



almostDSLR manual

Version 1.6.1

This manual is for almostDSLR based on iPhone4/4s.

What is almostDSLR

The camera app that comes with the iPhone does not allow users to change settings like you could on a digital camera. almostDSLR is an iPhone app that allow users to tweak basic functions such as focus, exposure, white balance, and more. This app also include functions that DOF / SLR lens users requested, making it the "must have" app for any DOF users.

almostDSLR basic functions

- Single tap sets focus.
- Single tap and then dragging around the finger moves the focus point.
- Double tap sets exposure.
- Double tap and then dragging around the finger moves the exposure point.
- Triple tap resets focus and exposure.
- White balance can be set from one of the HUD settings.

Manual for DOF users

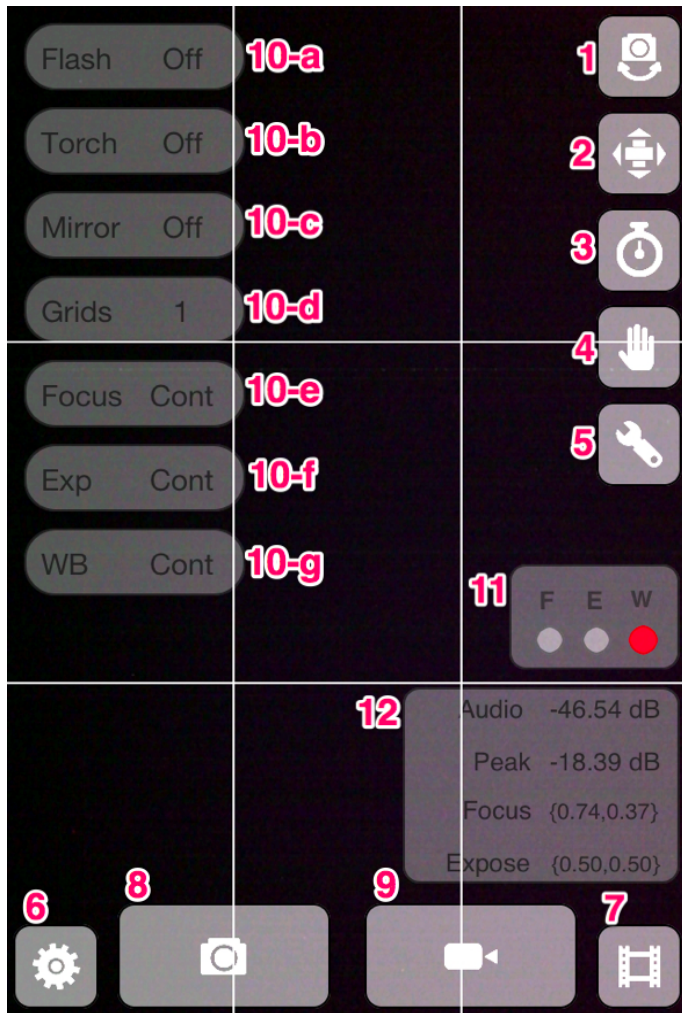
User manual for DOF users step by step bases.

This translation

This is a manual for DOF(complex lens) users. You can acquire the basic manual for almostDSLR from the following site.

<http://rainbowsilo.wordpress.com/almost-dslr/>

A. MAIN SCREEN



1. Swap : toggles between front and back cameras. Disabled if there is only one camera.

2. Video gravity : changes size ratio of the screen (aspect fit/fill/stretch). It only changes the preview size and does not affect the output file.

3. Self Timer : countdown time available from 0, 3, 5, and 9 seconds. When time is 0, it takes a picture instantly. Otherwise, it takes a picture after the countdown is over. This only works with still image capturing.

4. Anti-Shake : waits until the device is idle and takes a picture then. Only used when taking still images.

5. HUD (Head-up display) : shows/hides transparent information views. Camera can still be used even if the information views are on the screen. They will not be shown on the pictures and in the movies.

6. Settings : shows the settings page.

7. Review : opens camera roll to view saved photos and movies.

8. Still shot : takes a picture.

9. Record : records/stops recording a movie.

10. HUD

a. Flash

This function is for still camera. Based on shutter button, it flash.

Off : The camera flash is always off.

On : The camera flash is always on.

Auto : The camera flash turns on and off automatically depending on the light levels.

b. Torch

This function is for both movie and still camera. It's not based on shutterbutton, it just always on. When it is on, it turns on the light on the back of the device. It is like a flash light.

Off : The camera torch is always off.

On : The camera torch is always on.

