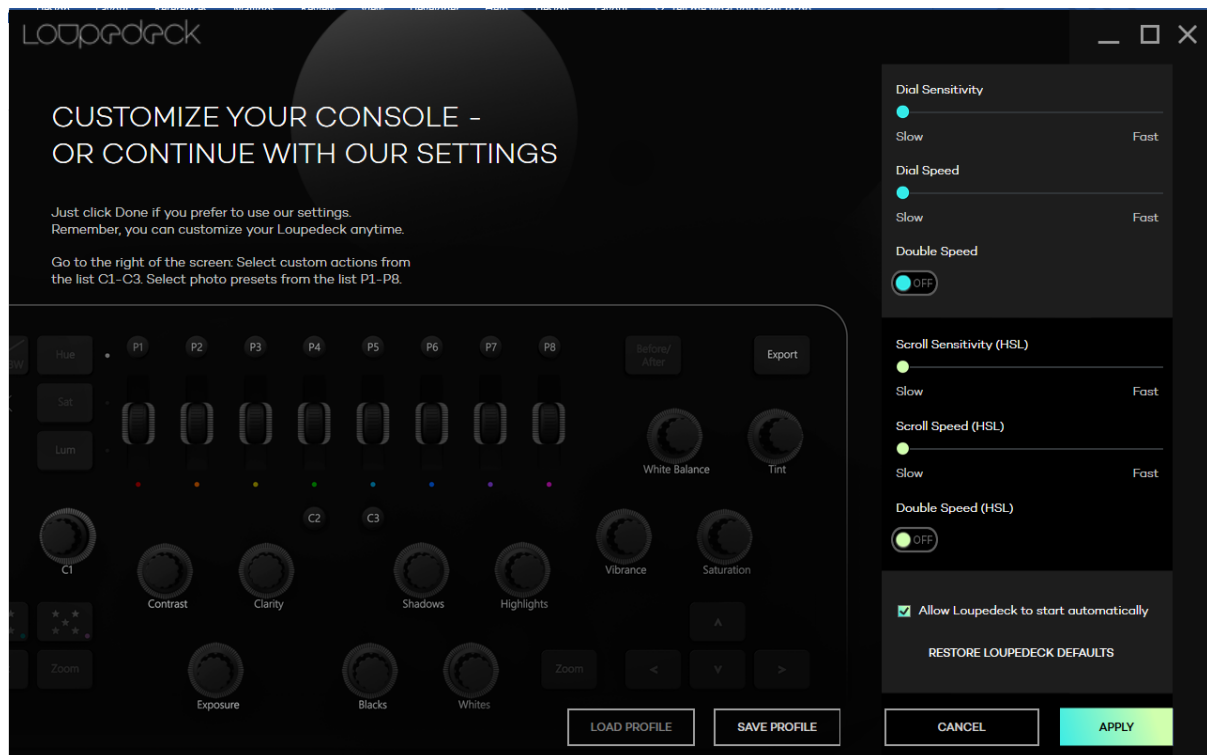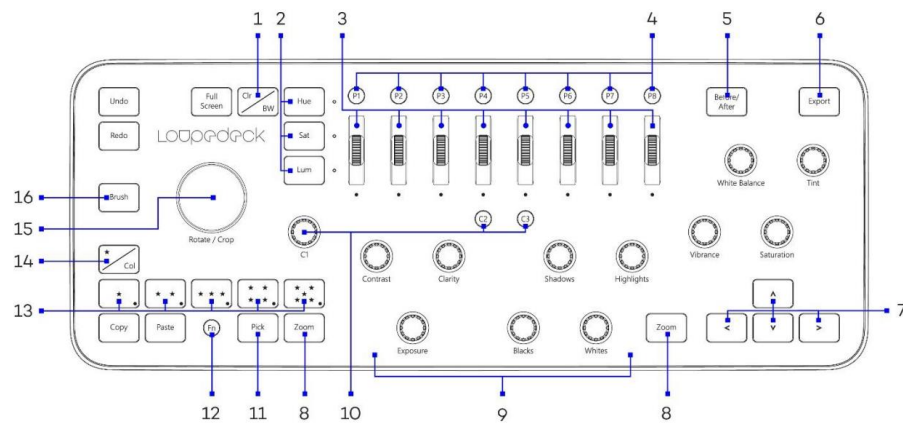# LOUPEDECK

