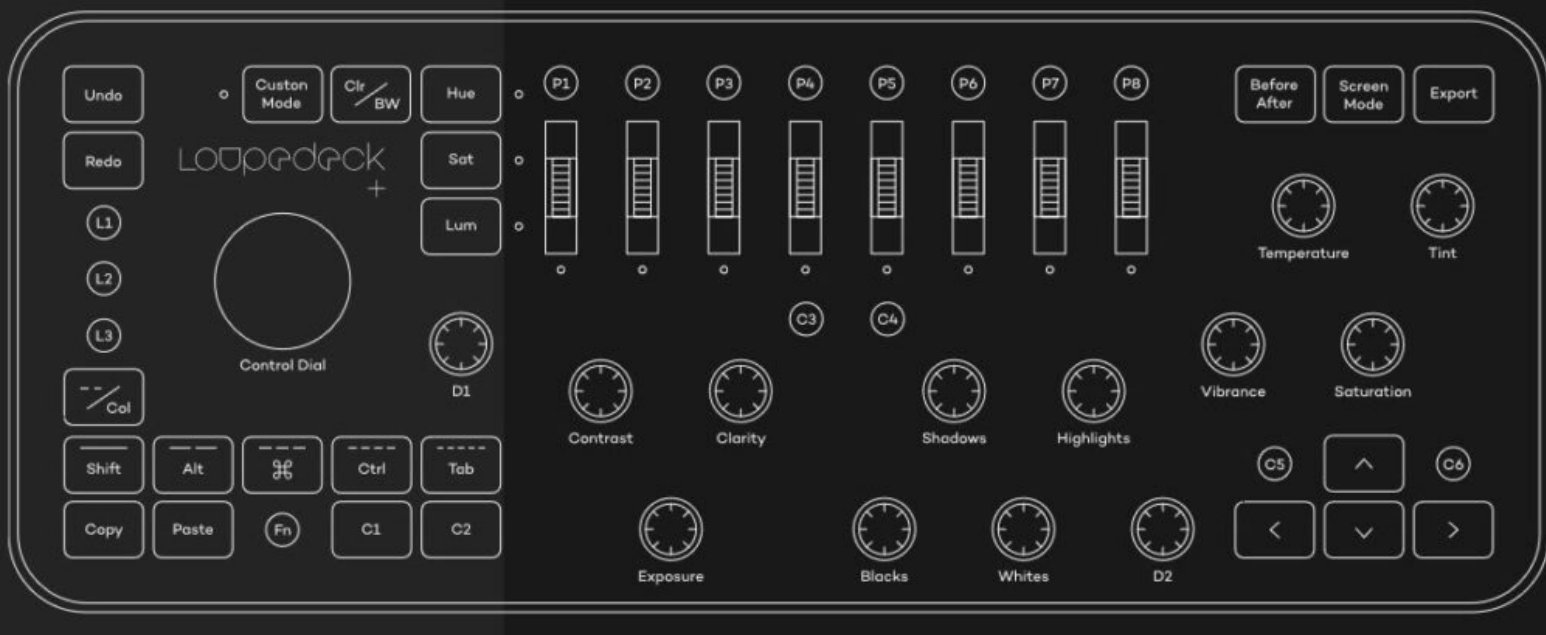
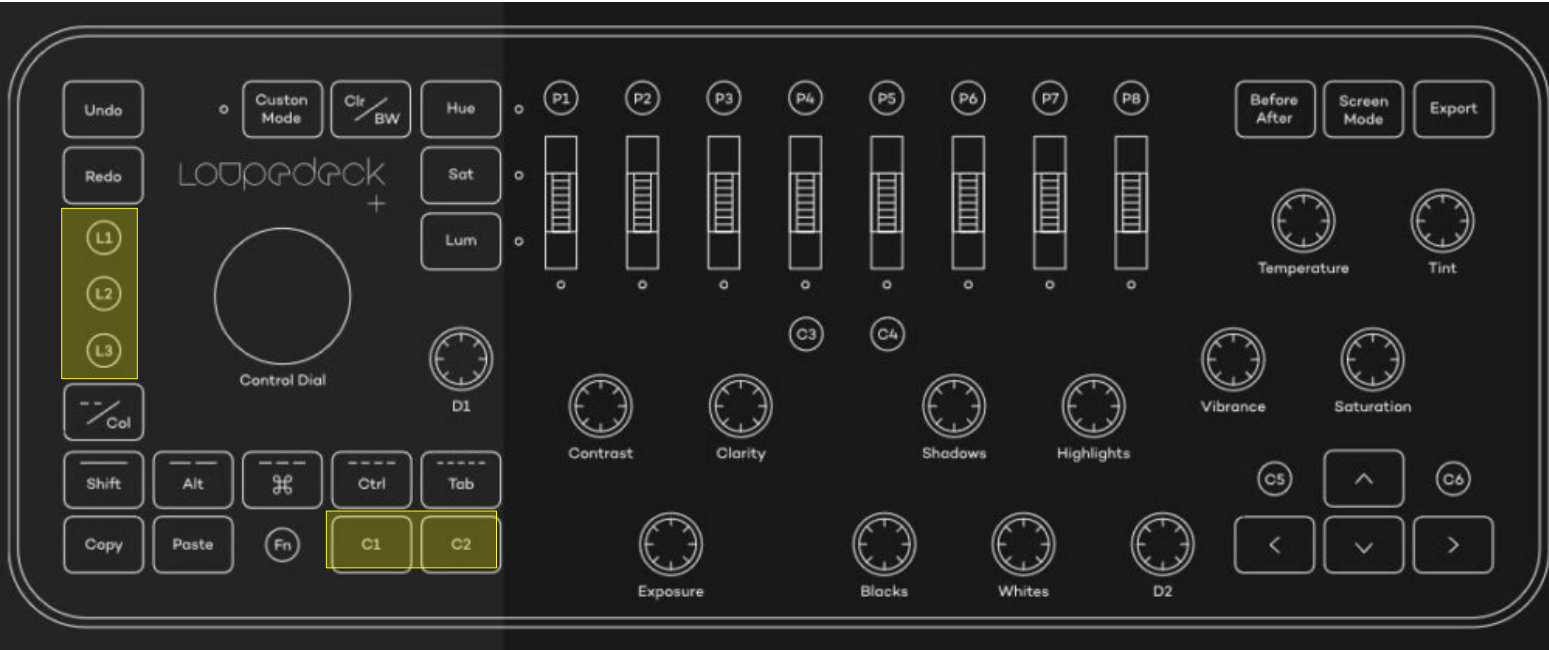