Auto : The camera torch turns on and off automatically depending on the light levels.

c. Mirror (Mirroring)

Specifies whether or not the preview is flipped over a vertical axis.

Off : Mirroring is always off.

On : Mirroring is always on.

Auto : Mirroring is on when the front camera is on.

d. Grids

Off : Grid lines are hidden.

1 : Grid lines are shown: two vertical lines and two horizontal lines.

2 : Display switches to medium format style aspect ratio.

e. Focus

Single tap the screen to change the location where you want to focus. Tap also locks focus. Triple tap to reset focus and exposure.

Lock : The focus is locked at current position.

Cont : The camera continuously monitors focus and auto focuses when necessary.

f. Exp. (Exposure)

Measures the total amount of light. Double tap the screen to change the location where you want to measure exposure. Double tap also locks exposure. Triple tap to reset focus and exposure.

Lock : The exposure setting is locked.

Cont : The camera continuously monitors exposure levels and auto exposes when necessary.

g. WB (White Balance)

Adjusts intensity of color to balance so that white objects are displayed white in photos/movies.

Lock : The white balance setting is locked.

Cont : The camera continuously monitors white balance and adjusts when necessary.

11. Indicator View

- a. **F** indicates if the camera is currently focusing. Red light is on when focusing.
- b. **E** indicates if the camera is currently adjusting exposure. Red light is on when exposure is being adjusted.
- c. **W** indicates if the camera is currently adjusting white balance. Red light is on when white balance is being adjusted.

12. Information View

- a. **Audio** indicates instantaneous average power level of the audio in decibels.
- b. **Peak** indicates peak/hold level of the audio in decibels.
- c. **Focus** indicates current focus point. {0,0} indicates that the camera should focus on the bottom left corner, and {1,1} indicates that it should focus on the top right.
- d. **Exposure** indicates current exposure point. {0,0} indicates that the camera should adjust exposure based on the bottom left corner, and {1,1} indicates that it should adjust exposure based on the top right.
- e. **Device** indicates number of currently available media input devices.



- Movie Duration** indicates the duration of the movie recorded. If recording is in progress, it is shown on the top right side of the screen (Portrait mode), bottom left of the screen (Landscape mode)
- Movie Size** indicates the size of the movie recorded. If recording is in progress, it is shown on the top right side of the screen (Portrait mode), bottom left of the screen (Landscape mode)
- Available Memory** indicates the free space available to save pictures/movies. If recording is in progress, it is shown on the top right side of the screen (Portrait mode), bottom left of the screen (Landscape mode)

B. GENERAL SETTINGS



1. Settings : Select from General, HUD, and Advanced settings.

2. Preset (Video Input Presets)

Please note that this description is based on iPhone 4/4s. Older devices may not support some of the presets listed below.

Low : low quality output. (Share on 3G)

Med : medium quality output. (Share on Wi-Fi)

High : high quality video and audio output.

Photo : high resolution photo quality output.

480p: 640×480 video output. (VGA quality output)

720p: 1280×720 video output.

1080p: 1920x1080 video output.

3. Show Focus

Turns **on/off** the focus point box on the screen. Turning this off only prevents drawing the focus box on the screen. Therefore, focusing is still in effect even when this is turned off. Displayed as a blue box.

4. Lock Focus when Tapped

If this is **on**, tapping the screen changes the focus point and locks at that position. If this is **off**, tapping the screen only changes the focus point without locking focus.

5. Blink Focus Box

If this is **on**, focus box is not shown when the camera is not adjusting focus. If this is **off**, focus box is always shown.

6. Exposure Box

Turn **on/off** the exposure point box on the screen. Turning this **off** only prevents drawing the exposure box on the screen. Therefore, adjusting exposure is still in effect even when this is turned off. Displayed as a red box.

7. Lock Exposure when Double Tapped

If this is **on**, double tapping the screen changes the exposure point and locks at that position.

If this is **off**, double tapping the screen only changes the exposure point without locking focus.

8. Blink Exposure Box

If this is **on**, exposure box is not shown when the camera is not measuring exposure.

If this is **off**, exposure box is always shown.

9. Autosave Movie

If this is **on**, the movies will be saved in the camera roll automatically. It will still save them to almost DSLR's local folder. Saving a large movie in the camera roll takes time and the process only runs when almost DSLR is on. Keep the movie file in the local folder until it is properly saved in the camera roll. Removing the file before copying is completed may cause the movie to be lost.

If this is **off**, the movies will be saved only to almost DSLR's local folder.

