

LOUPEDECK CT

# USER GUIDE FOR LOUPEDECK CT & ADOBE LIGHTROOM CLASSIC V.3.2



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# INTRODUCTION TO LOUPEDECK CT DEVICE

Loupedeck CT is a versatile console designed to support your creative processes. It has an internal storage, Bluetooth connection (available in later software update), two touchscreens that handles up to 12 press functions (for an infinite number of pages), 7 rotary controllers (out of which 6 also have press functionality), and 20 buttons.

## ROBUST DESIGN

Loupedeck CT has an anodized black aluminum front plate and dial caps. Backplate is made of industrial plastic.

Square buttons have robust gaming switches underneath them, and round buttons use heavy usage dome switches. All buttons are illuminated with RGB lights.

Both LCD displays are protected by long-lasting plastic covers (touchscreen including a touch grid).

## INTERNAL STORAGE

Loupedeck CT has been equipped with a convenient internal 8 GB memory unit. You can transfer your projects or other important files between editing locations such as your home and studio. You can also store your personal profiles into the device to use them wherever you go.

## BLUETOOTH

Loupedeck CT is equipped with Bluetooth capability. It will be made available via a later software update.

## DETACHABLE USB CABLE

Loupedeck CT is equipped with:

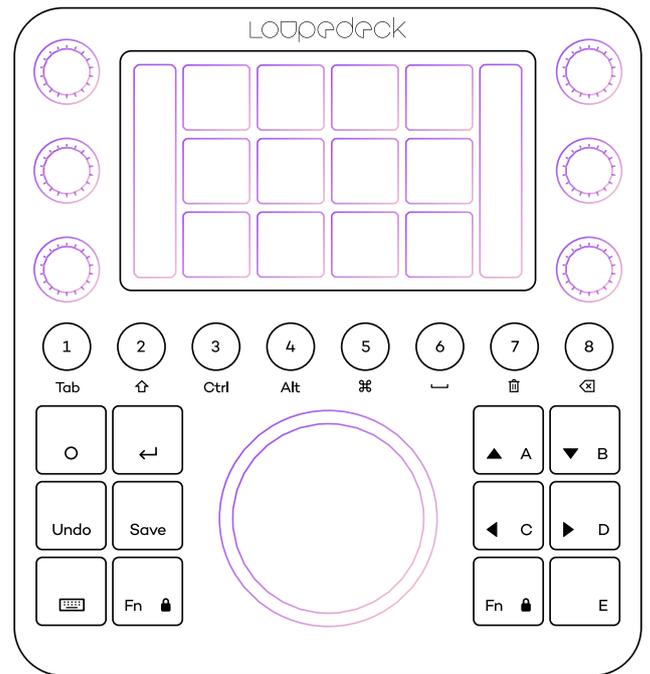
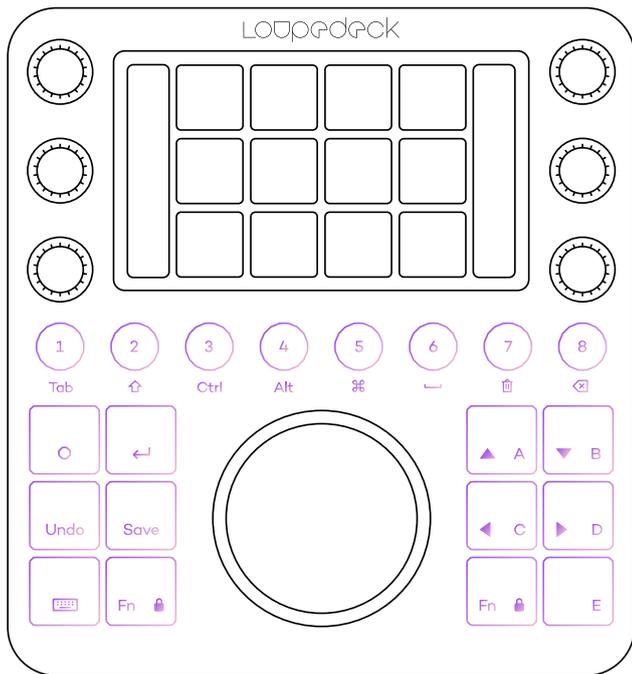
- 1m detachable USB cable.

## LOUPEDECK CT CONSOLE

Loupedeck CT's control elements are: Six rotatable **Dials** (with a **press** function), **Touch Screen** (with **Touch Buttons**), eight **Round Buttons**, twelve **Square Buttons** and a rotatable **Wheel** (paired with a touch-sensitive **Wheel Screen**). These five elements have been divided into two groups.

**Group 1:** General elements

**Group 2:** Workspace elements



## GENERAL ELEMENTS

The second group, general elements, contains functions that are needed throughout your creative process (e.g., Save and Navigation arrows). These buttons do not change when workspace is changed.

- Round buttons
- Square buttons

### General Elements

**Round Buttons** when using Lightroom Classic, are dedicated to navigating between workspaces. Round buttons have a number from 1 to 8, and they change their color according to the assigned action type (e.g., green indicates workspace).

**NOTE!** *If workspace links were assigned under touch buttons, for example, they could not be reached when workspace is changed, as the content of touch buttons would change.*

**Square buttons**, are dedicated to the most used actions that are needed from time to time regardless of the activated workspace or Lightroom module (e.g., Library, Develop).

Square buttons, unlike round buttons, are prelabeled to indicate a set of actions that are, in fact,

## WORKSPACE ELEMENTS

This group is controlled by workspaces. Every workspace has an individual set of controls (e.g., dials in rating workspace are different from dials in color adjustment workspace).

- Dials
- Touch buttons
- Wheel (incl. touch screen)

common amongst almost every editing software (e.g., save, enter, navigation arrows).

Like round buttons, square buttons are illuminated with RGB color LEDs and they change color according to the assigned action type (e.g., purple indicates an action).

## Workspace Elements

**Dials** are prioritized for the most used adjustments (e.g., Exposure in Basic Adjustments workspace). Dials also have a press function that is, in most cases, bind for resetting adjustment value (e.g., pressing contrast dial will reset contrast back to zero).

**TIP!** *If you don't need resetting a value, you can assign a different press function to dials. E.g., setting **auto tone** action as press function for exposure dial, and **Auto White Balance** as press functions for temperature and/or tint dial(s), will speed up your editing process!*

**Touch Buttons** (on touch screen) contain most used actions within every workspace (e.g., **Rate 3 Stars** in Rating workspace). Some workspaces have several pages of different actions. These pages are linked to the workspace's first touch page for easy and quick access without the need to swipe the screen horizontally.

In some workspaces first touch page also contains page links for dials or the wheel. Usually these links are for tool sets that are not commonly used (e.g., camera calibration wheel in Color Adjustments workspace).

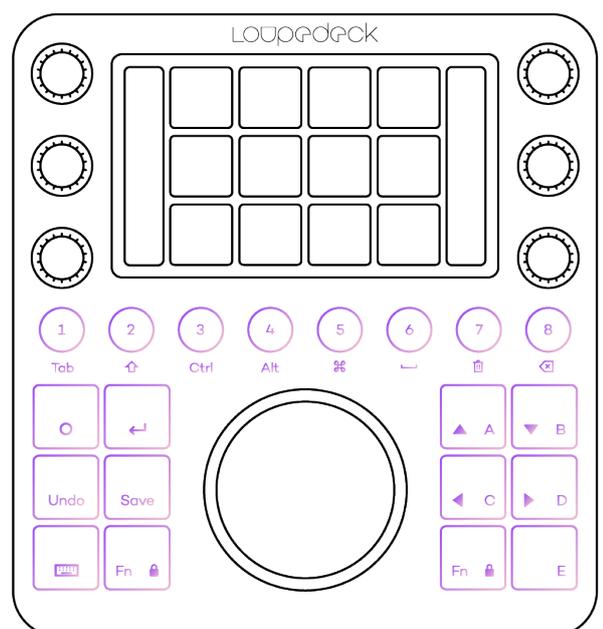
**Wheel** contains both rotation capability (wheel ring) and touch capability (wheel screen). In almost every workspace the wheel has a selector, a menu, for different sets of tools. E.g., Basic Adjustment workspace has a wheel selector for: Tone Curve, Noise Reduction, Sharpening and Vignetting tools. Pressing one of these links will open a set of tools that are used with the wheel.

Some workspaces have a smaller set of adjustments or actions dedicated to the wheel. In those cases, actions and adjustments are assigned to the wheel without a selector menu (e.g., Rating Workspace has Grid View, Loupe View and Rate 3 stars).

# ROUND & SQUARE BUTTONS

Although Loupedeck CT's default profile for Lightroom utilizes square buttons for common actions (e.g., enter) and round buttons for navigating between workspaces, in addition to that, there are some common actions also assigned to round buttons – those actions are needed every now and then, regardless of the activated workspace (e.g., before / after).

In this chapter we go through all the actions that are assigned to both square and round buttons, not forgetting useful tips on how to boost your own workflow!



OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
<b>Square Buttons (generally)</b>	General information	<p>Square buttons are prioritized for most common functions needed from time to time in your editing process.</p> <p>Square buttons are mainly pre-labeled, including buttons that are customizable, because in every supported software these buttons function very similarly if not exactly the same way. E.g., Save button contains saving or exporting functions regardless of the supported software.</p>
<b>Square Buttons (fixed)</b>	<p>Home ( O )</p> <p>FN + Home</p>	<p>Home button has multiple functions when using Lightroom. Pressing home button will work in four stages depending on what is currently active.</p> <p>Press Home ( O ) to:</p> <ul style="list-style-type: none"> <li>- Show first pages within a Local Tool (e.g., Crop Tool)</li> <li>- Apply and exit Local Tool(s)</li> <li>- Show first pages of current workspace</li> <li>- Jump to Home View</li> </ul> <p>Special function for Home button:</p> <p>Press FN + Home to activate System plugin for controlling OS-specific functions – e.g., screen brightness (laptops), media and desktop controls. When working with System plugin: Press Home again to activate previously used editing software, in this case: Lightroom.</p> <p>TIP! You can use Home View as your workspace “browser”, an easy access point to any of your workspaces, and assign more commonly used actions to round buttons (e.g., Full Screen), instead of using them for navigating between workspaces!</p>
	<p>Press Enter ( ) to apply “OK” for opened dialogs.</p> <p>Press FN + Enter ( ) to apply ESC for cancelling dialogs.</p>	<p>Click Keyboard Mode to set Keyboard Modifiers mode ON or OFF.</p> <p>Works only for Loupedeck+.</p>

OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
	Keyboard ( ), FN + Keyboard	<p>Press Keyboard button ( ) to change round buttons as keyboard modifiers (indicated below the buttons – e.g., Tab, Shift, Ctrl etc.). Press Keyboard button again to exit keyboard modifiers and set round buttons back to how they are assigned.</p> <p><b>TIP!</b> You can also use keyboard modifiers by keeping Keyboard button pressed down (e.g., Press keyboard + 7 for deleting a single image). This method does not activate keyboard modifiers for all round buttons.</p> <p>Press FN+Keyboard button to activate Number Pad mode.            Press FN+Keyboard button again to exit Number Pad mode.</p>
	FN, FN + FN	<p>Press <b>FN + Round</b> buttons to access second level of actions and links.</p> <p>Press <b>FN + Square</b> buttons to access second level of actions.</p> <p>Press <b>FN + Rotate</b> the wheel to navigate lists or action cakes.</p> <p>Press <b>FN + FN</b> to lock wheel screen swipe to prevent accidental navigation to previous or next wheel page. Press <b>FN + FN</b> again to release the lock.</p> <p>Press <b>FN + Swipe</b> wheel screen for navigating to previous or next Wheel page(s).</p>
<b>Square Buttons (customiz-able)</b>	Undo FN + Undo	<p>Buttons in this set are fully customizable, and you can reassign them to better fit your requirements. Some buttons have a paired function accessible by pressing FN (e.g., Undo -&gt; Redo).</p> <p>Press <b>Undo</b> to jump to the previous state of Lightroom history.            Press <b>FN + Undo</b> to Redo previous undone history state.</p> <p><b>NOTE!</b> Every adjustment has a 1-second delay before the change is written into Lightroom history. If you press Undo before state change is visible in the history, the changes will not take effect and the previous visible state in history will be also undone.</p>
	Save, FN + Save	<p>Press <b>Save</b> to open Export Dialog.</p> <p>Press <b>FN + Save</b> to activate “Full Resolution” export preset.</p> <p><b>TIP!</b> Instead of using Exporting Workspace for your most used single image export presets, customize those export presets to <b>Save</b> and <b>FN + Save</b> buttons. That way you can export individual images on-the-go much faster!</p>

OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
	A (↑), B (↓), C (←), D (→), E  FN + A (↑), FN + B (↓), FN + C (←), FN + D (→), FN + E	<p>Square Buttons from A to E are used for most common actions needed in Lightroom.</p> <p>Press A (↑) to navigate upwards.</p> <p>Press B (↓) to navigate downwards.</p> <p>Press C (←) to navigate left.</p> <p>Press D (→) to navigate right.</p> <p>Press E to toggle zooming image in/out.</p> <p>Press FN + A (↑) to select all images.</p> <p>Press FN + B (↓) to unselect all images.</p> <p>Press FN + C (←) to select image on the left.</p> <p>Press FN + D (→) to select image on the right.</p> <p>Press FN + E to show image's info as overlay.</p>
		<p><b>Round Buttons are prioritized for navigating between workspaces in addition to some very useful general functions (e.g., using ALT + arrows for navigating within zoomed image).</b></p> <p><b>TIP 1!</b> After navigating between pages, press workspace button to set first pages to every workspace element. This works the same way as pressing Home button.</p> <p><b>TIP 2!</b> If you use workspaces based on your workflow - assign them to round buttons in your process order. Then just go forward by pressing 1-2-3-4!</p> <p><b>TIP 3!</b> If you use workspaces based on Lightrooms panels, pair your workspaces to round buttons intuitively using second level with FN button. This way it is easy to remember that for example adjustments for controlling Tone are under the same button:</p> <ul style="list-style-type: none"> <li>- Basic Panel &lt;-&gt; Tone Panel</li> <li>- HSL Panel &lt;-&gt; Split Toning Panel</li> <li>- Details Panel &lt;-&gt; Effects Panel</li> <li>- Lens Correct. &lt;-&gt; Camera Calibr</li> </ul>
	1: Rating  FN + 1: Rating Advanced	<p>Press 1 to access Rating Simplified (Library) workspace. This workspace utilizes Lightroom's Library module and contains only the most necessary rating actions.</p> <p>Press FN + 1 to access Rating Advanced (Library) workspace. This workspace utilizes Lightroom's Library module and contains an almost full set of actions for culling, rating, color tagging, flagging and making collections.</p>

OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
	2: Basic adjustments	<p>Press 2 to access Basic Adjustments Workspace. This workspace is dedicated to tone and other non-color-related adjustments – e.g., sharpening, noise reduction and vignetting.</p>
	3: Color Adjustment (2)	<p>Press 3 to access Color Adj. 2 workspace. This workspace is prioritized for users needing precise color adjustments using Hue/Saturation/Luminance functions.</p> <p>Making B&amp;W or color toned images is also done by using this workspace.</p> <p>Wheel has additional tools that are sometimes needed while working with colors in Lightroom.</p> <p><b>TIP!</b> <i>If precise HSL work is not needed, but color toning is a priority – assign “Color Adjustm.” workspace to round button 3 instead of “Color Adj. 2”.</i></p>
	4: Keyboard Modifier: ALT	<p>When image is zoomed in: Keep round button 4 pressed and use navigation arrows to navigate within the image area.</p> <p>When Crop Tool is activated: Keep round button 4 pressed and use navigation arrows to fine adjust crop area position.</p> <p>Note! Pressing ALT and rotating adjustment dials will not activate threshold view or Lightroom’s alternative adjustment functions for Loupedeck.</p> <p>LT keyboard modifier operates only if adjustments are used via Lightroom’s Graphical User Interface with mouse - when pressing ALT, panel information changes in GUI (e.g., Basic Panel: Tone -&gt; Reset Tone).</p>

# SETTING UP LOUPEDECK CT

Managing Loupedeck CT's Workspaces, Pages and Actions is done by using the Loupedeck setup application.

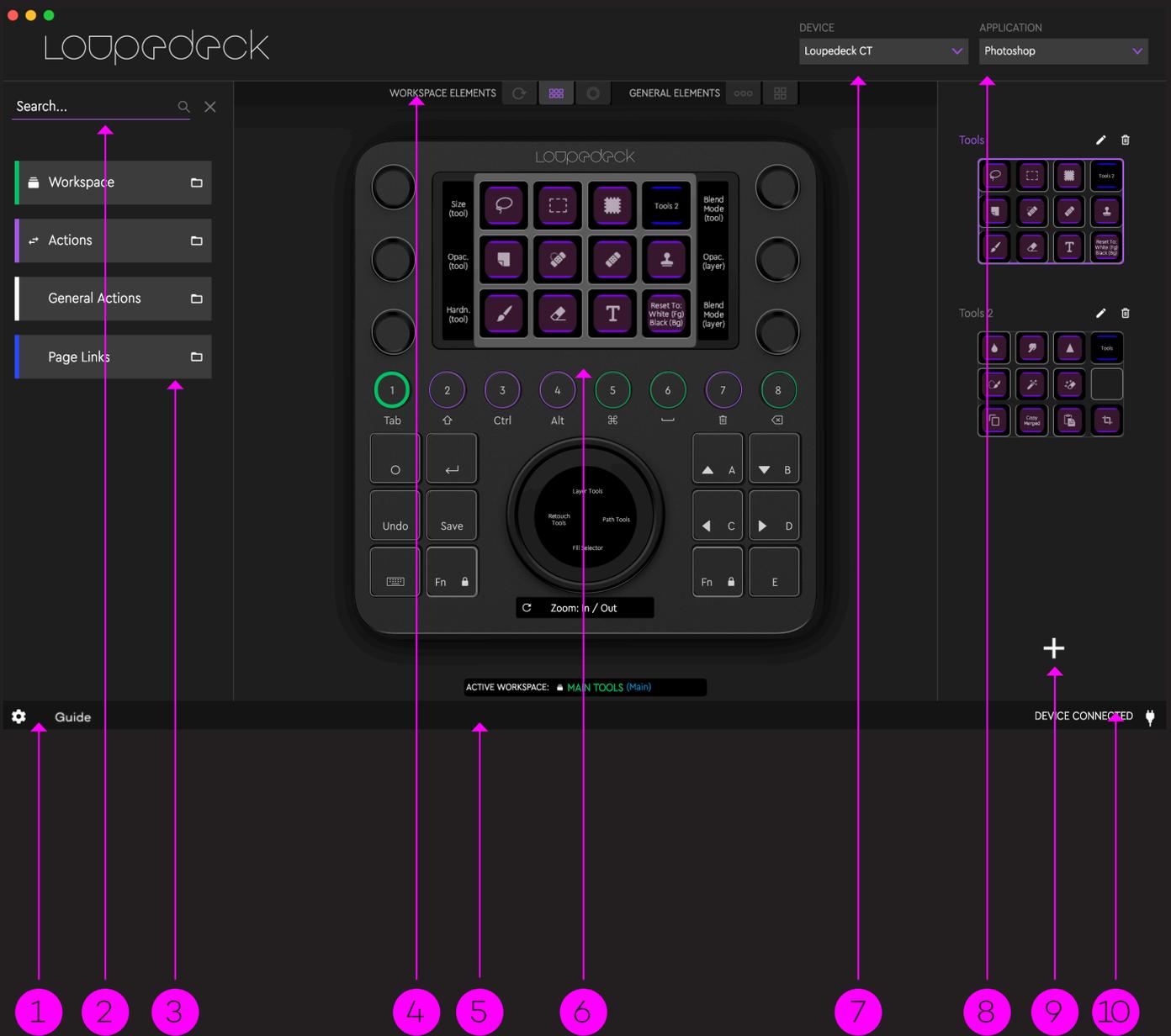
Launching Loupedeck Setup (  ):

- Windows:
  - Task Bar:
  - Right click taskbar menu arrow
  - Double-click Loupedeck icon, or
    - Right-click Loupedeck Icon and select “Loupedeck Setup..”
  - Start menu
    - Locate and click on “Loupedeck Setup”
  - From some editing softwares
    - See software specific manuals for more information
- MacOS:
  - Menu Bar
  - Click on Loupedeck Icon
  - Select “Open Setup..”
  - Application Folder
  - Locate and click on “Loupedeck”

## OVERVIEW OF THE LOUPEDECK SETUP SOFTWARE

Loupedeck Setup has been divided into three main areas:

- A. Left section contains all the content you can assign to the device
- B. Middle section contains the device and its elements that you configure
- C. Right section contains all the pages of the currently selected element (e.g., touch buttons in this picture)



1. Loupedeck Settings (⚙️) and Quick Guide (Guide)
2. Search for the content you wish to assign (drag and drop on the Loupedeck CT)
3. Groups containing assignable Workspaces, Actions, Tools and Pages
4. Select the workspace or general element to be configured (e.g., dials)
5. Notification bar
6. Loupedeck CT console
7. Select your Loupedeck device that you want to configure
8. Select the application you want to configure
9. Select the page you want to configure
10. Device status

## WORKING WITH WORKSPACES

A Workspace can be considered as a collection of tools, for example (e.g. Brush Workspace), or part of your workflow (e.g. Colour Grading Workspace).

A Workspace controls three workspace elements: Dials, touch buttons, and the wheel. When you change from workspace to another, the content of those three elements change.

### Create your own Workspace

- Open the Workspace main group
- Click on the + sign (cyan circle ) to create a workspace
- New workspace is created and added to the bottom of the list
- You can arrange workspaces within the workspace list by dragging them upwards or downwards.

