LOUPEDECK CT

GENERAL USER GUIDE FOR LOUPEDECK CT

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INTRODUCTION TO LOUPEDECK CT DEVICE

[Click here to watch a full Introduction Tutorial, so you can begin editing with your Loupedeck CT right away.](#)

Loupedeck CT is a versatile console designed to support your creative processes. It has internal storage, a Bluetooth connection (available in later software update), two touchscreens that handle 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 to the device to use them wherever you go.

BLUETOOTH

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

DETACHABLE USB CABLE

Loupedeck CT is equipped with:

- 1m detachable USB C to A cable.

SYSTEM REQUIREMENTS

Operating system:

- Windows 10

- MacOS 10.13+

Supported Software:

- For a full list of supported software, please visit https://loupedeck.com/en/products/loupedeck-ct

Note! Internet connection required to download Loupedeck software.

We recommended that you select an English Keyboard Layout when using Loupedeck for a smooth experience and to allow certain shortcut-based actions to run as intended.

LOUPEDECK CT ELEMENTS

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
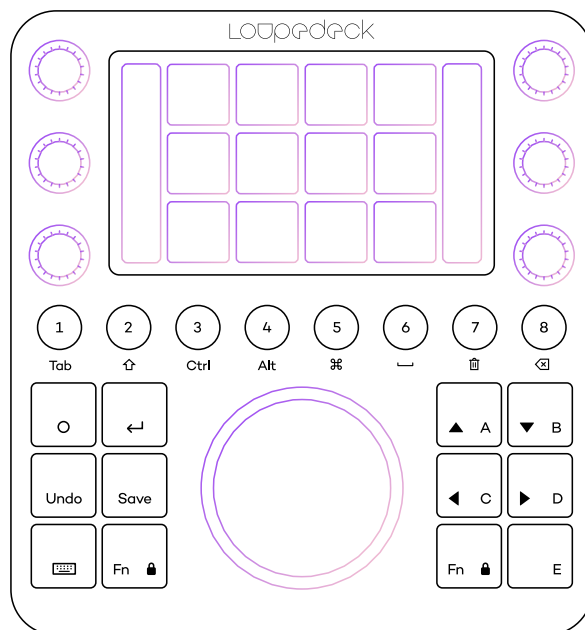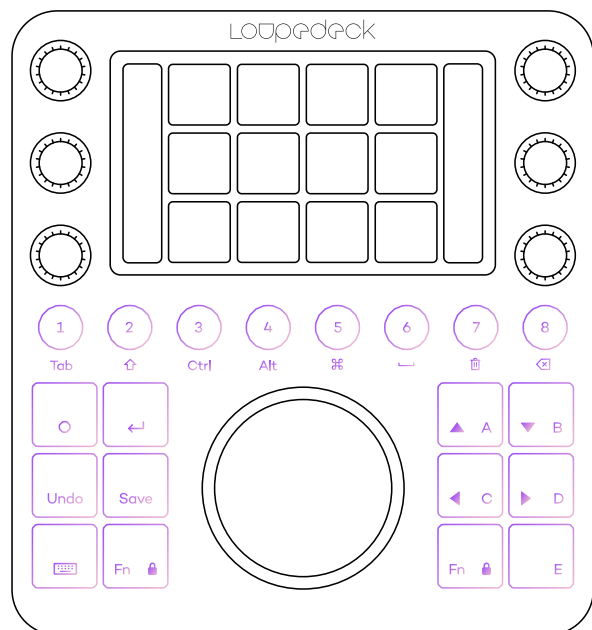
General Elements

All of the **Round Buttons** and some of the **Square Buttons** are customizable. These control elements are generally used across all areas of your editing software and their function remains constant and fixed and does not change according to the editing software used.

All buttons are equipped with RGB color backlight, which is used to indicate the type of action assigned to the button.

Workspace Elements

The content of **Dials**, **Touch Buttons** and the **Wheel** changes based on the current workspace and all content is fully customizable.

Dials are separated into two banks (located on the left and right). Dials control variable values (e.g., slider values, brush size, levels, etc.). Dials also have a press function, which is usually assigned to resetting the value back to zero.
Dial information is displayed on the left and right bars of the **Touch Screen** (next to the dials).

Touch Buttons are used to activate different functions (e.g., tools, macros, presets, and actions). Touch buttons have back-colored icons which indicate the type of the function assigned – icon colors match with the buttons' backlight color.

The Wheel combines both dial and button functions and can be used to control both variable values and to activate functions.