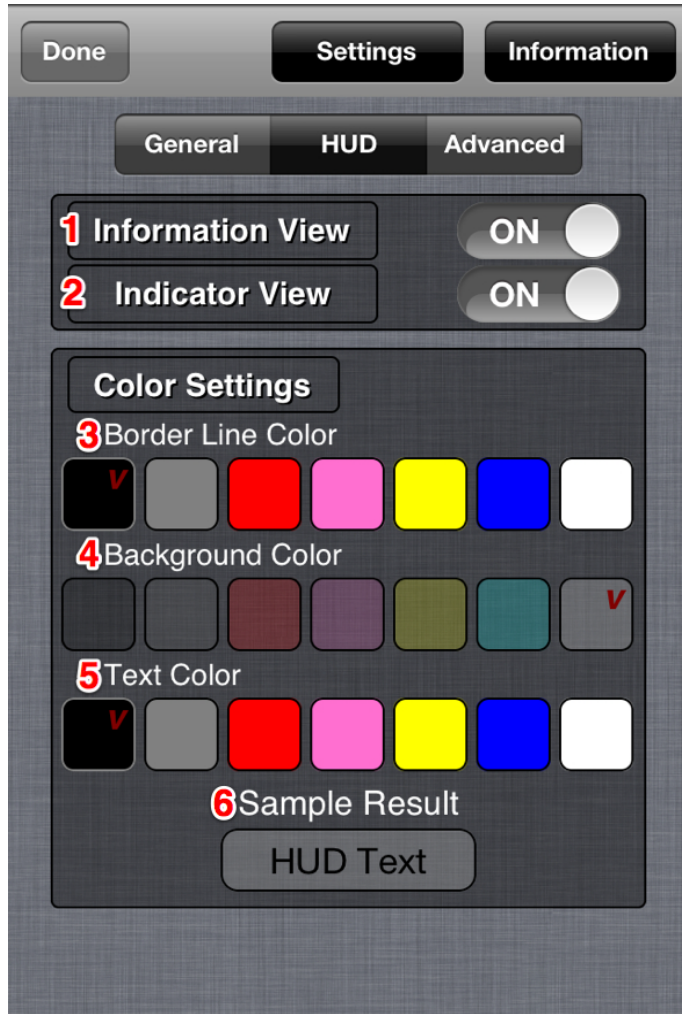
10. Interface orientation

Turning this option **off** locks the display orientation of the device.

11. Output Orientation

This option only appears when the interface orientation is turned **off**. Turning this option **on** rotates the output even when the interface orientation is locked.

C. HUD Settings



1. Information View turns on/off information view (A.Main Screen 12).

2. Indicator View turns on/off indicator view (A.Main Screen 11).

3. Border Line Color changes color of HUD border lines.

4. Background Color changes color of HUD backgrounds.

5. Text Color changes color of HUD texts.

6. Sample Result shows what HUD view would look like.

D. Advanced Settings

This section is for DOF and other SLR lens users

Using Complex Lens



1. Turn on both **Turn Off Focus** (1) and **Flip Screen** (2).

2. Make sure in the **Show/Hide Buttons** (3) the followings are on.

- Torch
- Focus
- Exp
- WB

Flip Screen

Rotates the screen so that the orientation is correct when using a complex (SLR) lens. It also corrects the orientation of the output file.