### Assigning Workspaces to Loupedeck CT

- Select the element tab or click the element on the device to which you want to assign a Workspace:
- Touch Buttons
- Round Buttons
- Square Buttons

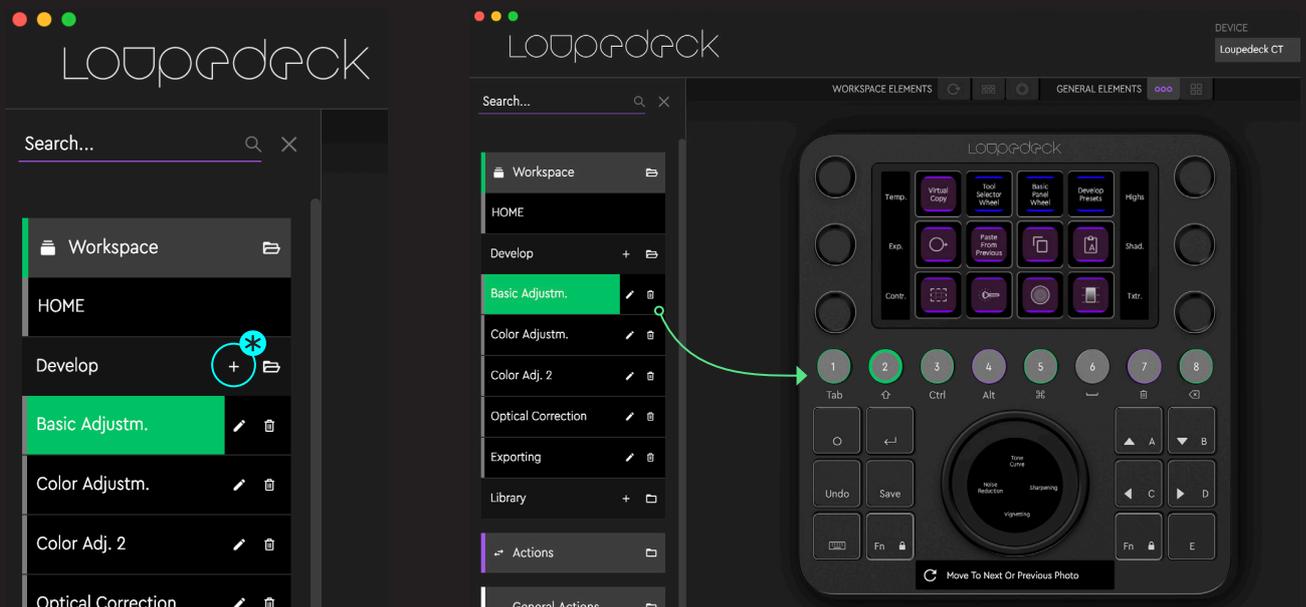
- Open Workspace main group
- Drag and drop workspace from the group to the button you want to assign it to.

### Configure your workspace

- Select a workspace from Workspace group, or
- Select an assigned workspace from the device
- Drag and drop actions from the left column to the device, or remove actions by dragging them out of the device (see next chapter: Assigning Action to Loupedeck CT)
- Rename your Workspace by clicking on the pen image (  )
- Remove your Workspace by clicking on the trash can image (  )

### Configure your Home View (workspace)

- Select Home from the top of workspace list
- Open other workspace groups (if any) within the workspace list (under Home), and/or
- **Drag and drop workspaces on top of the touch screen** 



## ASSIGNING AND REMOVING ACTIONS

Actions activate different tools and functions within the editing software (e.g., activate a brush tool, add a marker etc.). You can add and remove these activations (actions) to and from the Loupedeck CT device to best match your own workflow.

Assign an action to the device 

- Select workspace or general element you want to configure
- Click either the element on the Loupedeck CT image or the element tab
- Drag and drop action from the left column
  - Search for a desired action using search bar on top of the action group list.
  - Find the desired action manually by opening a corresponding group:
    - Workspaces, Actions, General Actions, Tools or Pages

Remove an action from the device 

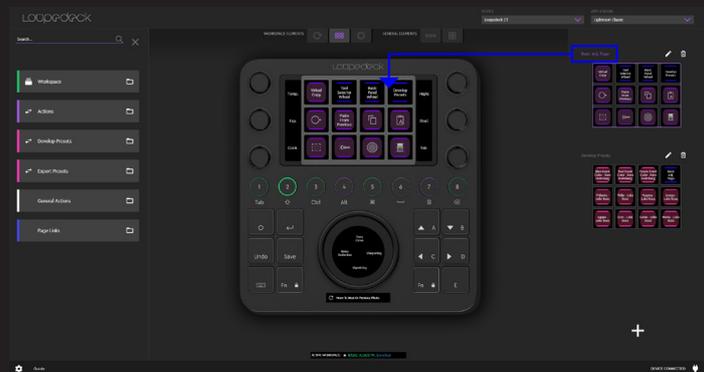
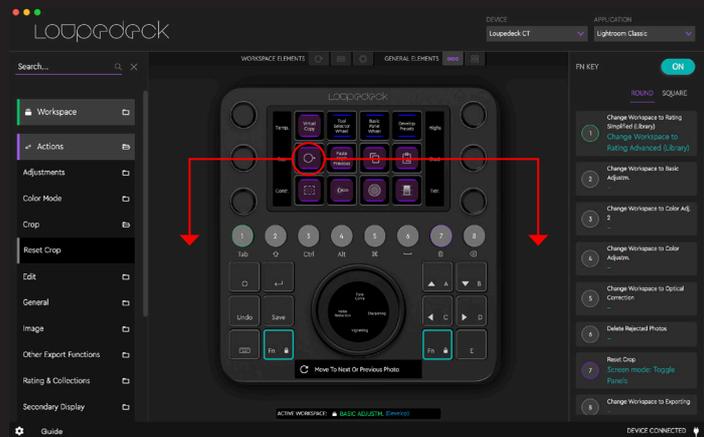
- Select the workspace or general element you want to configure
- Select the page (if there are more than one page, see the next chapter: Working with Pages).
- Drag and drop assigned functions out of the device to an empty area around the Loupedeck CT image (red circle)

## WORKING WITH PAGES

As you drag Actions to the Loupedeck CT, you are adding them to a page. Every element has at least one page (e.g. Dial Page, Touch Page, Wheel Page). When one page is full of assigned actions, you can create a new page for more actions. The number of available pages has not been limited.

Selecting a page 

- Select the element (e.g. Touch Buttons)
- Click on the desired page on the right-side section

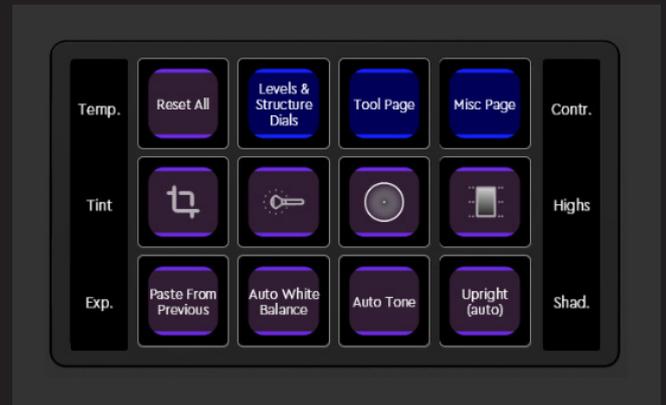


## Creating a new page

- Select the element (e.g. Touch Buttons)
- Scroll down on the Page List (if there are several pages)
- Click on the + sign to create a new page.

**Tip!** Rename pages to describe the content of the page, but also the element type, e.g., Tool Parameter Dials, Color Tools Page or Navigation Wheel.

This helps if you use Page Links on Touch Buttons – Page link will include your page's name.



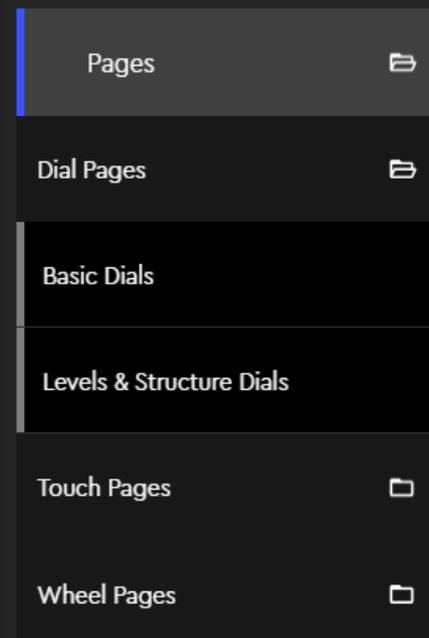
## Assigning Page Links

When a page is created, its Page Link can be found under a relevant Pages group.

Content within the Pages group is Workspace-specific: it only contains the pages of the selected workspace.

You can use Page Links on the device (e.g., Touch Buttons) to quickly access certain pages without swiping the screen.

Copying a Page from a Workspace to another is not possible.



## SETTINGS

Loupedeck CT settings can be accessed from Loupedeck Setup's bottom left corner clicking a wheel symbol (⚙️).

SETTING GROUP NAME	SETTING	WHAT CAN YOU DO WITH IT?
<b>Profiles</b>	Profile Import/Export	<p>Profile contains all workspaces, assigned adjustments and actions. Every supported software has a profile.</p> <p>Press <b>Export</b> to save or backup your editing software's profiles. Profiles can be shared and loaded to another computer to be used in Loupedeck software.</p> <p>Press <b>Import</b> to load profile to your Loupedeck system. Loaded profile is immediately ready to be used</p> <p><b>TIP!</b> Remember to back-up your personal profiles before importing!</p>
	Reset Plugins	<p>Press <b>Reset Plugins</b> to open a dialog for selecting which profiles you want to reset.</p> <p>Reset profile contains factory default workspaces and actions.</p> <p><b>Note!</b> Factory Default profile might be different in newer software versions.</p>
<b>Device Configuration</b>	Connected Device(s)	Select which connected device you want to set up.
	Serial Number	Device is identified via serial number.
	Display Name	What Loupedeck Model is in use.
	Flash Drive	Set switch to OFF if you do not want to have "hard drive connected" notification when connecting Loupedeck CT to a USB port.
	Vibration	Set switch to OFF if you do not want to have haptic feedback when using touch screens.
	Bluetooth	Bluetooth will be available with a later software update. Currently Bluetooth is set to OFF and Loupedeck CT cannot be found by other Bluetooth devices.
<b>Bluetooth Settings</b>		Currently there are not Bluetooth options.

## GUIDE

Loupedeck CT has an integrated Quick Guide for presenting key points how to use the Loupedeck setup software and Loupedeck CT console.

Quick Guide can be accessed by pressing Guide link at the bottom left corner of the Loupedeck Setup software. Quick Guide is closed when Guide -link is pressed again.

# CUSTOM ACTIONS

With Loupedeck Setup Software you can make pressable Custom Actions to match your requirements. Custom Actions are able to run multiple commands which makes it a powerful tool for making automations or even small processes.

## WHAT IS A CUSTOM ACTION?

- A Custom Action can be a single command or a set of multiple commands binded as one action.
- Custom Actions are recorded by the user and can be assigned to a button, touch button or dial press like any other action.

