the differences between HDR Fusion and HDR Toning

	HDR FUSION		HDR TONING
Edge glow	Radius defines the size of local brightness areas and Intensity the difference between the tonal values of two pixels beyond which they no longer belong to the same brightness area.	**Method**	*Highlight Compression and Histogram EQ normally don't* *give you access to any adjustments, while Exposure and* *Gamma allow you to adjust these settings. Local adaptation,* *however, offers several tweaks.*
Tone and detail	Dynamic range is maximized at a Gamma value of 1.0; a lower value emphasizes midtones, while a higher value emphasizes highlights and shadows. Exposure simulates the apertures of the diaphragm and Detail adjusts the sharpness.	**Edge glow**	Allows you to set the intensity and radius of the edge glow.
Color	Dark Tone and Light Tone make it possible to lighten or darken. Vibrance adjusts the intensity of colors by ignoring saturated colors. Saturation adjusts the intensity of all colors evenly, without distinction.	**Tone and détail**	Allows you to adjust gamma, exposure, and detail, which can help remove or create blur.
Toning curve	Displays an adjustable curve on a histogram showing the luminance values of the original 32-bit HDR image. The red gradation marks along the horizontal axis are spaced approximately one adjustment notch.	**Advanced**	Allows you to adjust the shadows, gray or lighten the highlights (selector) as well as adjust the vibrancy and saturation.
Equalize histogram	Compresses the dynamic range of the image while preserving some contrast.	**Toning curve histogram**	Allows you to view the histogram and to adjust the curves.
Exposure and gamma	Allows you to manually adjust the brightness and contrast of the HDR image.		
Highlight compression	Compresses the highlight values to match the range of luminance values of the 8- or 16-bit image		