

Adobe® DNG SDK 1.1 Read Me

Introduction

The DNG SDK provides support for reading and writing DNG files as well as support for converting DNG data into a format easily displayed or processed by imaging applications. This SDK can serve as a starting point for adding DNG support to existing applications that use and manipulate images or as an aid to adding DNG support within cameras.

Installation

Un-zip the archive maintaining the folder structure.

This folder contains two directories:

- 1) dng_sdk - Main source code for the Adobe Digital Negative format Software Development Kit
- 2) xmp_sdk - Binary distribution of the Adobe XMP Software Development Kit to allow easy building on Macintosh and Microsoft Windows platforms.

The main page for Doxygen generated documentation for the DNG SDK can be found at:
dng_sdk/documents/doxygen/output/html/index.html

The current DNG SDK code includes project files for Microsoft Visual Studio 2003 (v7.1) and Apple XCode 2.2.

The DNG specification and other resources can be found at <http://www.adobe.com/dng/>

Updates

- DNG SDK 1.1 initial release

Lossless JPEG code adapted from:

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Part of the Independent JPEG Group's software.
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04/13/2006