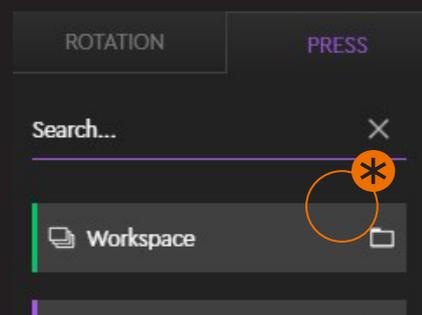
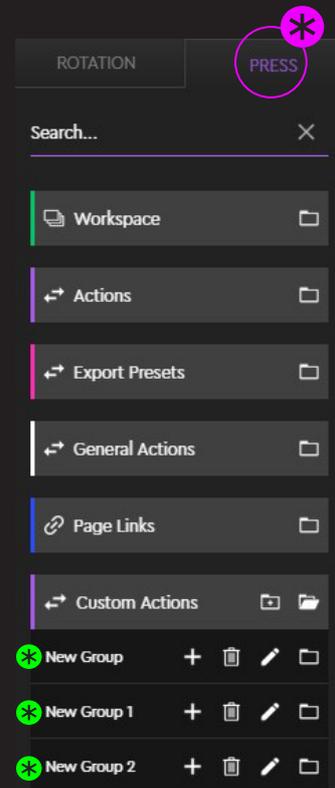
## WORKING WITH CUSTOM ACTIONS & CUSTOM ACTION GROUPS

- First select an element with press action. If you select wheel or dial element, select “press” instead of “rotation” from the top of the action category list (magenta circle \*).
- Locate “Custom Actions” category from the bottom of left side’s action category list.
- All Custom Actions are divided into groups within the user action category (green markers \*).

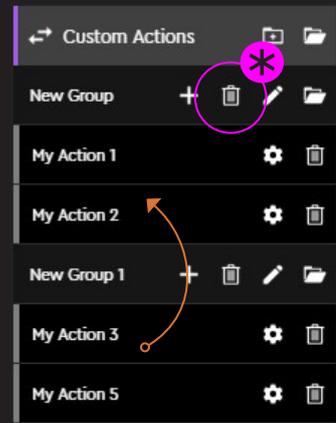
**Note!** *Not all application profiles have added Custom Actions by default.*

## CREATING & EDITING GROUPS

- Press “+” (cyan circle \*) to create a new group (e.g. *New Group*, see image). User Action creation window appears. Saving a User Action will automatically add “New Group” including the new User Action.
- Press “Pen”-icon ( ) to rename a group (orange circle \*).

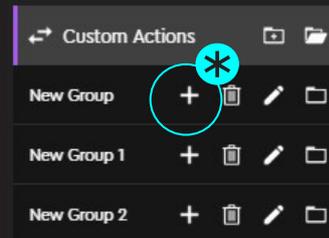


- Move Custom Action from a group to another by dragging and dropping (orange arrow).
- To merge two Custom Action Groups: Press “pen”-icon (  ) to rename the source group with the same name as the target group.
- To delete a group and all groups content: Press “Trash can” -icon (  ) (magenta circle  ).

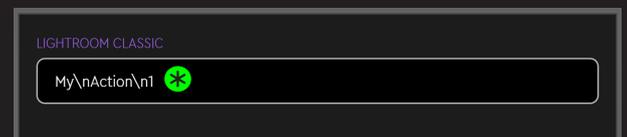


## CREATING CUSTOM ACTIONS

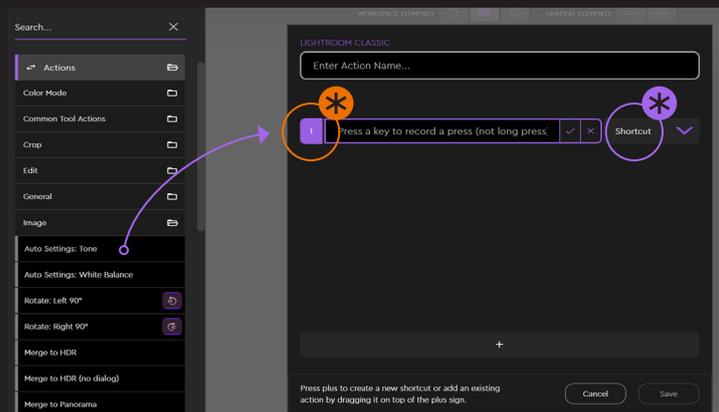
- Press “+” (cyan circle  ) to create a new Custom Action inside an existing group (e.g. *New Group*). After pressing “+” Custom Action creation window appears.
- Give your Custom Action a short and self explanatory title by typing it into the title box (green marker  ). Custom Action title is shown on the screens (green circle).



**Tip!** Using “\n” command within the text acts as “enter” forcing text to multiple rows on the touch screen: “My\nAction\n1”



- The Custom Action creation window automatically contains first (1) Custom Action command line (orange circle  ).
- By default Custom Action’s command line type is set as “Shortcut” (purple circle  ).
- Start recording a shortcut by clicking the first command line or,
- Drag an existing action from one of the left side’s group (purple arrow) on top of the command line. Action can be dragged from any of the action category groups (outcluding Custom Actions).



**Tip!** Dragging an action over (any type of) command line will automatically change command line’s type to “Action”.

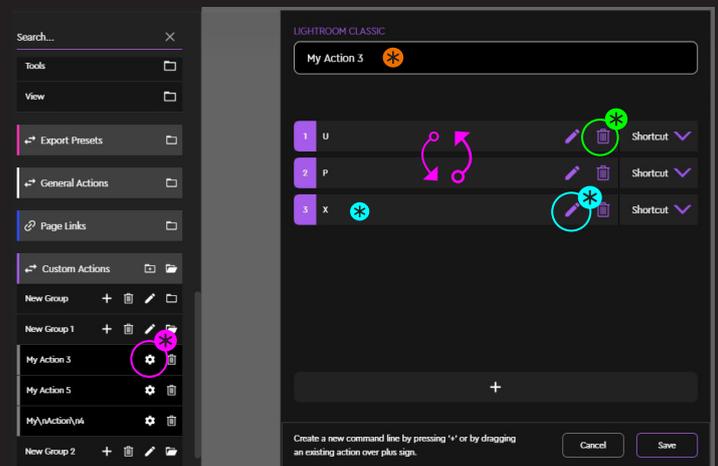
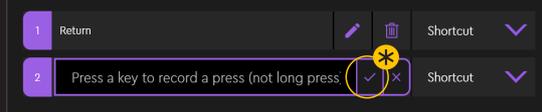
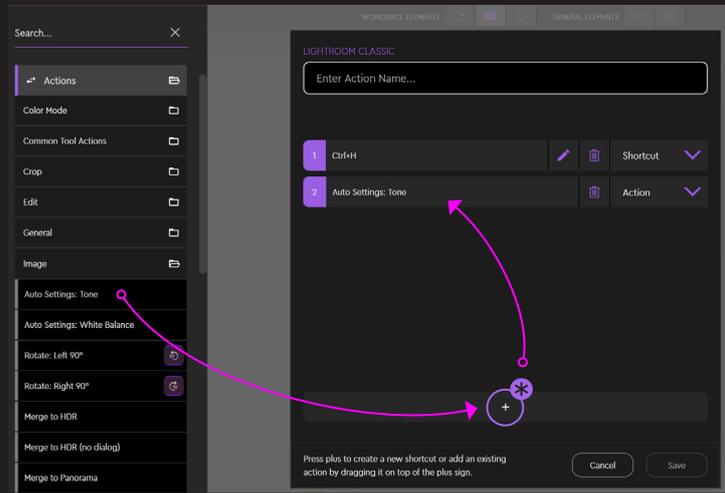
- You can add a new command line by pressing “+” -bar at the bottom of the action creation window (purple circle \*).

**Tip!** Create a new action command line by dragging action from left side’s action list over the “+” -bar (magenta arrows).

- If a command line has been left open, “OK”-icon (yellow circle \*) has not been pressed, pressing “Save” on the User Action creation window will discard all open command lines.

## EDITING CUSTOM ACTIONS

- Press “Wheel”-icon (⚙️) to start editing an existing user action (magenta circle \*).
- Rename user action by clicking the title (orange marker \*).
- Record a new shortcut by double clicking a command line (cyan marker \*) or press “pen”-icon (🖋️) (cyan circle).
- Change the command order within the user action by dragging and dropping any command line over another (magenta arrows).
- Press trash can (green circle \*) to delete current row within the Custom Action.



# CUSTOM ADJUSTMENTS

Rotatable Custom Adjustments is a powerful addition to Custom Actions. With Custom Adjustments you can easily control adjustments that have changing values, e.g. sliders. Custom Adjustments can be built from existing actions or of individually recorded shortcuts to left- and right rotations.

## WHAT ARE CUSTOM ADJUSTMENTS?

- A Custom Adjustment is an action for rotation elements such as dials and the wheel.
- Custom Adjustments are recorded by the user and can be assigned to rotation elements like any other existing adjustment.

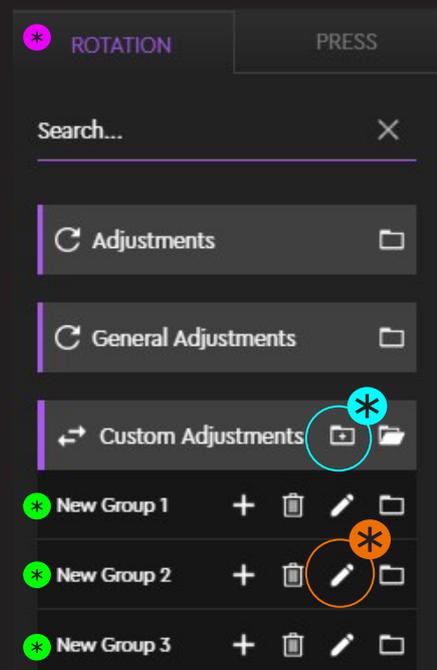
## WORKING WITH CUSTOM ADJUSTMENTS & CUSTOM ADJUSTMENTS GROUPS

- First select dial or wheel element and select “rotation” instead of “press” from the top of the action category list (magenta marker \*).
- Locate “Custom Adjustments” category from the bottom of left side’s adjustment category list.
- All Custom Adjustments are divided into groups within the user action category (green markers \*).

**Note!** Not all application profiles have added Custom Adjustments by default.

### • CREATING & EDITING GROUPS

- Press “+” (cyan circle \*) to create a new group (e.g. *New Group*, see image). Custom Adjustments creation window appears. Pressing “save” will automatically add “New Group” including the new Custom Adjustments
- Press “Pen”-icon ( ) to rename a group (orange circle \*).



- Move user action from a group to another by dragging and dropping (orange arrow).
- To merge two Custom Action Groups: Press “pen”-icon (✎) to rename the source group with the same name as the target group.
- To delete a group and all groups content: Press “Trash can” -icon (🗑️) (magenta circle ✖).