Loupedeck+ for Darktable 4.2



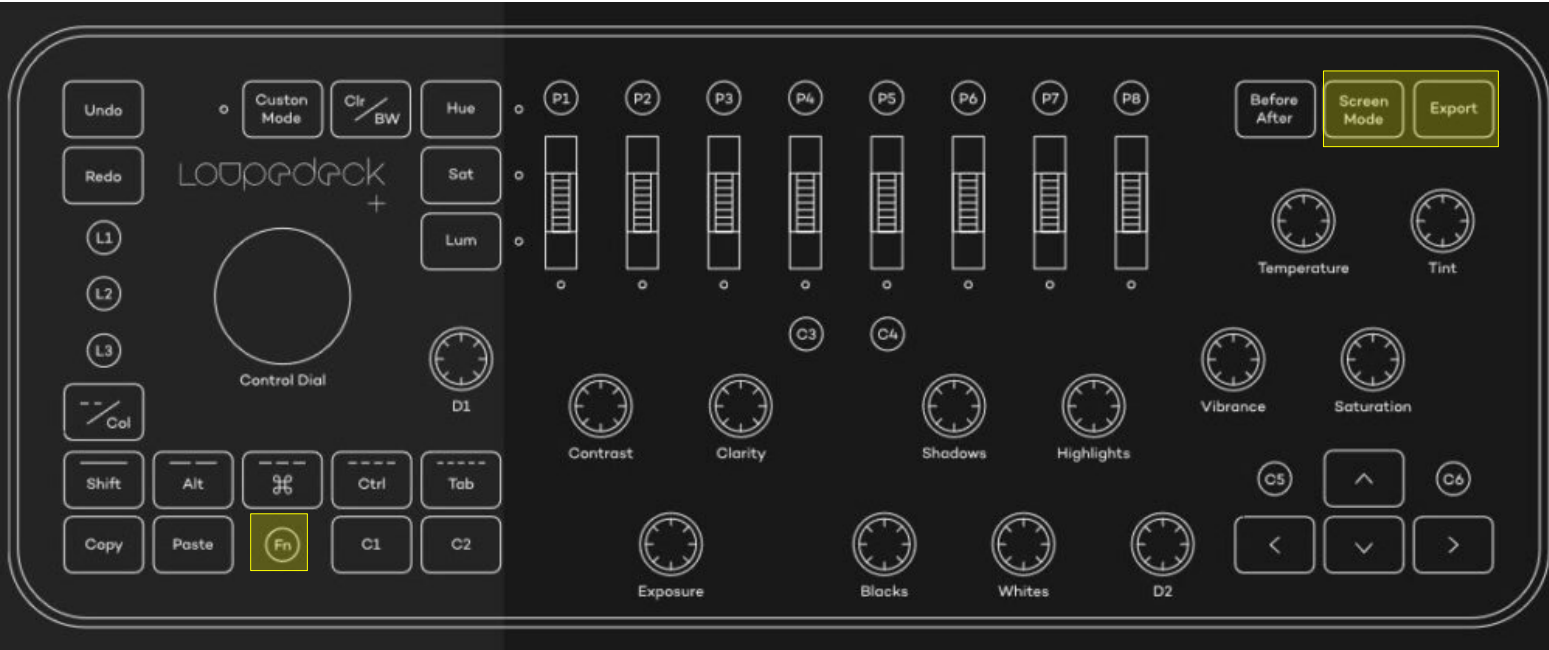
- Darktable detects USB/Midi devices at startup so the device should be plugged in before starting darktable and should be removed after a session
- You have
 - to switch on „enable fallbacks“ in the preferences/shortcuts section
 - must import the loupedeckplus.rc mappings
- Nothing finalized but working nicely, hanno

Global Loupedeck+ Keys



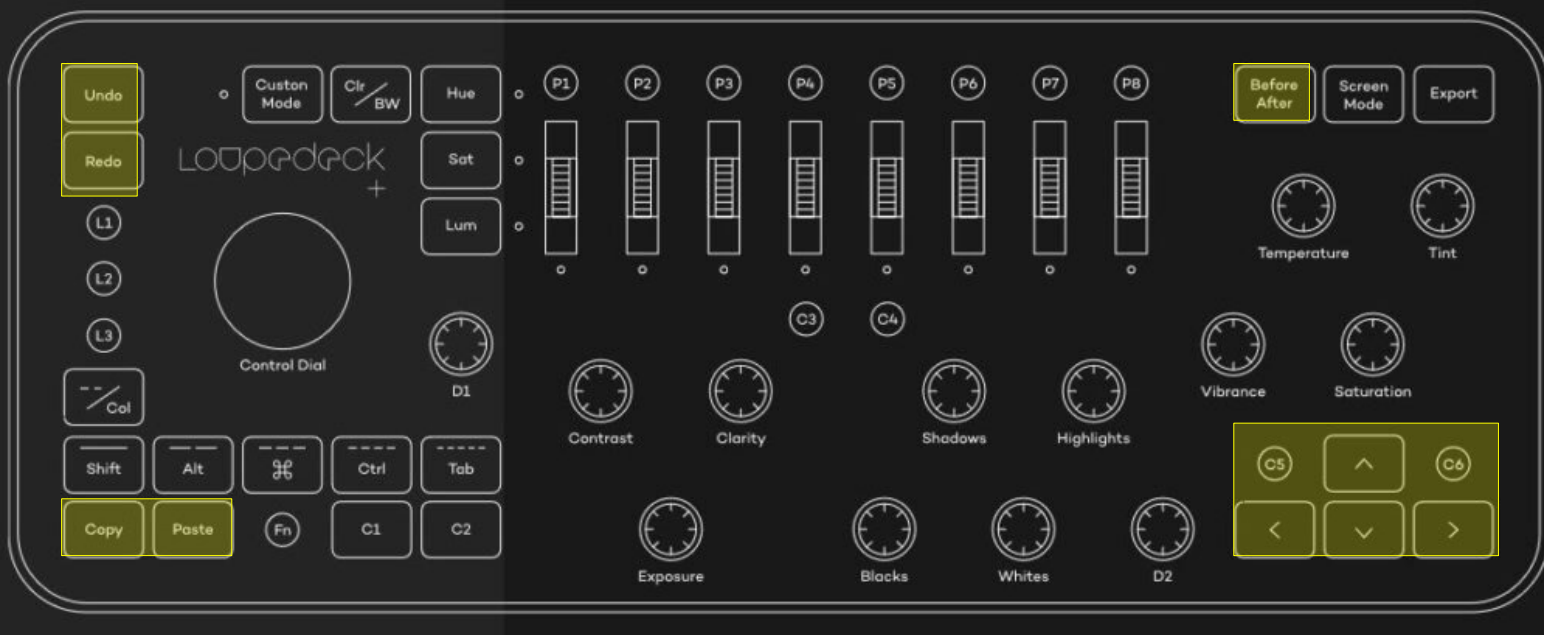
- The global Shift, Ctrl and Alt keyboard modifiers used to change speed on any slider / rotation knob are mapped to
 - **L1** → Shift
 - **L2** → Ctrl
 - **L3** → Alt
- All references later in this manual refer to Shift, Ctrl or Alt instead of **L1**, **L2** and **L3**
- Holding **C1** and **C2** are used to change the mode of a knob in some modules
- A click on any knob/slider resets to default