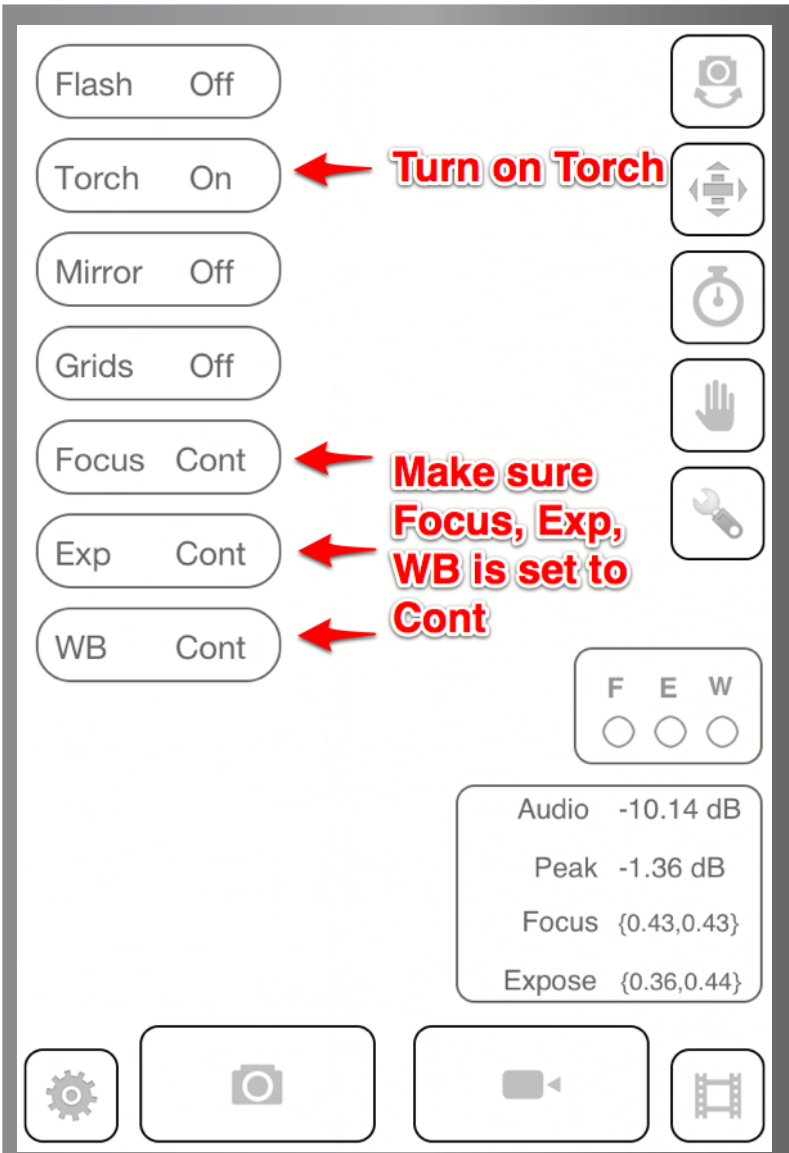
Show/Hide Buttons

All buttons except "A.Main Settings" button on the main screen can be shown/hidden.

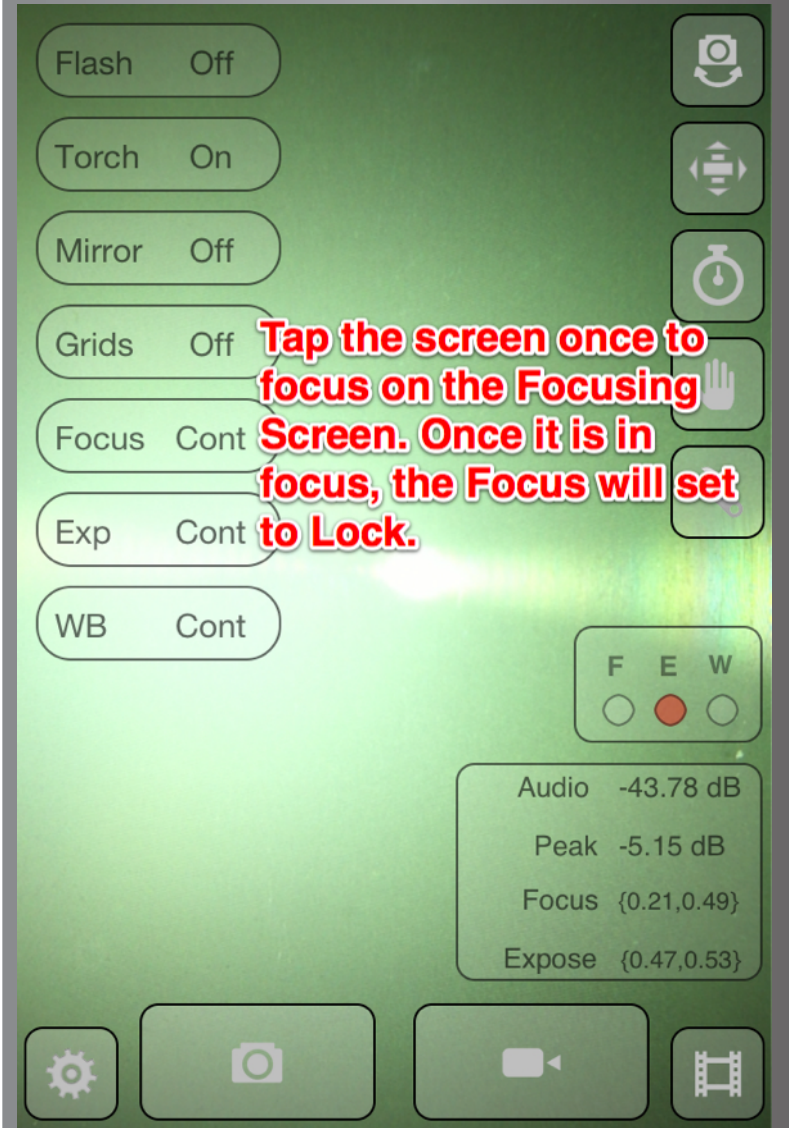
D. Setting up your DOF Adapter / SLR Lens Mount

Before setting up make sure the iPhone is in the TurtleJacket and the DOF Adapter / SLR Lens Mount is attached to the TurtleJacket already.