## CREATING CUSTOM ADJUSTMENTS

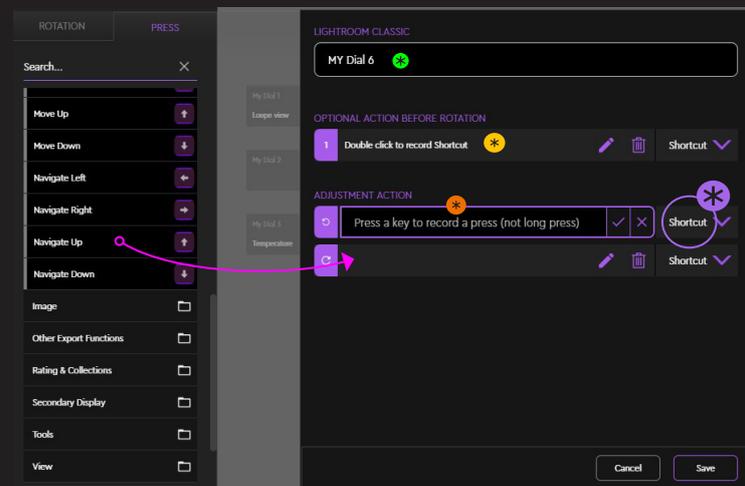
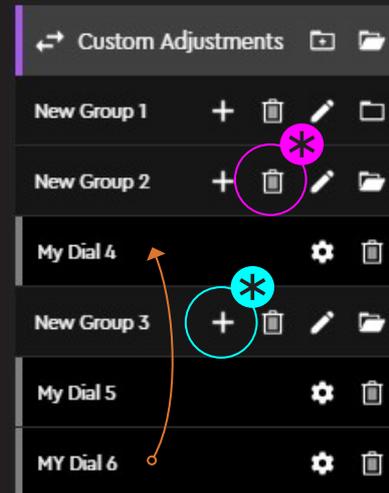
- Press “+” (cyan circle ✖) to create a new Custom Adjustments inside an existing group (e.g. *New Group 2*, see image).
- Custom Adjustments creation window appears.
- Activate shortcut recording by clicking the first Adjustment Action command line (orange marker ✖) or,
- Drag an existing action from left side’s action list (purple arrow) on top of the command line.

**Note!** By default Custom Adjustments’s command lines types are set as “Shortcut” (purple circle ✖).

**Tip!** Dragging an action over a “shortcut”-type command line will automatically change the command line type to “Action” and simultaneously assign dragged action.

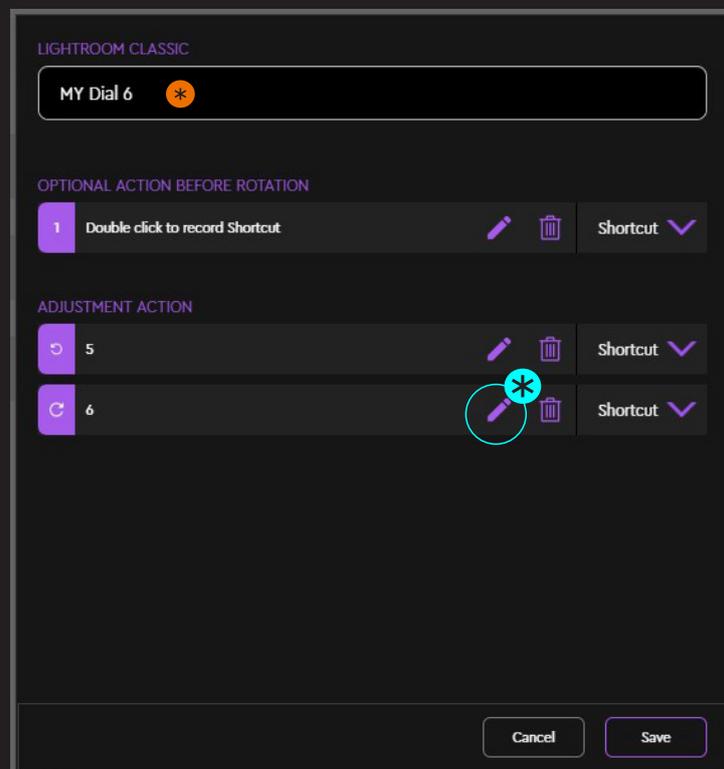
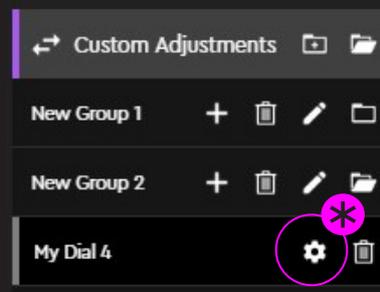
- Give Custom Adjustments a name by typing it to the title box (green marker ✖). As dial display is quite narrow, use “\n” between every word to force text into multiple rows (e.g. *My\nDial\n6*)
- Custom Adjustments creation windowd has an optional “Action Before Rotation” command line (yellow marker ✖).

**Note!** If the adjustment is located in specific panel (within the target software), this command line can be used to open that panel when rotation adjustment is used.



## EDITING Custom Adjustments

- Press “Wheel”-icon (⚙️) to start editing an existing Custom Adjustments (magenta circle \*).
- Rename user action by clicking the title (orange marker \*).
- Record a new shortcut by clicking “pen”-icon (🖋️) (cyan circle \*).



# CUSTOM PROFILES

Loupedeck's Custom Profiles are a powerful addition to the Loupedeck system. They allow you to create your own control set for any installed software, make your own Custom Actions or Custom Adjustments from supported shortcuts, and assign those as you would assign any other action or adjustment!

## WHAT IS A CUSTOM PROFILE?

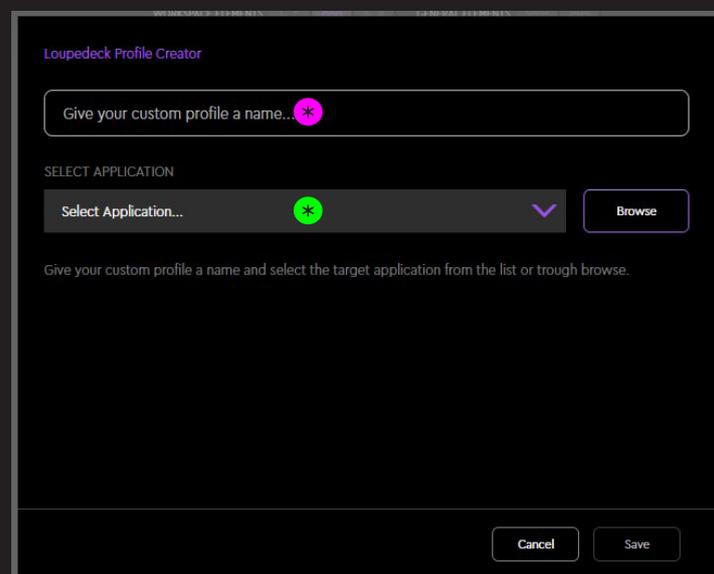
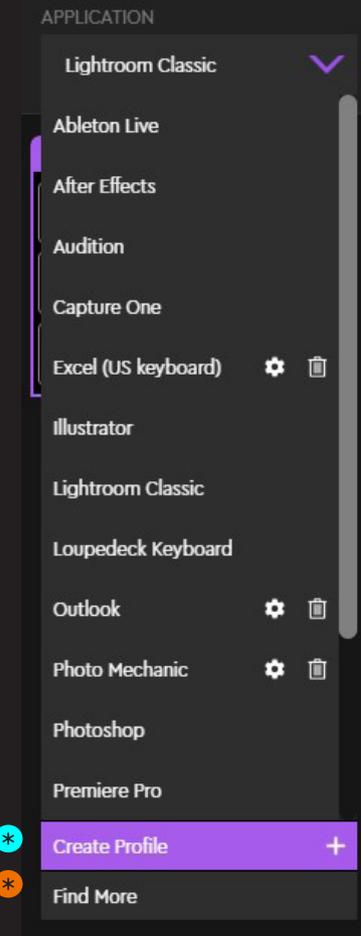
- Custom Profile contains a set of recorded Custom Actions and Custom Adjustments, as well as a mapping of selected actions & adjustments. They can provide support for any installed software.
- If target already has a native or 3rd party plugin support installed, then user can do their own mapping for that software (instead of creating a custom profile for the target software).

## CREATING A CUSTOM PROFILE

- Open the Application drop-down and find "Create Profile..." at the bottom of the list (cyan marker \* )

**Tip!** If you don't want to create your own Custom Profile click "Get profiles..." (orange circle \*) and check if it can be found from Loupedeck Community's Profiles!

- Select the application you want to control from the "Select Application" -list (green marker \*).
- Name your Custom Profile. e.g name of software you want to control. (magenta marker \*).



- “Select Application” -list is divided in to two parts: 1) Currently running software, and 2) All Installed software (including currently running).

- If target software cannot be located from application list (e.g. software is a stand-alone file) use “Browse”-button to locate the file (orange marker \*).

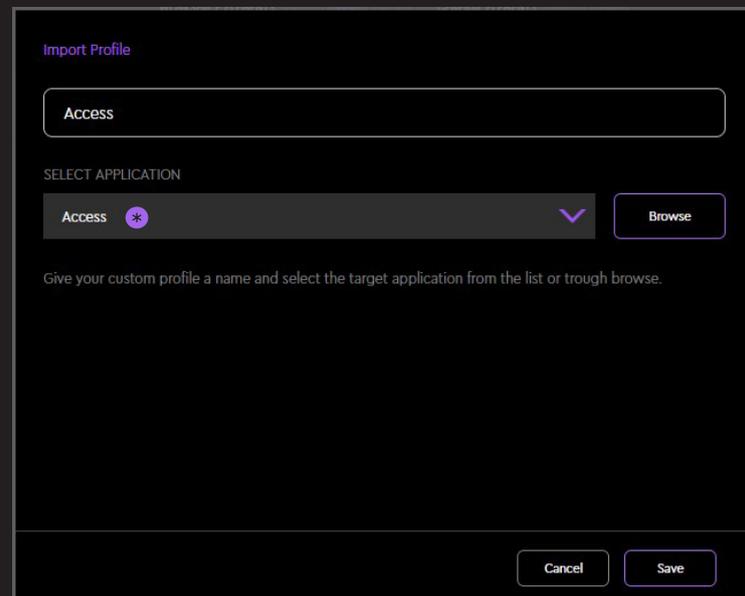
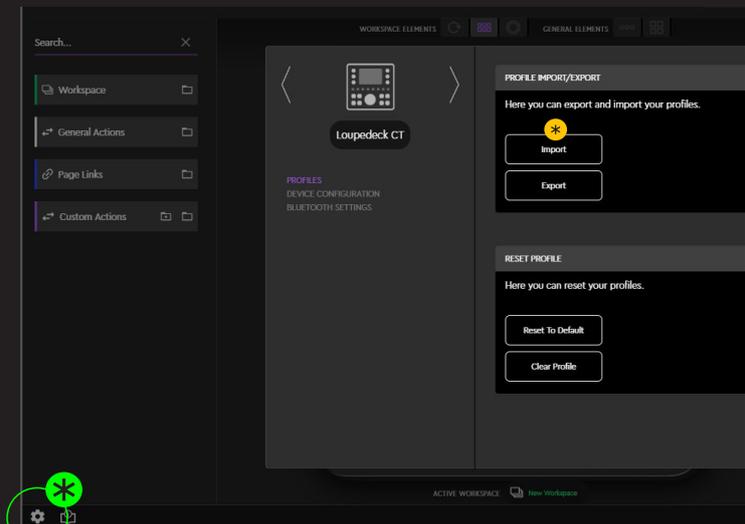
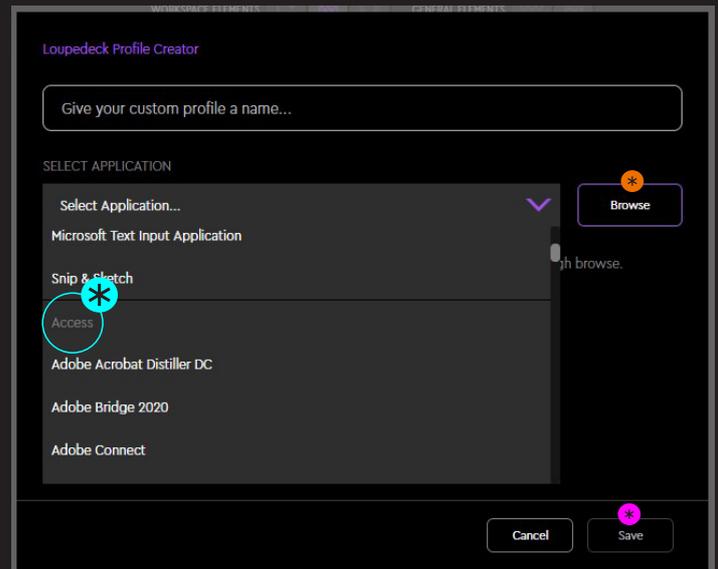
**Note!** Softwares that are already supported or have a custom profile in Loupedeck system are grayed-out and cannot be added again (cyan circle \*). I.e. user has made a Custom Profile for Access.