Basics



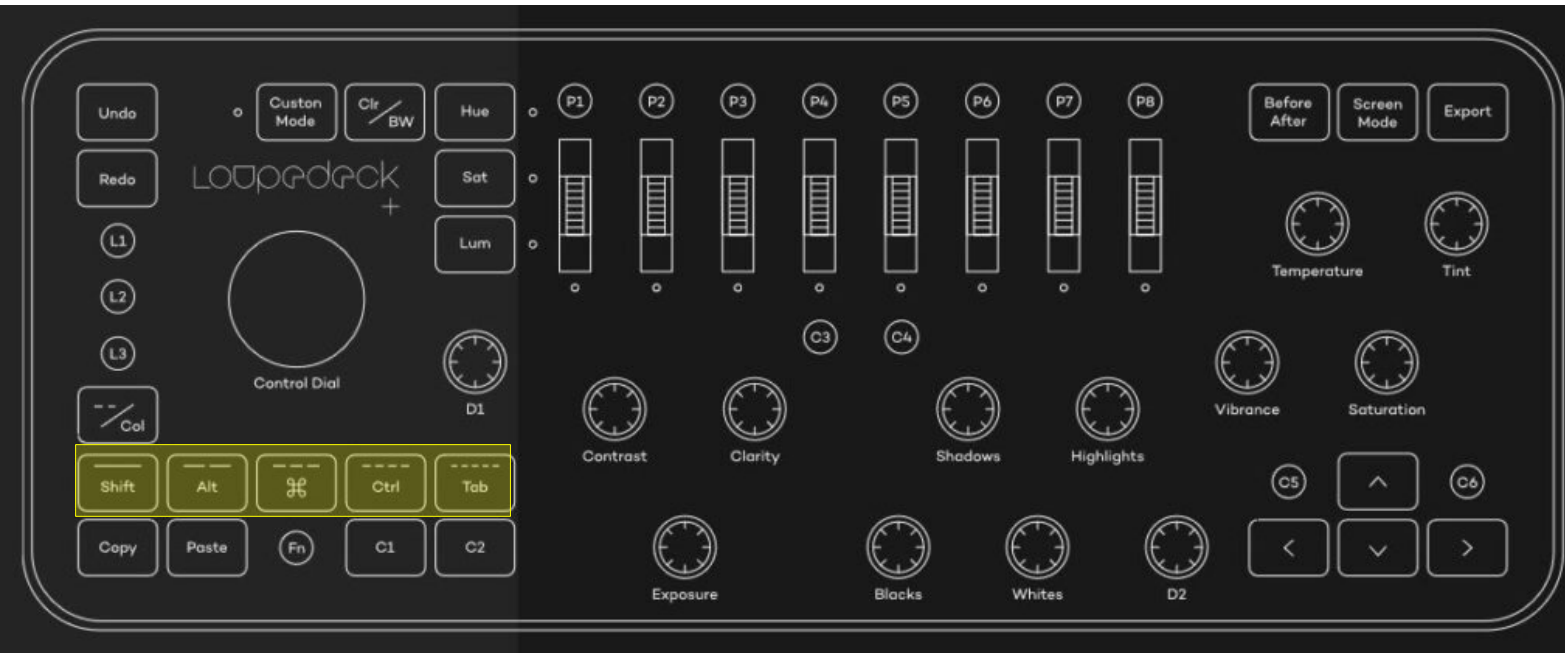
- **Screen Mode** toggles between window and fullscreen mode
- **Fn** starts darkroom and back
- **Export** does what it says

Darkroom Basics



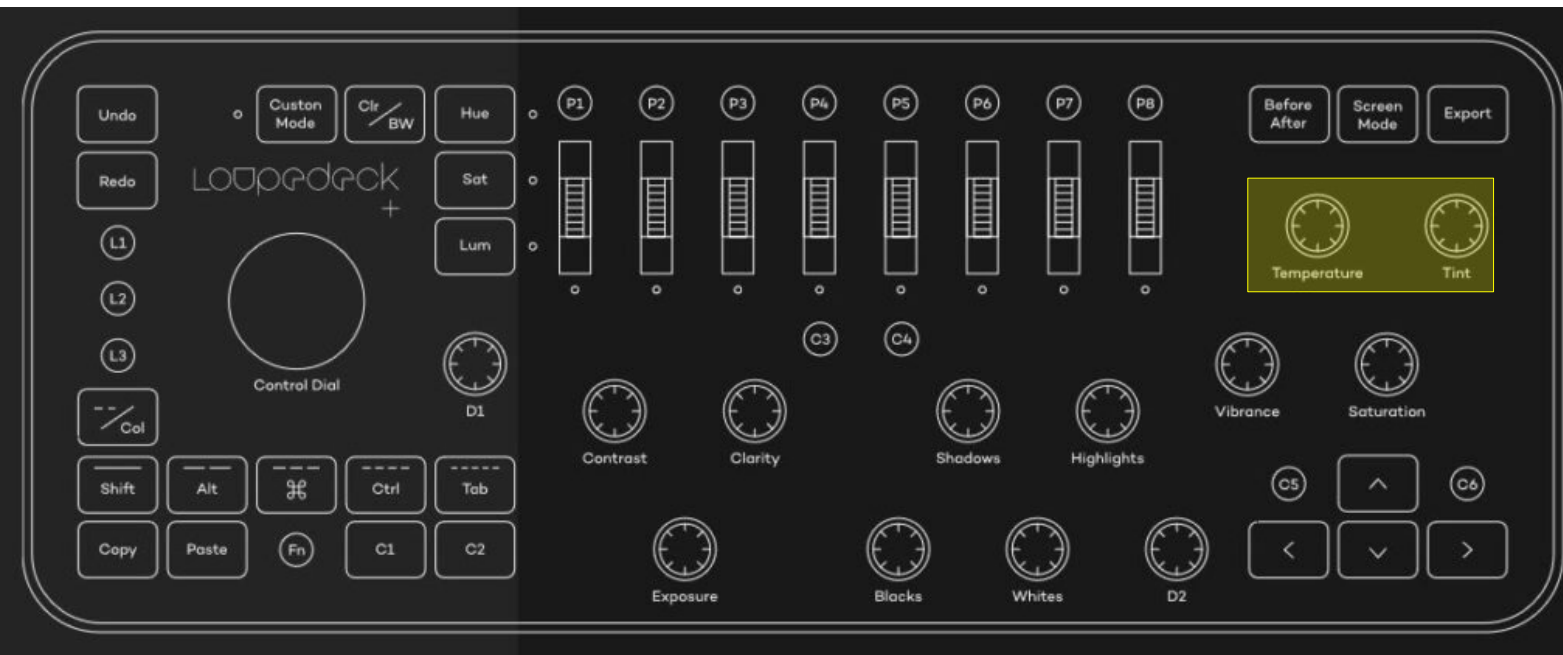
- **Undo**, **Redo**, **Copy** and **Paste** buttons are supported, **Shift-Copy** and **Shift-Paste** call the selective variants.
- **Shift-Before-After** takes a snapshot, **Before-After** toggles it on/off
- **Left** and **Right** move to previous or next image
- **Up** does a close up zoom, **Down** fits zoom, **Shift-Up** zooms in, **Shift-Down** zooms out
- **C5** toggles color assesment mode, **Ctrl-C5** toggles focus peaking