USER GUIDE FOR DARKTABLE 3.80

WORKING WITH LOUPEDECK on Darktable 3.80

Please note that the deck HAS to be set to the original defaults and setup with the original software 1.1. <u>NOT 1.5</u>

Even though it's really easy to understand what the buttons, dials, and scrolling wheels in Loupedeck do, here's a checklist in case you want to check a function.

1. Toggle between the Color and Black/White modes **(reassigned to switch to Monochrome in DT)**

2. Hue, Saturation and Luminosity buttons

3. Individual adjustments for the separate color channels (activated by the Hue, Sat and Lum buttons)

- Turn/rotate to adjust
- Press to reset the values
- Continuous rotation

4. Configurable preset buttons

- **(P1 – 8 reassigned to Filmic presets in DT)**

5. Compare the "before" and "after" states of your photo **(Will take a Snapshot of the selected history entry and add to Snapshots)**

6. Export the photo/photos that you have selected in the filmstrip

7. Navigation buttons

8. Quick zoom in/out

9. Dials

- Turn/rotate to adjust
- Press to reset the values
- Continuous rotation

10. Customizable C1 dial and C2 and C3 buttons

- **(C1 reassigned to initialise hardware in DT)**
- **(C2 + scroll reassigned to brush in DT)**
- **(C3 + scroll reassigned to brush in DT)**

11. Flag the picture with Pick or Reject. **Not assigned**

12. Home and additional functions button (activates secondary controls)

13. Filter photos by star ratings or color labels **(reassigned to assign star or color rating in DT)**

14. Toggle between the star rating or color label **(reassigned to toggle mask polarity in DT)**

15. Rotate picture and activate crop tool

16. Brush tool **(reassigned to toggle mask visibility in DT)**
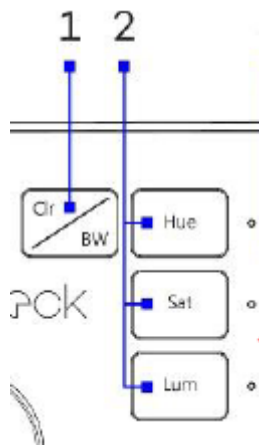
1. Toggle between the Color and Black/White modes. **(This now activates the red filter in Monochrome)**

shortcut	action	element	effect	speed	instance
▼ active view					
F7	processing modules/monochrome/preset/red filter				preferred

2. Hue, Saturation and Luminosity buttons

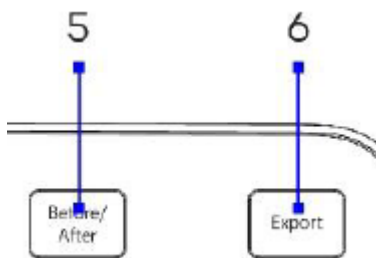| shortcut	action	element	effect	speed	instance
D7	processing modules/color zones/channel	hue	activate		preferred
D#7	processing modules/color zones/channel	saturation	activate		preferred
E7	processing modules/color zones/channel	lightness	activate		preferred
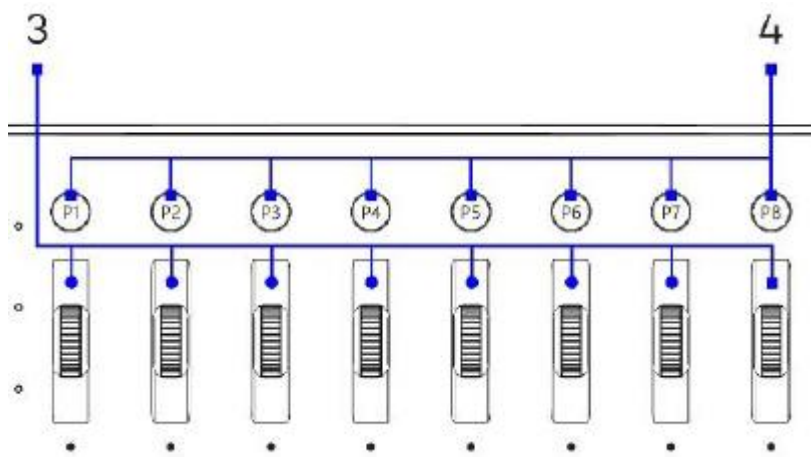
3. Individual adjustments for the separate color channels (activated by the Hue, Sat and Lum buttons)

