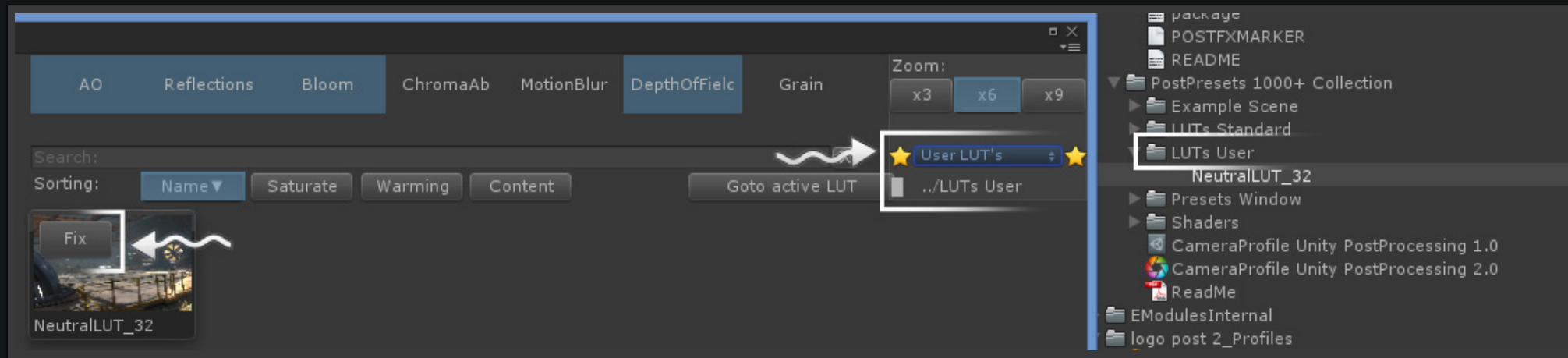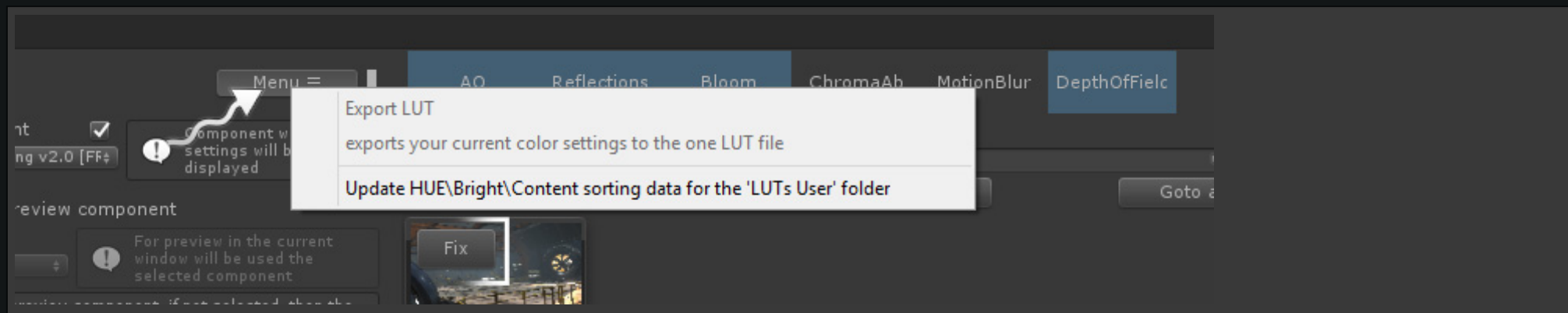You can place your own LUTs in the special folder (1000+ only)

Note that the texture should have the appropriate format, if you have not configured it, you can simply press the 'FIX' button

If you need to sort them, you will need to create a sorting table for your LUTs To do this, go to the menu and select the appropriate item (1000+ only)

user parameters are stored in the folder with the plugin, the dot in front of the file name point that the file will not be read by the Unity engine

plug-in data:

- .Favorites keeps your favorite LUTs
- .LUTs Standard keeps sorting params for standard luts
- .LUTs User keeps sorting params for your luts

[ColorGradients]		
[EditorWindow]		
[Example]		
.Favorites	data	
.LUTs Standard	data	
.LUTs User	data	