Color labels and star rating



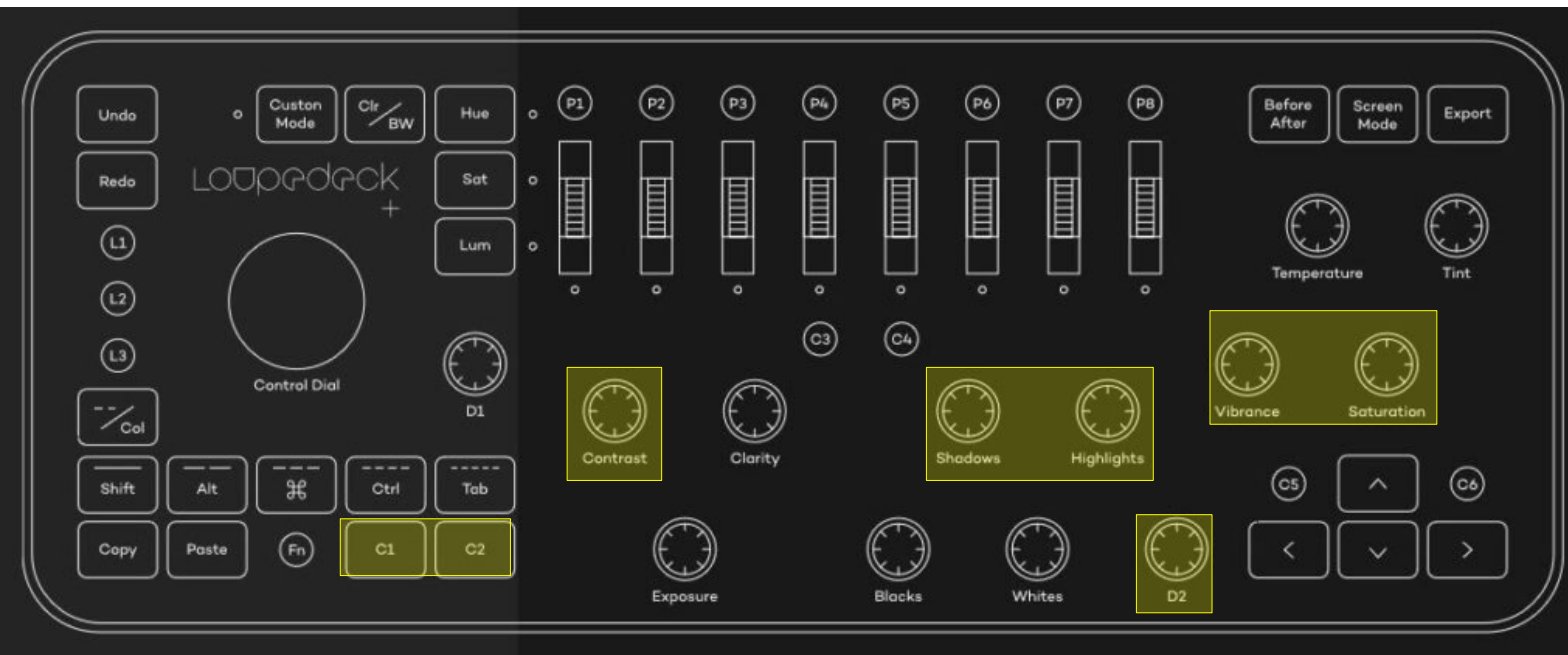
- Pressing one of the color keys (find them as **Shift, Ctrl, #, Alt and Tab**) toggles the color labels of selected images or the image developed in darkroom.
- Using the **Shift**-variants by using the global modifier key toggles star ratings

Color calibration



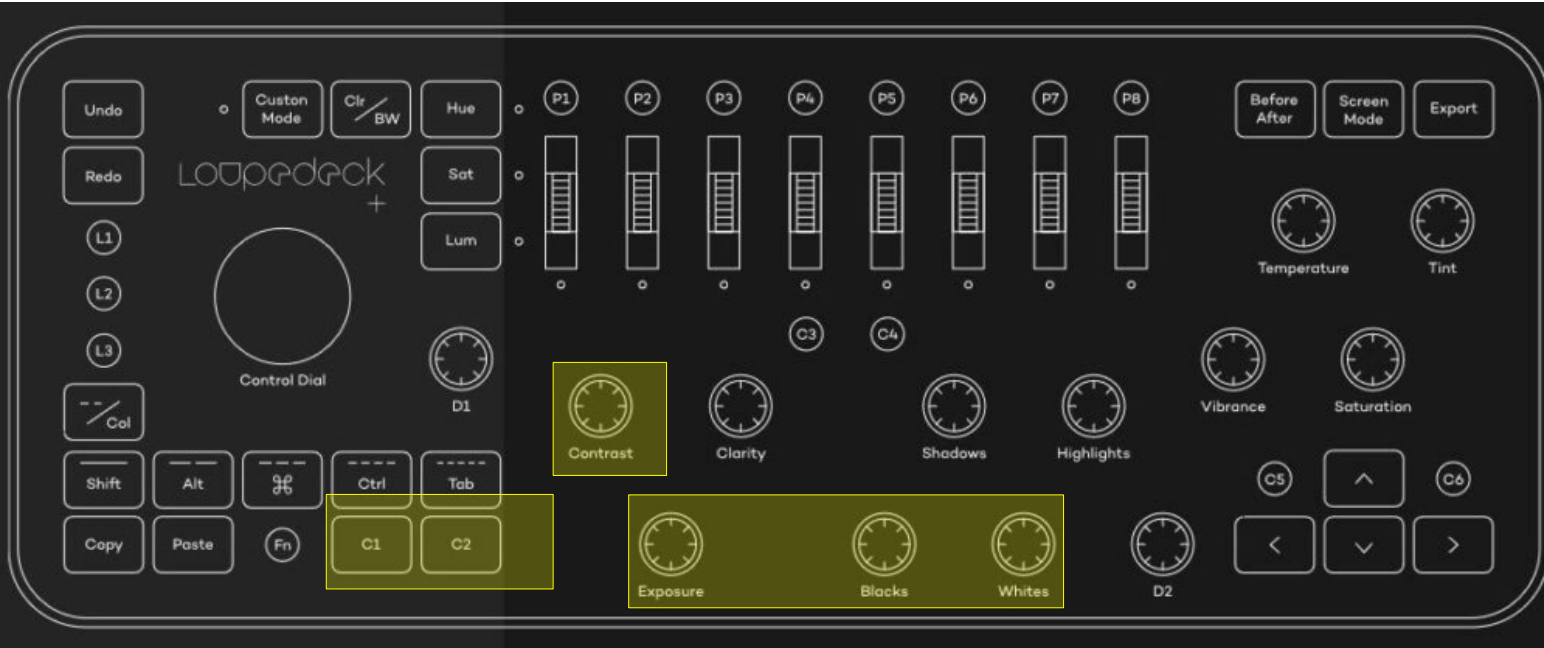
- **Temperature** is applied if supported for the chosen illuminant in CAT tab.
- **Tint** changes hue if supported in CAT tab.
- **ALT-Temperature** changes the illuminant setting