The Wheel has a number of different kinds of templates (e.g., lists, "action cakes", etc.) and widgets (e.g., color wheel and clock), which are selected based on the functions needed.

SETTING UP LOUPEDECK CT

Click here to watch a mini tutorial on how to set up your Loupedeck CT.

To set up your Loupedeck CT, first download and install Loupedeck Software. Managing Loupedeck CT's Workspaces, Pages and Actions is done by using the Loupedeck Setup application.

You can also find application-specific User Guides here.

For more info on getting started with Loupedeck Software v4.2, please click here.

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"

MacOS:

- Menu Bar:

    - Click on Loupedeck icon

    - Select "Open Setup.."

- Application Folder:

    - Locate and click on "Loupedeck"

- Make sure that Loupedeck Setup app has needed permissions to run:

    - Go to System Preferences

    - Click on Security & Privacy

    - Click on Accessibility

    - Check the box next to 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 is the overview of the device and can be used for navigating the control elements (e.g. touch screen, dials), workspaces and pages
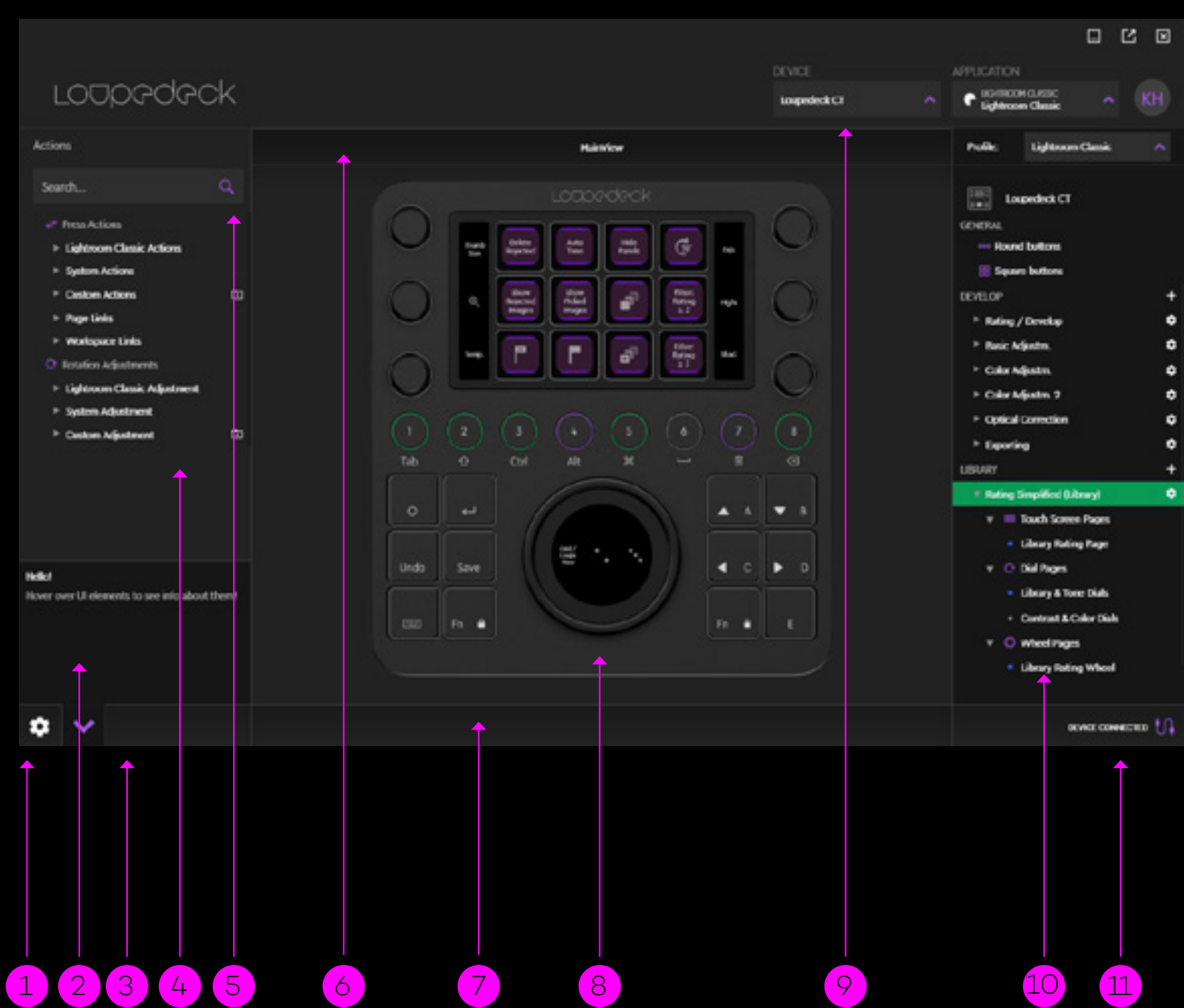
1. Loupedeck Settings (⚙)