- Press “Save” to save new Custom Profile (magenta marker \*) or “Cancel” to abort the creation process (nothing will be saved).

## IMPORTING A PROFILE

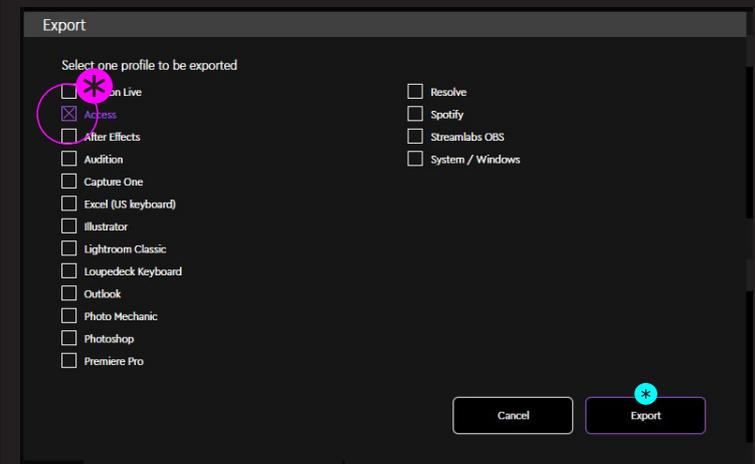
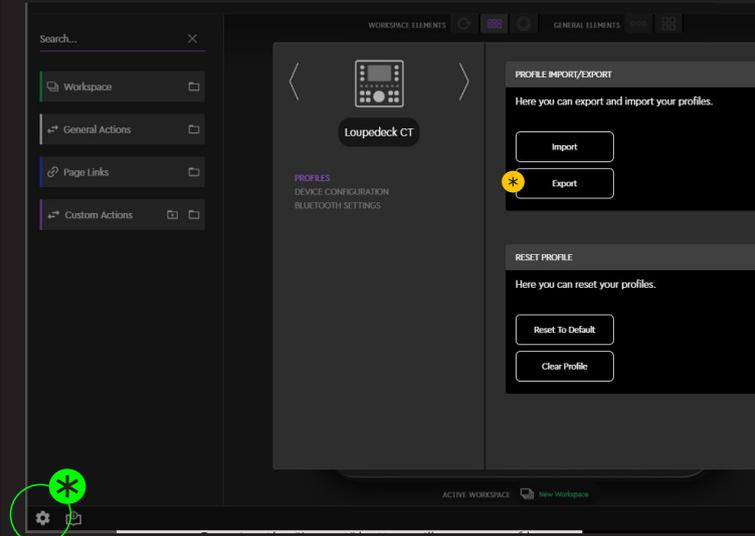
- Downloaded profiles are either .zip or .lup -files. Note where the file is saved on your computer.
- Click “Wheel”-icon (⚙️) (green circle \*) to open settings and select “Profiles” from the lightbox that opens.
- Under “PROFILE IMPORT/EXPORT” select the “import” button (yellow marker \*).
- A window will open prompting you to select a .zip or .lup file. Navigate to where you saved the file and select the profile you want to import.
- Pressing the “Import” button will open a profile creation window which you can use for changing the profile title and/or select another application to which the profile points to.

**Tip!** If you have multiple versions of your target software installed - you can import your existing profile and point it to the other version by selecting the other version from “Select Application” list (purple marker \*).



## EXPORTING A PROFILE

- Click “Wheel”-icon (⚙️) (green circle ) to open settings and select “Profiles” from the lightbox that opens.
- Under “PROFILE IMPORT/EXPORT” select the “Import” button (yellow marker ) .
- Select the Custom Profile or Plugin Profile you want to export (magenta circle ) and press “Export” (cyan marker ) .
- A “Save As...” window appears. Give the file a name and press “Save”.



# USING LOUPEDECK CT

Loupedeck CT doesn't just support different applications: it automatically and dynamically adapts to the state of your editing software and is immediately ready to be used.

Loupedeck CT is highly configurable – you can assign actions and adjustments to almost every button. Loupedeck CT also contains some preassigned actions and functions that are available regardless of the application you are using (e.g. enter, esc, home button).

Some of these preassigned actions have been left open for customization so that you can change them to fit your workflow better (e.g., Save can be changed to Export, Save For Web, Save As or even to an automatic export preset).

## HOME VIEW AND HOME BUTTON

Everything starts from Home View. It is designed to be a quick access point to your Workspaces. If there are more than 12 workspaces assigned to Home View, they are divided to multiple pages.

Home View can be accessed by pressing the Home Button (highlighted in the image).

Depending on the state of Loupedeck CT and your editing software home button has also other functions before jumping to Home View.

**#Case 1:** A dynamic tool controlling dials, touch buttons and the wheel is activated and has a second dial page active:

- 1<sup>st</sup> press sets dynamic tool's pages to first.
- 2<sup>nd</sup> press applies changes (that has been made) and exits dynamic tool jumping back to previously used workspace

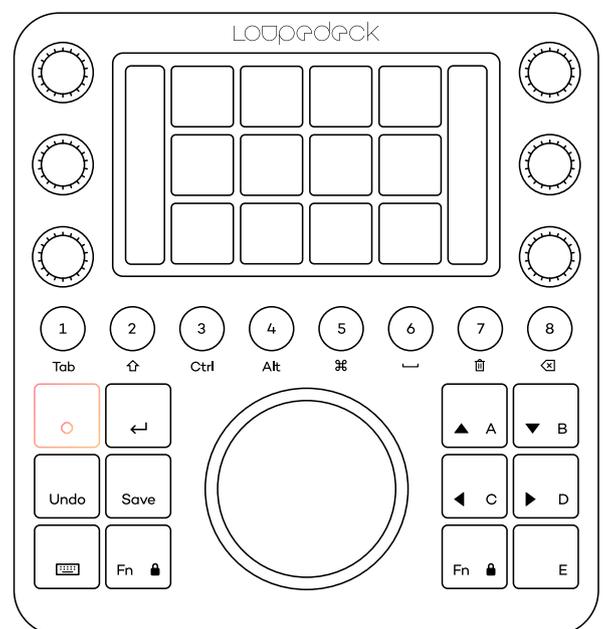
**#Case 2:** Other page(s) than first ones are selected on the workspace elements:

- 1<sup>st</sup> press selects first pages to all workspace elements
- 2<sup>nd</sup> press activates home view

**TIP!** Some workspaces have a wheel selector as first wheel page. Wheel selector gives you access to e.g. four different tool sets. You can use home button to “close the tool set” and return back to the wheel selector.

Pressing FN+Home Button activates a system plugin and pressing Home Button takes you back to previous editing software.

**Note!** Editing applications actions can not be assigned to Home View as they might only work within particular mode of the editing software.



## ROUND AND SQUARE BUTTONS

These buttons are also referred as general elements - they do not change when workspace is changed. All of round and most of square buttons are customizable (excluding home, enter, keyboard and Fn buttons).

Round and square buttons can be assigned with second action, accessed by keeping Fn pressed simultaneously with the button. When FN is pressed down all the buttons that have an assigned action on the second level are illuminated with a brighter color. Buttons that have no assigned action remain unlit.

**TIP 1!** We recommend assigning workspaces to round buttons in your workflow order – that way you can easily go forward step-by-step.

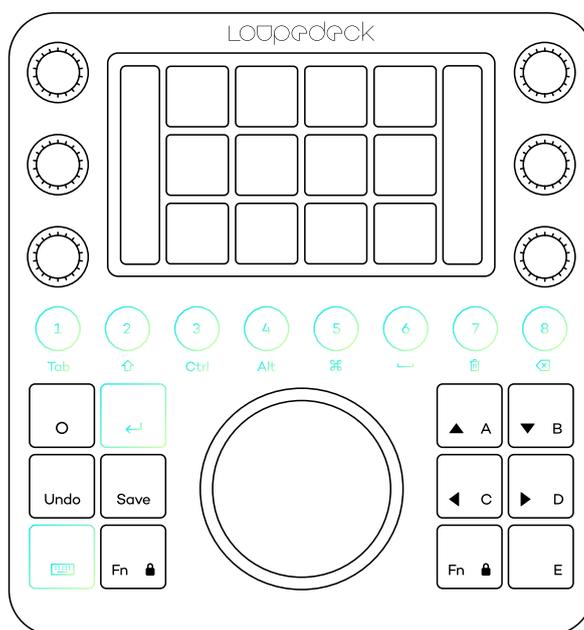
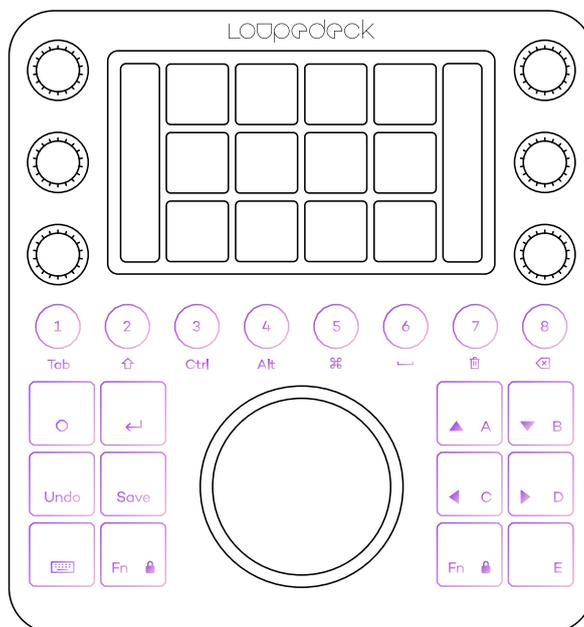
**TIP 2!** We recommend assigning very common actions to A-E buttons. E.g. Navigation and selecting to buttons from A to D and Zoom In / Out to button E.