Color balance rgb



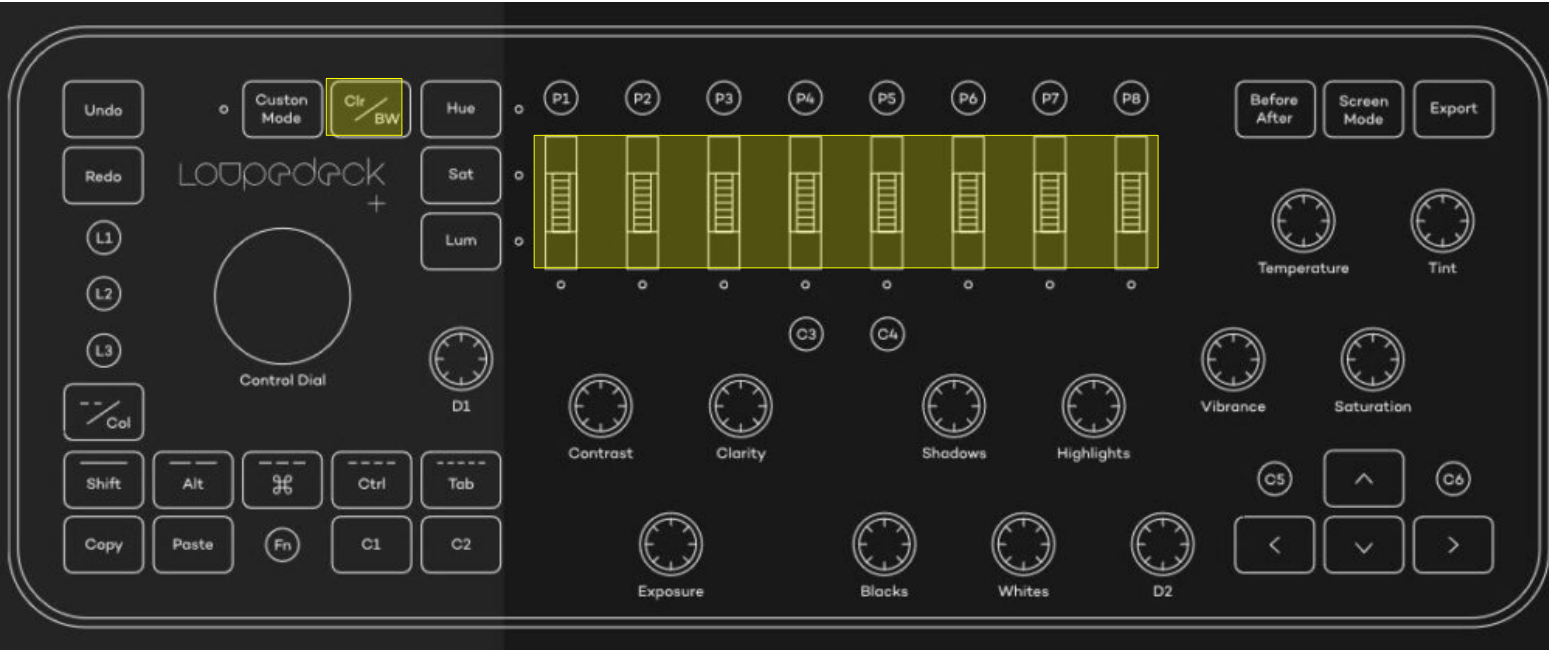
- **Vibrance** and **Saturation** set the global settings
- **C1-Saturation** sets global chroma
- **C2-Saturation** sets global brilliance.
- **Shadows**, **Highlights** and **D2** (midtones) all work on perceptual saturation grading, you can combine them with **C1** for chroma or **C2** for brilliance gradings.
- **Contrast**
- **Click-Saturation** resets module to defaults

