't eject the stick because a file on it is still open, MacHuna says so.

Numbering and naming

Number sequentially does exactly what it suggests. If you're batch converting files, just enter the start number and the others will follow. Files load in name order (you can turn this off in the Edit menu). If you want the numbering in a different order, use **Alt** and the **up and down arrow keys** to reorder the clips in the list.

With **Number sequentially** unselected you can name each file individually: a number for SWS and EIF, a 4-letter clip name for Sony TGA, or any name you like for MOV.

For Kahuna SWS, the **Desk name** and **Description** boxes set what the desk shows for the clip: the name in its clip list, up to 11 characters, and its description, up to 32. Both start as the row's own name: type over either. For K-Frame EIF, the **Description** column sets what the desk shows. Leave it empty to use the file name, or type something shorter.

Keys

Got a fill and its key as separate files? Right-click the row and choose **Key...**, then drag the key onto the Key box, or use **Key from...**. A key can be a folder of frames, a clip or a single picture: white is solid, black is clear. An SWS or EIF gives its own key. MacHuna shows you the result before you commit, and checks the key matches the fill. It works for every file and every output, SWS and EIF included.

The same window can take a file's own key away (**Remove Key**) or put it back (**Use as Supplied**). Your source files are never changed. **Save Key As...** on the right-click menu saves a row's key on its own, to rework or reuse. To give several rows the same key, select them all and right-click.

Key out of step with the fill? In the same window, **+** moves the key earlier and **−** later, a frame at a time, up to 10 frames, and the preview shows the result. The fill never moves, and it works on a file's own key too. The row shows the slip, such as **key +2**. To slip several rows by the same amount, select them, right-click and choose **Slip Key for 3 Rows...** (or however many you've selected).

A grey **key** under a row's Source tells you it will come out with a key.

Clear frame

Clear frame is for those occasions when Creative supply you with content that starts and/or ends with the first frame in vision. Selecting this will add a transparent frame, plus silence, to the beginning and/or end of a clip.

HDR

HDR converts a batch to or from HDR with the LUTs you were given. Add each LUT you were given once, in **File ▸ Settings... ▸ HDR**, and name it. Then choose it from the **HDR** line under Clear frame, or **Convert ▸ HDR**. It works for every format and never changes the key. HDR is amber when it's on, and starts at **Off** each time MacHuna opens unless you tick **Keep HDR On**.

HDR LUTs usually come in pairs, one each way: SDR to HDR, and a matching HDR to SDR. To turn HDR back into SDR, use the matching one, the partner of the LUT the picture was made with. No matching LUT? Choose **MacHuna's own · HLG → SDR** (or PQ → SDR). "MacHuna's own" means no LUT is used: MacHuna works out the SDR picture itself, as closely as it can. It's close, but it isn't the conversion the picture was made for, so when it matters, ask for the matching LUT.

Sound

You can add, remove, replace or copy sound on any clip. Just click on the Sound field in MacHuna, or drag a sound file onto a clip.

Clicking the sound also gives you **Play With Chosen Sound**, **Show Sound File in File Explorer** and **Save Sound As...**.

To take the sound out of a clip, drag it from the Sound column into File Explorer. You'll get a WAV named after the clip.

MacHuna Player

Double-click a converted file to open it in MacHuna Player. You can also press **Ctrl+Y**, click the player button, or drop any clip straight onto the player.

The player shows the fill, key, composite and sound meters. For an SWS or EIF, the title shows the name the desk will list. **Space** plays and pauses, the **arrow keys** step a frame at a time, and **Ctrl+Left** takes you back to the start.

Working with HDR? The **HDR view** in the player shows HLG or PQ material as it would look in SDR, for viewing only. It uses your own HDR to SDR LUT if you've added one, and MacHuna's own calculation if not. It starts **Off** for each clip, unless your preset says otherwise.

Help, settings and updates

MacHuna follows Windows' Light or Dark mode. To choose one just for MacHuna, use **File ▸ Settings...** (Ctrl+,).

The Help menu has this **Quick Start Guide**, the full **MacHuna User Manual**, and **Report a Problem** and **Suggest a Feature**.

Help ▸ Check for Updates... tells you when a new version is out.