▪ Turn/rotate to adjust

▪ Press to reset the values

▪ Continuous rotation

shortcut	action	element	effect	speed	instance
▼ active view					
CC1	processing modules/color zones/graph	red		0.050	preferred
CC2	processing modules/color zones/graph	orange		0.050	preferred
CC3	processing modules/color zones/graph	yellow		0.050	preferred
CC4	processing modules/color zones/graph	green		0.050	preferred
CC5	processing modules/color zones/graph	aqua		0.050	preferred
CC6	processing modules/color zones/graph	blue		0.050	preferred
CC7	processing modules/color zones/graph	purple		0.050	preferred
CC8	processing modules/color zones/graph	magenta		0.050	preferred
CC9	processing modules/color zones/graph	red		0.050	preferred
CC10	processing modules/color zones/graph	orange		0.050	preferred
CC11	processing modules/color zones/graph	yellow		0.050	preferred
CC12	processing modules/color zones/graph	green		0.050	preferred
CC13	processing modules/color zones/graph	aqua		0.050	preferred
CC14	processing modules/color zones/graph	blue		0.050	preferred
CC15	processing modules/color zones/graph	purple		0.050	preferred
CC16	processing modules/color zones/graph	magenta		0.050	preferred
CC17	processing modules/color zones/graph	red		0.050	preferred
CC18	processing modules/color zones/graph	orange		0.050	preferred
CC19	processing modules/color zones/graph	yellow		0.050	preferred
CC20	processing modules/color zones/graph	green		0.050	preferred
CC21	processing modules/color zones/graph	aqua		0.050	preferred
CC22	processing modules/color zones/graph	blue		0.050	preferred
CC23	processing modules/color zones/graph	purple		0.050	preferred
CC24	processing modules/color zones/graph	magenta		0.050	preferred
F0	processing modules/color zones/graph	red	edit	1.000	preferred
F#0	processing modules/color zones/graph	orange	edit	1.000	preferred
G0	processing modules/color zones/graph	yellow	edit	1.000	preferred
G#0	processing modules/color zones/graph	green	edit	1.000	preferred
A0	processing modules/color zones/graph	aqua	edit	1.000	preferred
A#0	processing modules/color zones/graph	blue	edit	1.000	preferred
B0	processing modules/color zones/graph	purple	edit	1.000	preferred
C1	processing modules/color zones/graph	magenta	edit	1.000	preferred

4. Configurable preset buttons. (P1 – 8 reassigned to Filmic presets in DT)

shortcut	action	element	effect	speed	instance
active view					
▼ other views					
G#5	processing modules/filmic/preset/09 EV (low-key)				preferred
A5	processing modules/filmic/preset/10 EV (indoors)				preferred
A#5	processing modules/filmic/preset/11 EV (dim outdoors)				preferred
B5	processing modules/filmic/preset/12 EV (outdoors)				preferred
C6	processing modules/filmic/preset/13 EV (bright outdoors)				preferred
C#6	processing modules/filmic/preset/14 EV (backlighting)				preferred
D6	processing modules/filmic/preset/15 EV (sunset)				preferred
D#6	processing modules/filmic/preset/16 EV (HDR)				preferred

5. Compare the "before" and "after" states of your photo **(Will take a Snapshot of the selected history entry and add to Snapshots)**