## KEYBOARD MODIFIERS MODE

Loupedeck CT's round buttons can be changed to Keyboard Modifiers by pressing the keyboard button located at the bottom left corner. When Keyboard Modifiers have been activated, the keyboard button is illuminated with a red color and all round buttons with a white color. Pressing the keyboard button again sets Loupedeck CT back to its normal state.

Keyboard modifiers are marked under the round buttons: Tab, Shift, Ctrl, Alt/Opt, CMD/Windows key, Space, Delete and Backspace. When used simultaneously with FN button round buttons in keyboard mode equal to keyboard function keys from F1 to F8.

**TIP!** You can also access keyboard modifiers individually by keeping keyboard button pressed and pressing one of the round buttons. This will not turn keyboard modifiers mode on, but it allows you to use specific keyboard modifiers when needed (e.g., holding the keyboard button and pressing 8 performs a delete action without you having to enter the keyboard mode).

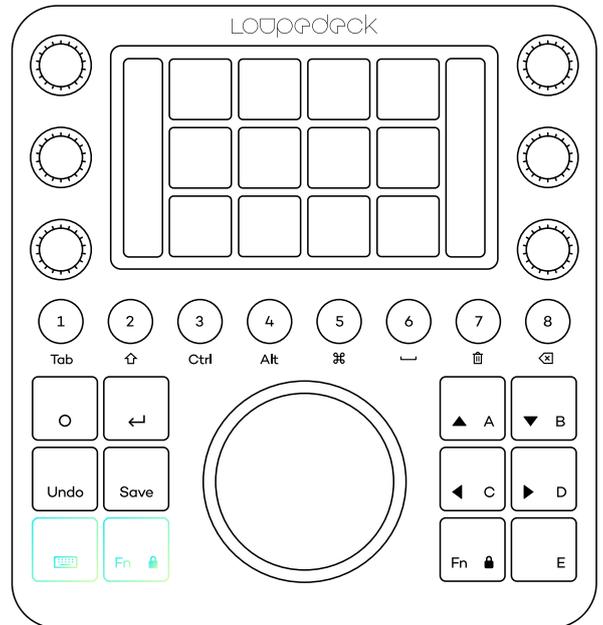


## NUMBER PAD MODE

By pressing FN + Keyboard Button, Loupedeck CT's touch screen can be changed to simulate a number pad – including basic calculator actions: +, -, ×, ÷ and =.

Pressing FN + Keyboard Button again sets Loupedeck CT back to its previous state.

When Number Pad mode is activated, both FN buttons and keyboard buttons are illuminated red. Activating Number Pad mode also activates Keyboard Modifiers.



## POPULAR ACTIONS

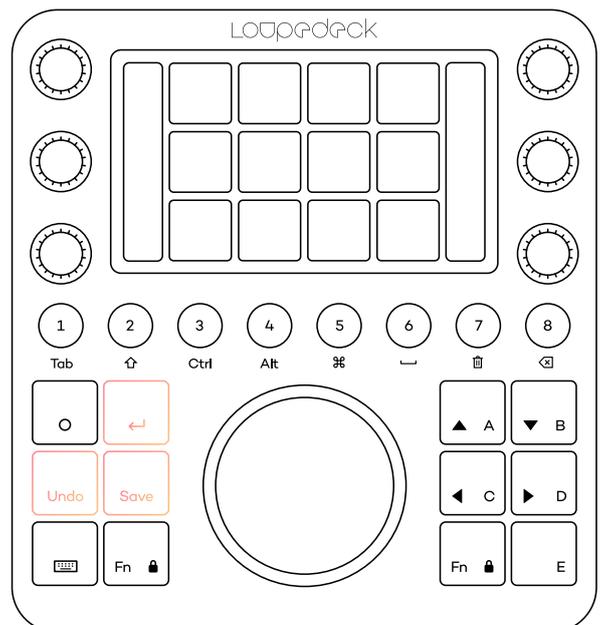
Some actions can be found fixed for all applications (e.g. Enter, ESC, Save).

Enter & ESC (FN+Enter) are on the same button, as they are needed to apply or cancel different types of dialogs. Enter / ESC is fixed and cannot be customized.

Undo & Redo (FN+Redo) are assigned to the same button, as are Save & Save As (FN+Save). Both buttons are customizable.

**TIP 1!** We recommend assigning your most used export presets to Save and FN + Save – no need to create an export workspace for that.

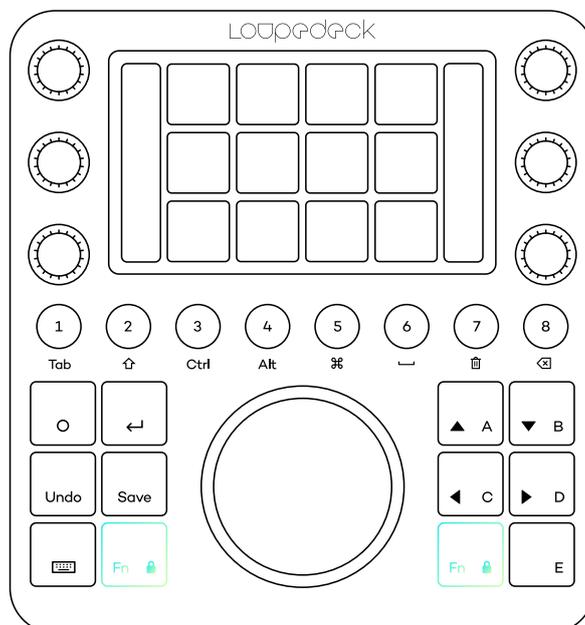
**TIP 2!** If you do not require Redo-function, we recommend assigning “reset all” or “undo all” to FN + Undo!



## FUNCTION (FN) BUTTONS

Loupedeck CT contains two identical Function (Fn) buttons. Fn button(s) are used for:

- Round and square buttons can be assigned a second action, accessed by keeping Fn pressed simultaneously with the button.
- Wheel lists and action cakes can be navigated by keeping Fn pressed down and simultaneously rotating the wheel.
- Locked wheel screens can be swiped by keeping Fn pressed down and simultaneously swiping the screen horizontally (such wheel widgets are specified in application specific manuals).
- Some wheel widgets have a second rotation adjustment, accessed by keeping FN pressed and simultaneously rotating the wheel (specified in application specific manuals).
- Pressing both Fn buttons simultaneously will lock screen swiping (see next chapter).



## WHEEL SCREEN LOCK

Pressing both Fn buttons at the same time activates the Wheel Screen Lock - which prevents accidental navigation between Wheel Pages.

Wheel Screen Lock is needed if a Wheel Page's content is controlled by swiping on the Wheel Screen (e.g. Colour Picker Tool). Navigating out of locked Wheel Screen is done by keeping an Fn button depressed and swiping the screen. Wheel Screen Lock is automatically released when a Wheel Page that does not have swiping functions is activated.

Wheel cakes and wheel lists can be navigated or scrolled through pressing Fn and simultaneously turning the wheel.

## DIALS

Dials are part of Workspace elements, so every workspace has individual dial adjustments.

In addition to rotary adjustment dials also have a press function. That is usually assigned to reset the value that the dial adjusts, but you can assign your own press function for the dial if needed. You can activate reset (or other assigned press function) also by double-tapping the icon or the name of the dial on the dial displays.

The dial's rotary variable is shown next to the dials on the vertical touch bars. Press function is not visible on the display.

Dials do not have a second layer by pressing FN, but multiple pages of dial functions are available. Pages are changed by swiping the touch screen vertically.

**TIP!** We recommend that your most used dial functions are assigned to the first and less used adjustments to the second or third dial page.

## TOUCH SCREEN AND TOUCH BUTTONS

Touch Buttons, like the dials, are also part of the Workspace elements and have individual actions within every workspace.

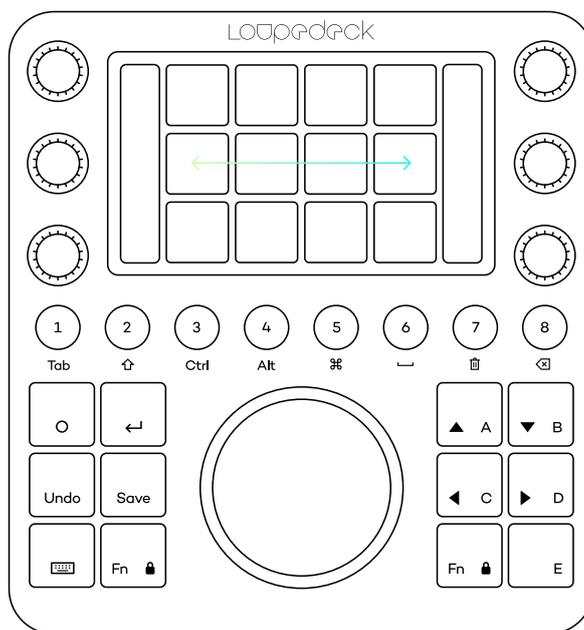
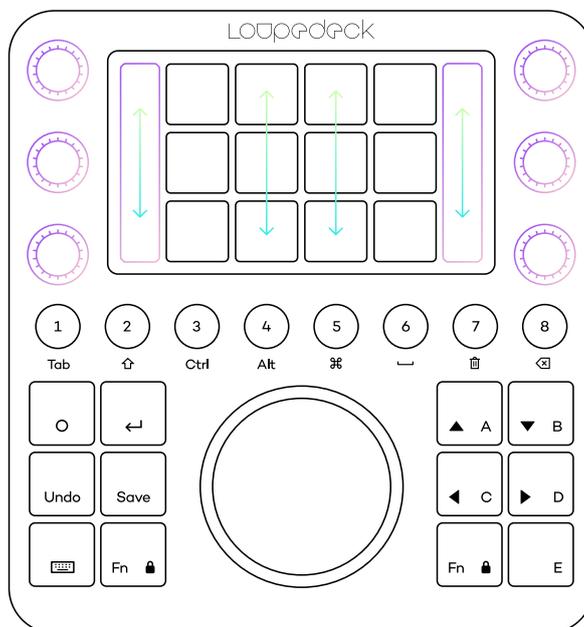
Touch buttons are used to activate commands, functions and actions. They are fully customizable.

Touch buttons do not have a second layer when pressing FN button, but, like the dials, multiple pages are available. Touch Button pages are changed by swiping the screen horizontally.

**TIP 1!** We recommend your most used actions are assigned to the first and less used to other pages. To easily access additional pages, page links can be assigned to touch buttons.

In practise, page links are the same as swiping the screen – but instead of swiping the screen multiple times, you can access a page directly via touch button. You can also assign dial page and wheel page.

**TIP 2!** Pressing an action over half a second on the touch screen, displays action name on the wheel screen! Handy for learning new action icons!



## WHEEL

Wheel controls both rotary adjustments (the outer dial) and touch button actions on the central screen.