Exposure and Sigmoid



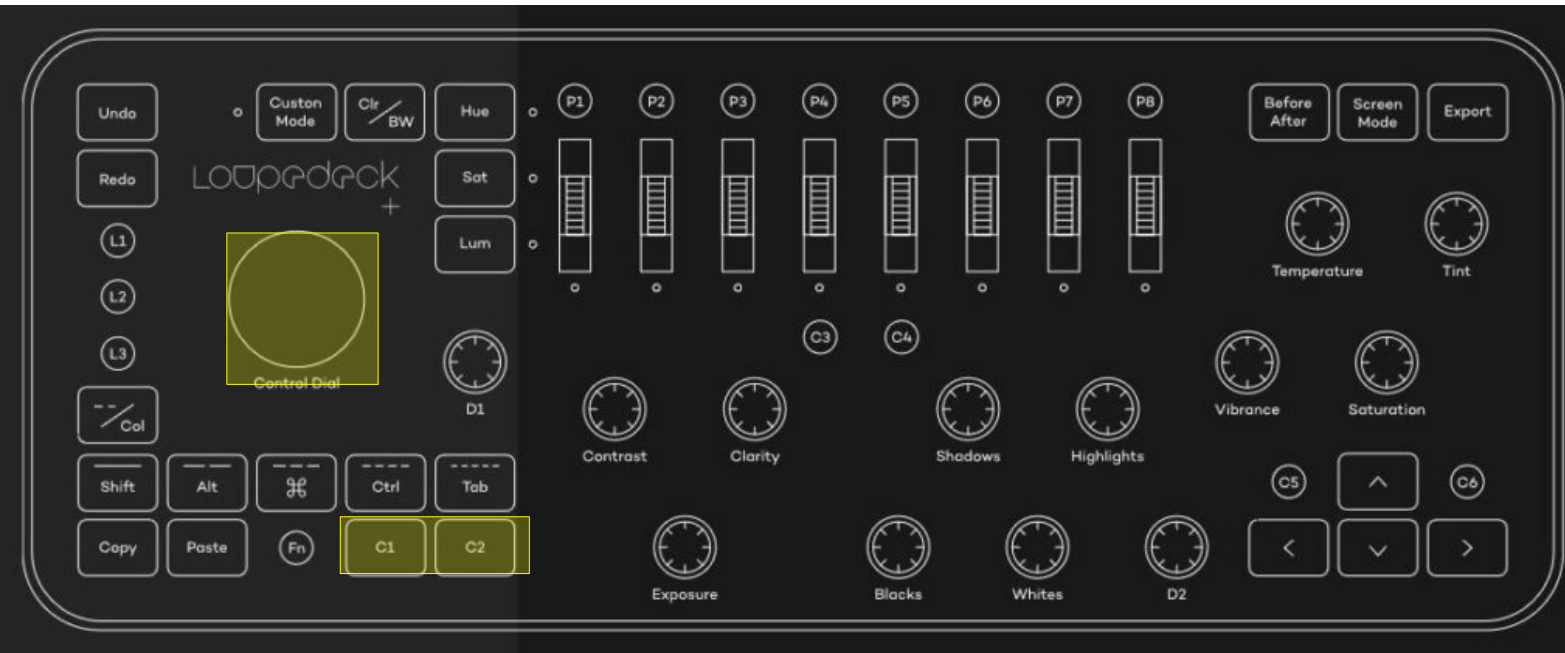
- Access to Exposure and Sigmoid settings.
- **Exposure** works in exposure
- **Contrast** works in sigmoid
- **Blacks** and **Whites** set sigmoid black & white target
- **C1-Contrast** sets sigmoid skew
- **C2-Contrast** sets sigmoid preserve hue

Tone Equalizer



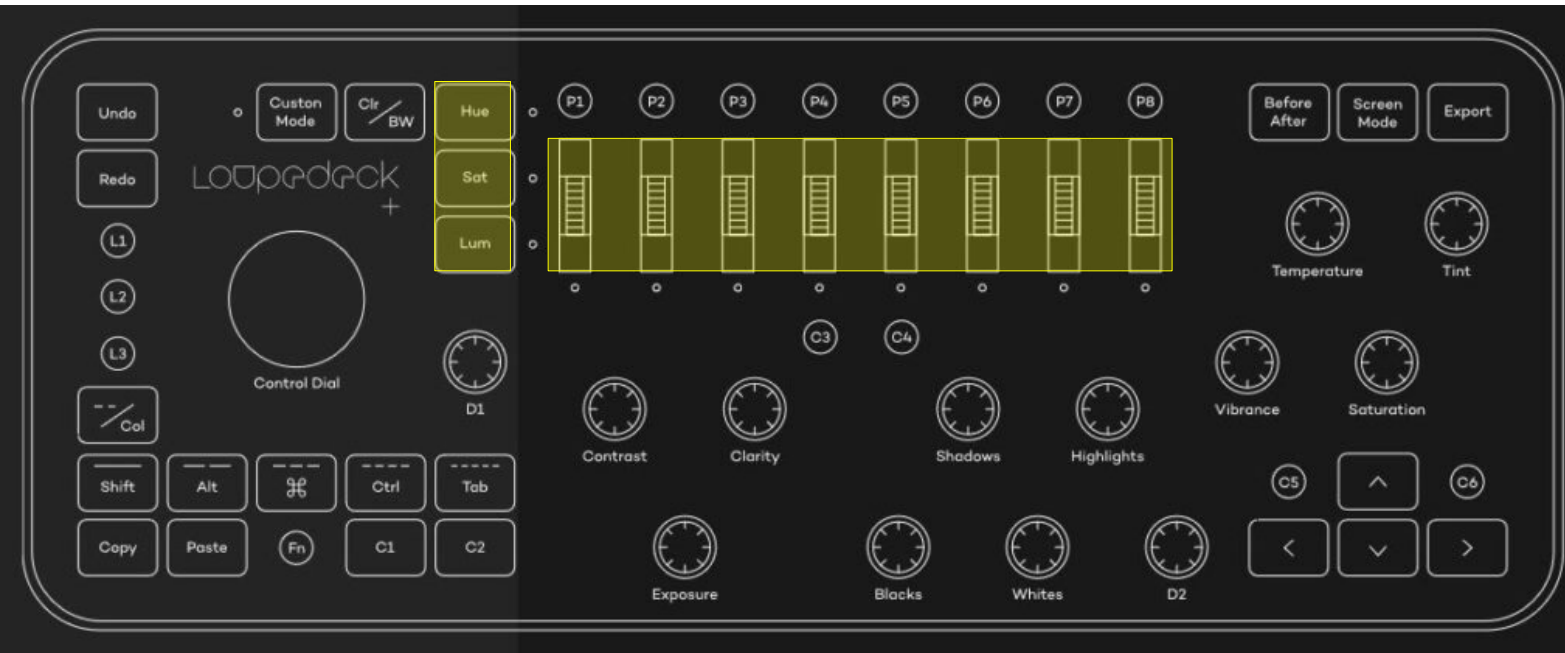
- If the scrollers have been selected to be used in **Clr/BW mode**, they all work in the advanced tab of tone equalizer