6. Export the photo/photos that you have selected in the filmstrip. Same as **ctrl + e**

shortcut	action	element	effect	speed	instance
▼ active view					
ctrl+e	utility modules/export/export		activate		
E6	utility modules/export/export		activate		
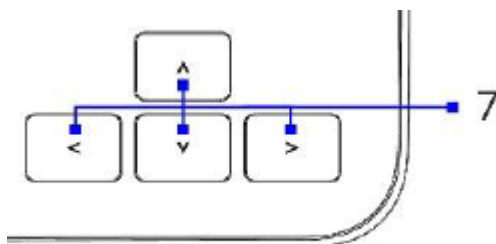
7. Navigation buttons

shortcut	action	element	effect	speed	instance
▼ active view					
left	views/darkroom/move/horizontal		down	1.000	
up	views/darkroom/move/vertical		up	1.000	
right	views/darkroom/move/horizontal		up	1.000	
down	views/darkroom/move/vertical		down	1.000	
other views					
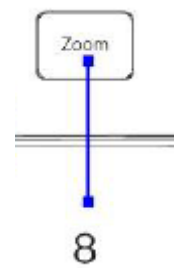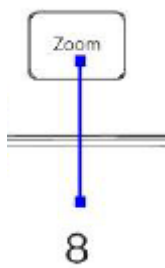
8. Quick zoom in/out

shortcut	action	element	effect	speed	instance
F6	views/darkroom/zoom out				
F#6	views/darkroom/zoom in				
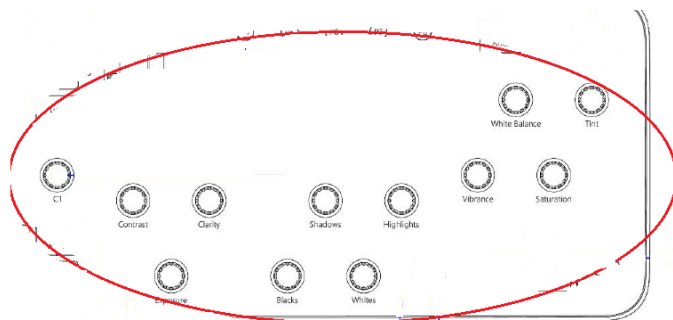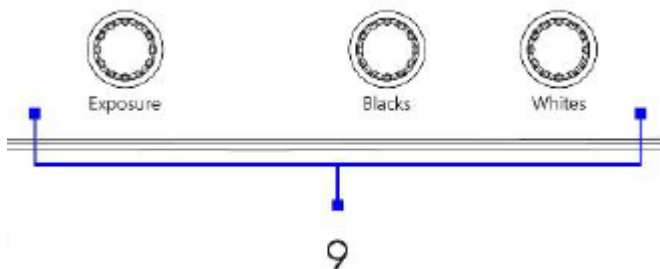
9. Dials have been assigned to the corresponding DT Processing module functions (Vibrance is Brightness in the **Contrast Brightness Saturation** module)

- Turn/rotate to adjust

- Press to reset the values

- Continuous rotation

| shortcut	action	element	effect	speed	instance
CC33	processing modules/exposure/exposure	value		0.050	preferred
CC34	processing modules/tone equalizer/blacks	value		0.050	preferred
CC35	processing modules/tone equalizer/whites	value		0.050	preferred
CC36	processing modules/contrast brightness saturation/saturation	value		0.050	preferred
CC37	processing modules/contrast brightness saturation/brightness	value		0.050	preferred
CC38	processing modules/white balance/temperature	value		0.050	
CC39	processing modules/white balance/tint	value		0.050	
CC40	processing modules/shadows and highlights/highlights	value		1.000	preferred
CC44	processing modules/shadows and highlights/shadows	value		0.050	preferred
CC45	processing modules/haze removal/strength	value		0.050	preferred
CC46	processing modules/contrast brightness saturation/contrast	value		0.050	preferred

10
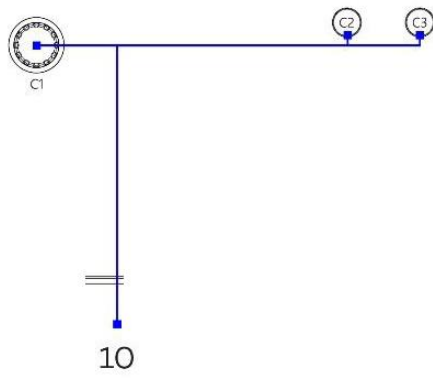
10. Customizable C1 dial and C2 and C3 buttons