**Like dials and touch buttons the Wheel is also part of workspace elements and has individual actions and adjustments in every workspace.**

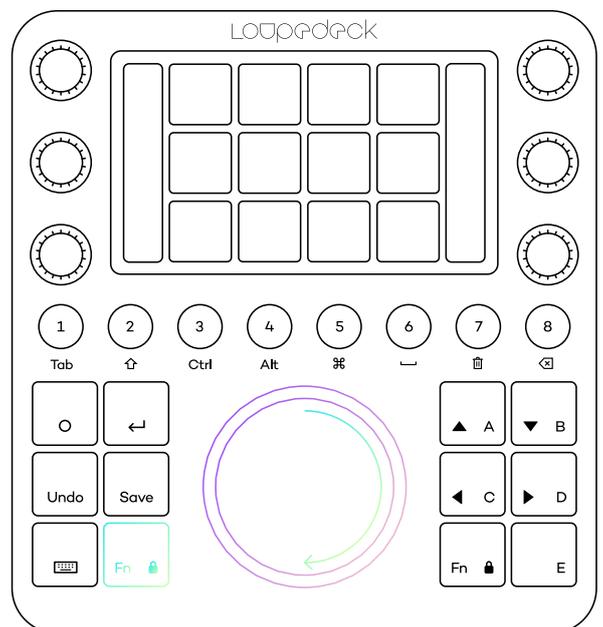
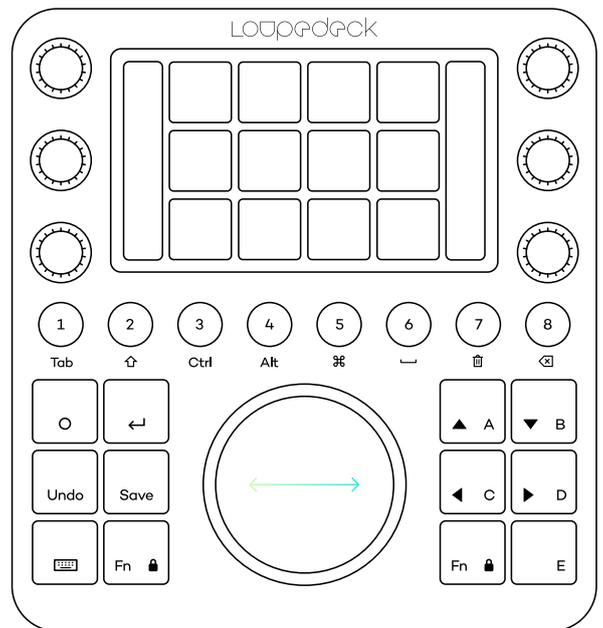
Wheel doesn't have a second layer when pressing FN button, but it can have, like dials and touch buttons, multiple pages. Wheel pages are changed by swiping the wheel screen horizontally.

Wheel screen swiping can be locked by pressing both FN keys simultaneously. Wheel screen swipe is also locked when entering a wheel widget with a variable that is controlled by swiping – for example the color picker tool.

Some wheel widgets have subpages which are changed by swiping horizontally (e.g. highlights, mid tones and shadows color wheels). These pages are explained in detail within the software support manuals as required.

A rotary action is assigned to the wheel is indicated by light blue line and an active adjustment has a brighter color indicator (normal actions do not have any color indicator e.g. Auto Tone in the image).

**The active adjustment is changed on Wheel widgets by pressing FN and rotating the wheel.**



PURPOSE, FUNCTION	ON DEVICE CONTROLLER	WHAT CAN YOU DO WITH IT?
<p><b>General features in Loupedeck CT console</b></p>	<p><b>Home Button Fn</b></p>	<p>Home button has multiple functions depending on the state of Loupedeck CT and your editing software.</p> <p><b>#Case 1:</b> A Dynamic or adaptive tool is controlling dials, touch buttons and wheel – dial's have a second page activated:</p> <p>Home Button function:</p> <ul style="list-style-type: none"> <li>• 1st press sets dynamic tool's pages to first.</li> <li>• 2nd press applies tool changes and exits the tool to previously used workspace.</li> </ul> <p><b>#Case 2:</b> Workspace elements are set to some other than first pages:</p> <ul style="list-style-type: none"> <li>• 1st press selects first pages for all workspace elements.</li> <li>• 2nd press activates home view</li> </ul> <p>Press <b>FN + Home Button</b> to activate System Plugin for accessing system level commands and actions instead of application level actions in the software you are currently using. When System plugin is activated, press <b>Home Button</b> to enter back to the previous editing software.</p>
	<p><b>Fn</b></p>	<p>Press <b>FN</b> to activate second level of functions for Round Buttons and Square Buttons. Buttons that have a second level action illuminate brighter. Buttons that don't have any action are not illuminated.</p> <p>Press <b>FN (left) + FN (right)</b> to activate Swiping Lock for wheel screen. To swipe locked Wheel screen press <b>FN</b> down and <b>swipe</b>. Press <b>FN + FN</b> again to release wheel screen swiping lock.</p> <p>Press FN + Rotate The Wheel to change between adjustments assigned to the wheel page.</p>
<p><b>Keyboard modifiers, Number Pad</b></p>	<p><b>Keyboard Fn</b></p>	<p>Press <b>Keyboard button</b> to activate Keyboard Modifiers (keyboard button turns red and round buttons turn white). When Keyboard Modifiers are activated Round Buttons are assigned as is written below the buttons. Press <b>Keyboard button</b> again to disable Keyboard Modifiers.</p> <p>Press <b>FN + Keyboard</b> button to activate Number Pad Mode. When Number Pad Mode is activated you can use touch buttons e.g. with calculator. Press <b>FN + Keyboard Button</b> again to disable Number Pad Mode.</p>
<p><b>Common Keys</b></p>	<p><b>Enter, Undo, Save, Fn</b></p>	<p>Press <b>Enter</b> to activate Enter key. Press <b>FN + Enter</b> to activate ESC.</p> <p>Press <b>Undo</b> to activate Undo function. Press FN + Undo to activate Redo function.</p> <p>Press <b>Save</b> to activate Save function. Press <b>FN + Save</b> to activate Save As function.</p> <p><b>Tip!</b> Undo and Save buttons are customizable. I.e. you can change Save As to more convenient Export function if needed.</p>

# TASKBAR OPTIONS

Within the Windows taskbar icon or OSX menu bar icon, you can find more options for Loupedeck. Icon you are looking for, is this: 

OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
<b>Loupedeck Setup</b> (Win) <b>Open Setup...</b> (OS X)		Click Loupedeck Setup (Win) or Open Setup... (OS X) to access Loupedeck Setup software.
<b>Download Loupedeck update</b> (Win) <b>Update Loupedeck</b> (OS X)		Opens Loupedeck's setup web page where downloadable manuals and up-to-date software can be found  <a href="https://loupedeck.com/en/setup/">https://loupedeck.com/en/setup/</a>
<b>Keyboard Mode</b> (Loupedeck+ only)		Click Keyboard Mode to set Keyboard Modifiers mode ON or OFF.  Works only for Loupedeck+.
<b>Help</b>		Click Help (and OS X User Guide sublink) to open Loupedeck's Support webpage, where answers to most commonly asked questions question can be found.  Also provided on this page is access to Loupedeck's support form, which is located at the bottom of the page. Please fill out the support form if you need further technical assistance.  <a href="https://loupedeck.com/en/support/">https://loupedeck.com/en/support/</a>  Click User Guide to open
<b>Legal</b> (Win only)		Opens Loupedeck's Legal Guide web page, which provides all the needed information regarding Loupedeck's warranty, product and safety information, trademarks, legal rights, etc..
<b>About</b> (Win only)  <b>Version: 2.5.0.981</b> (OS X only)		Click About to open information about your current Loupedeck Software version (build number) and copyright information.  Example: Version 3.0 (3.0.0.2362) Copyright © 2017-2019 LoupeDeck Ltd.  On OS X, click on Loupedeck icon on top menu bar to see version (3.0.0) and build numbers (2363) in gray text.
<b>Restart Loupedeck</b> (Win only)		Click Restart Loupedeck to shut down and restart both Loupedeck service and software.
<b>Stop Loupedeck</b> (Win only)  <b>Quit</b> (OS X only)		Click Stop Loupedeck (Win) or Quit (Mac) to shutdown Loupedeck service and software.

### Enable Debug (Mac only)

Usage of this function is instructed separately by customer service. Enabling debugging for no reason is not advised, as your computer might slow down significantly.

When Enable Debug is activated, the menu item will change to Disable Debug. Click Disable Debug to stop debugging process.

Once debugging process has finished, a loupedeckLogs.zip file will appear on your desktop. That file can be deleted if Customer Service has not requested for it.

## UPDATING LOUPEDECK

A small mark appears on the taskbar icon when a new version is available: 

Open Taskbar icon and select Download Loupedeck update (Win) or Update Loupedeck (OS X) to open Loupedeck website [www.loupedeck.com](http://www.loupedeck.com). Locate most recent version from the web page and download Loupedeck Setup software.

## QUESTIONS & ANSWERS

Encountered something unexpected? Here are a few helpful hints.

Unable to install the software

Loupedeck CT uses Loupedeck Setup software that only works in 64-bit environments (Win10 and MacOS 10.12 or later). If you have a fresh install of Windows 10, it should be 64-bit. If you have upgraded to Windows 10 from 32-bit Windows 7, 8 or 8.1, your Windows 10 might be 32-bit. Loupedeck might work on Windows 7 and 8 if they are 64bit versions, as the OS base is very similar to Windows 10.

Loupedeck CT is connected with USB cable but it does not connect to Loupedeck software?

1. Cable might be broken - try with another USB-cable
2. Disconnect Loupedeck CT from your computer, restart Loupedeck Software and reconnect cable
3. Uninstall Loupedeck Software and make a fresh install with the latest version of Loupedeck software ([www.loupedeck.com/en/setup](http://www.loupedeck.com/en/setup))

4. Driver might not be installed correctly (Win):

- Open Device Manager (use windows search to locate)
- Open “Network Adapters” and locate “Remote NDIS Compatible Device”
- If driver is there, Loupedeck is correctly installed
- Contact Customer Support for more help.

### **Lightroom doesn't seem to work with Loupedeck+.**

Loupedeck CT does not support Lightroom versions that are older (e.g., 6.14) than most recent Lightroom Classic. Loupedeck CT may work on versions starting from Lightroom Classic 7.4, but usage of older versions is not advised.

### **I am unable to assign a function to Loupedeck CT**

Check if that particular function or action has already been assigned to the same page.

### **I cannot reset dial adjustment value to zero by pressing the dial, or I cannot assign reset value to a dial**

1. Not all adjustments have a “zero point” or “starting point” to which you could reset to.
2. Reset action has been removed from dial's press function. You can set it back by reassigning same adjustment (if reset function is linked to the rotation function).
3. Some software do not support resetting value. That means there might be no possibilities to reset or set a specific value.

You can find FAQs and support at [www.loupedeck.com/support](http://www.loupedeck.com/support).

LOUPEDECK

[www.loupedeck.com](http://www.loupedeck.com)