Rotation



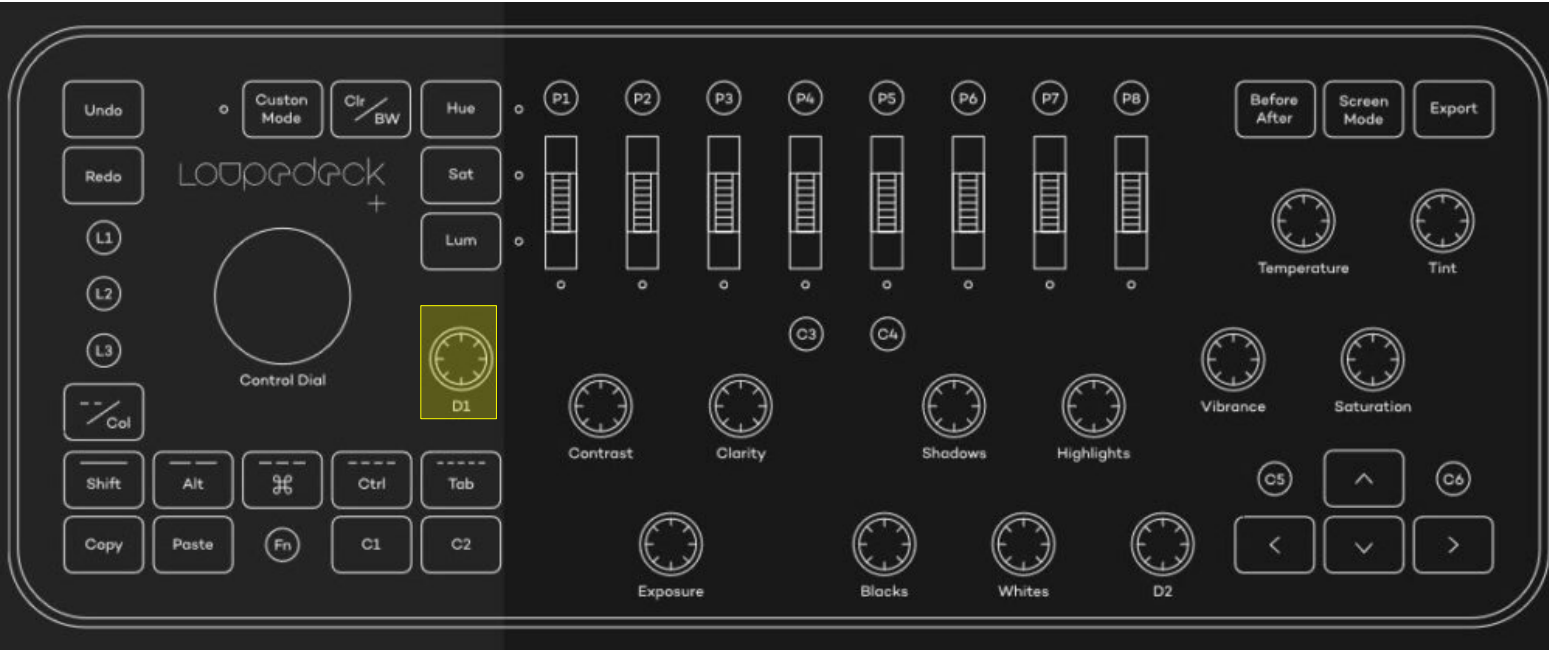
- **Control Dial** rotates the image via the rotate and perspective module
- **C1-Control Dial** sets vertical shear
- **C2-Control-Dial** sets horizontal shear

Color Zones



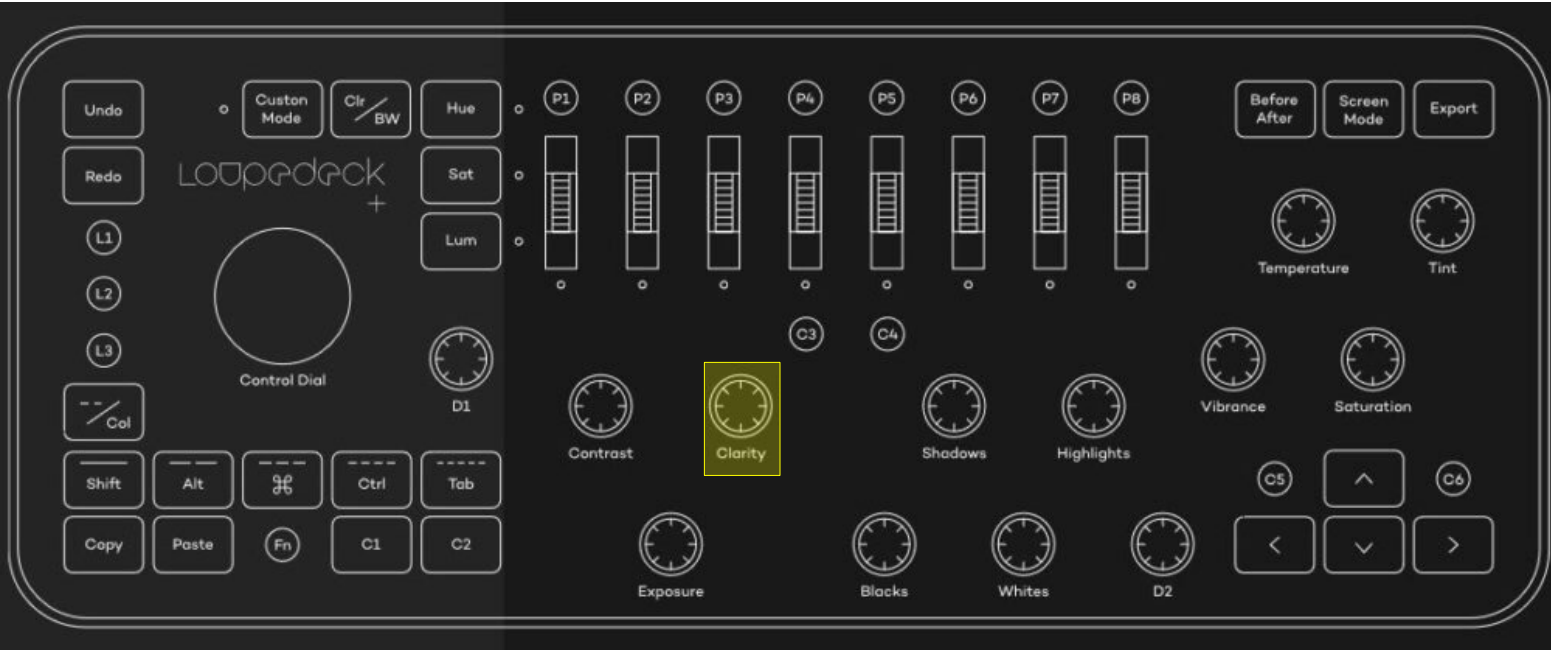
- If the scrollers have been selected via **Hue**, **Sat** or **Lum** they have selected the corresponding tab in Color Zones