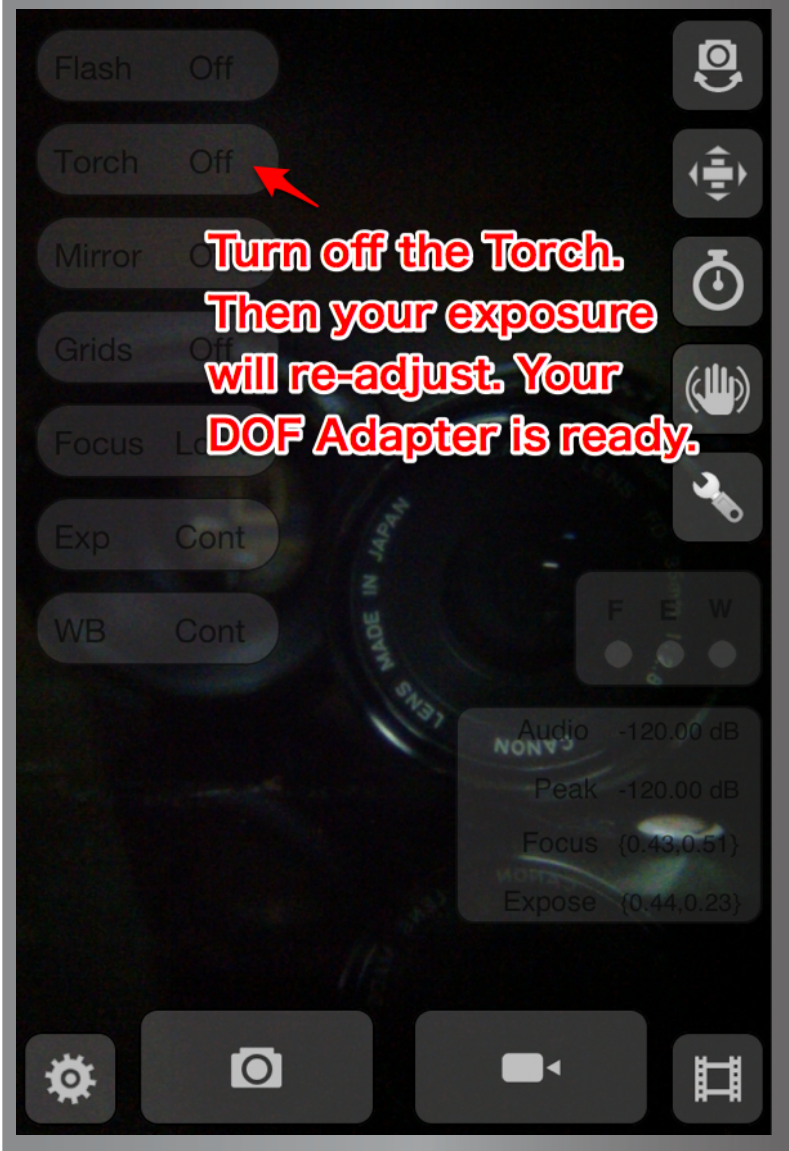
STEP 1



STEP 2



STEP 3



Movie and Photo Output

***iPhone 4S Video**

Low: 192 x 144

Med: 480 x 360

High: 1920 x 1080

480p: 640 x 480

720p: 1280 x 720

1080p: 1920 x 1080

***iPhone 4S Still Image**

Low: 640 x 480

Med: 640 x 480

High: 1920 x 1080

Photo: 3264 x 2448

480p: 640 x 480

720p: 1280 x 720

1080p: 1920 x 1080

*** iPhone 4 Video**

Low: 192 x 144

Med: 480 x 360

High: 1280 x 720

480p: 640 x 480

720p: 1280 x 720

*** iPhone 4 Still Image**

Low: 640 x 480

Med: 640 x 480

High: 1280 x 720 (16:9)

Photo: 2592 x 1936

480p: 640 x 480

720p: 1280 x 720 (16:9)