- **(C1 push reassigned to initialise hardware in DT)**
- **(C1 turn not mapped)**
- **(C2 + scroll reassigned to brush hardness in DT)**
- **(C3 + scroll reassigned to brush opacity in DT)**
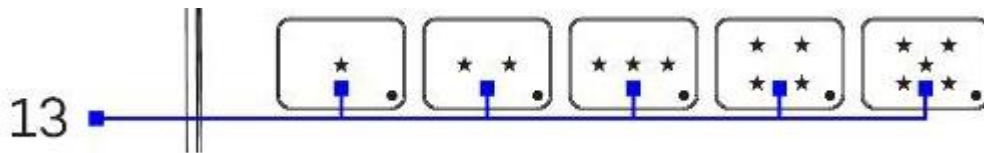
G7, scroll	views/darkroom/decrease brush hardness
G#7, scroll	views/darkroom/decrease brush opacity
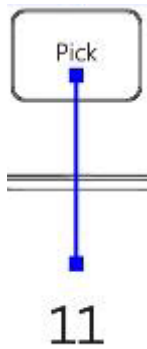
11

11. Flag the picture with Pick or Reject **(not assigned)**
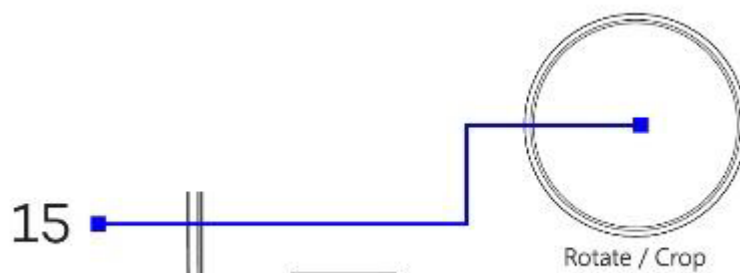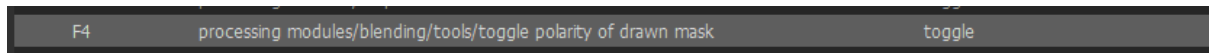

12
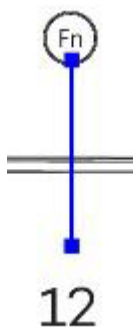
12. Home and additional functions button (activates secondary controls) **Not assigned**
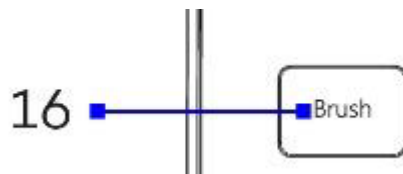
13. Filter photos by star ratings or color labels **(reassigned to star rating only. Color is applied by default F1 – F5)**
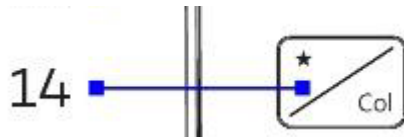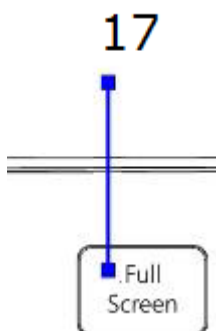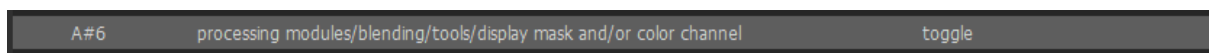

14. Toggle between the star rating or color label **(reassigned to Mask polarity)**

| F4 | processing modules/blending/tools/toggle polarity of drawn mask | toggle |

15. Rotate picture and activate crop tool

16. Brush tool **(reassigned to Mask visibility)**

| A#6 | processing modules/blending/tools/display mask and/or color channel | toggle |

17. Full Screen **(reassigned to open second screen)**

| C#7 | views/darkroom/second window | toggle |