Highlights



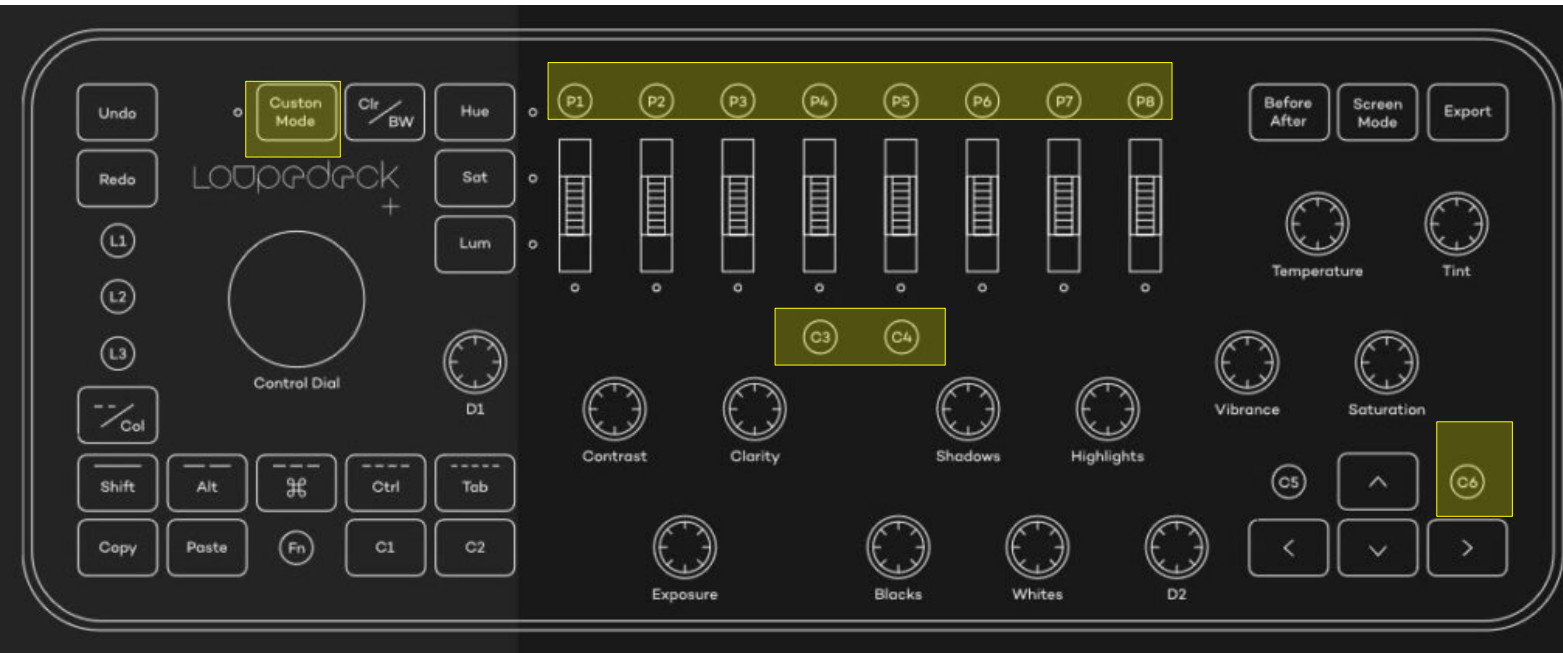
- **D1** works in highlights reconstruction and sets the clip threshold

Effects



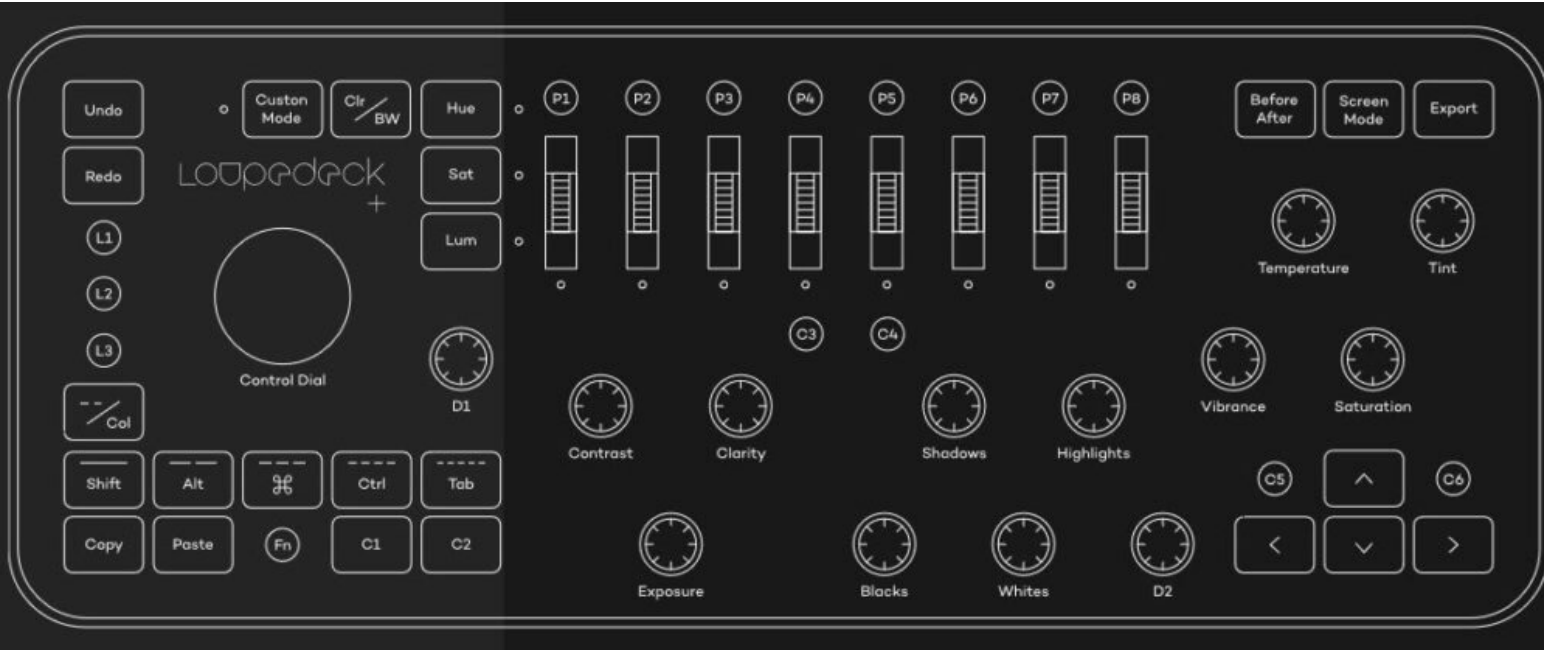
- **Clarity** works in haze removal and sets strength
- **C1-Clarity** sets the distance

Currently unused reference



- **P1** to **P8** for user defined presets or styles
- **Custom mode** (could be used for even more equalizers or alike)
- **C3** and **C4**, **C6** buttons

Known issues



- If you switch between tabs for the equalizers loupedeck is **not** able to follow this! So the scrollers take effect on what is selected by the loupedeck+ buttons and not the tab seen in darkroom