2. Info view displays information about the component under the mouse pointer

3. Quick guide, a brief overview of the software

4. Action panel's (on left side) main groups contain Actions and Adjustments assignable to the device

5. Search for the content you wish to assign (drag and drop on the Loupedeck CT)

6. Device View info bar containing view information including workspace and page names

7. Notification bar

8. Loupedeck CT console

9. Select your Loupedeck device (left), target application (right), and the profile (right) which you want to configure

10. Navigation panel (right side) containing all configurable control elements, workspaces and pages

11. Device connection information

LOUPEDECK CT SYSTEM & COLORS

Loupedeck CT's system uses colors to indicate different types of actions and functions that are assigned to the device – these types and colors are comprehensively shown throughout this manual.

WORKSPACE

Workspace is like a toolbox containing a specific set of tools – it is the base level for Loupedeck system. Workspaces are usually assigned to round buttons (1-8 and FN + 1-8). A Link to a workspace is marked with the green color.

One of the workspaces can be assigned as Home workspace (e.g. Workspace 2).

Examples of using workspace system:

1. Dividing workflow into Workspaces:
   • File Selecting Workspace
   • Retouch Workspace
   • Export Workspace

2. Dividing specific tools into Workspaces:
   • Rating Tools Workspace
   • Area and Eraser Tools Workspace
   • Export & Saving Presets Workspace

Actions and adjustments assigned to a workspace are controlled with three Workspace Elements (example actions/adjustments in brackets)

   • Touch Buttons (select brush)
   • Dials (adjust brush tip size)
   • Wheel (zoom in to the image for precise drawing)

PAGES

Workspaces have at least one Page, Touch Page, and Wheel Page to which you can assign actions and other functions, e.g. page links which are marked with a blue color.

As six dials or twelve touch buttons may not cover all the functions needed, so every workspace element (e.g. dials, touch buttons and the wheel) can contain multiple pages. These pages can be accessed by swiping the screen or using page links assigned to the device. In the diagram below Workspace contains three (3) Dial Pages, two (2) Touch Pages and three (3) Wheel Pages, but the number of pages is not limited.
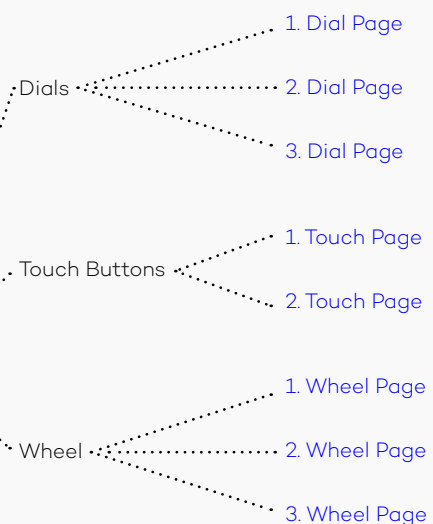
APPLICATIONS
Lightroom Classic
Illustrator
Premiere Pro
Photoshop
After Effects
Ableton Live
FCPX
Audition
Capture One

WORKSPACE 1.

WORKSPACE 2. (HOME)

WORKSPACE 3.

WORKSPACE 4.

Dials
1. Dial Page
2. Dial Page
3. Dial Page

Touch Buttons
1. Touch Page
2. Touch Page

Wheel
1. Wheel Page
2. Wheel Page
3. Wheel Page

⬛ DYNAMIC / ADAPTIVE CONTENT

Dynamic content can be a whole workspace or just one individual control element (e.g. touch screen). Dynamic content depends on the target software as the content is drawn from the target application itself. In most cases the user cannot customize adaptive content as it automatically changes based on the state of the editing software. Adaptive / dynamic content is marked with an orange color.

Some tools that have several tool related adjustable parameters are handled as adaptive/dynamic tools. As soon as these tools are activated, all the parameters and related adjustments are made available on the dials and the wheel.

⬛ ACTIONS (EDITING APPLICATION RELATED)

All pages can contain a set of Actions (pages can be also empty). These application-related Actions are marked with a purple color.

There are two types of application actions: Rotation adjustments and Press actions.

The example below shows that the first and second Dial Page contain two rotation actions, and all of them have also a press action that resets the rotation value.
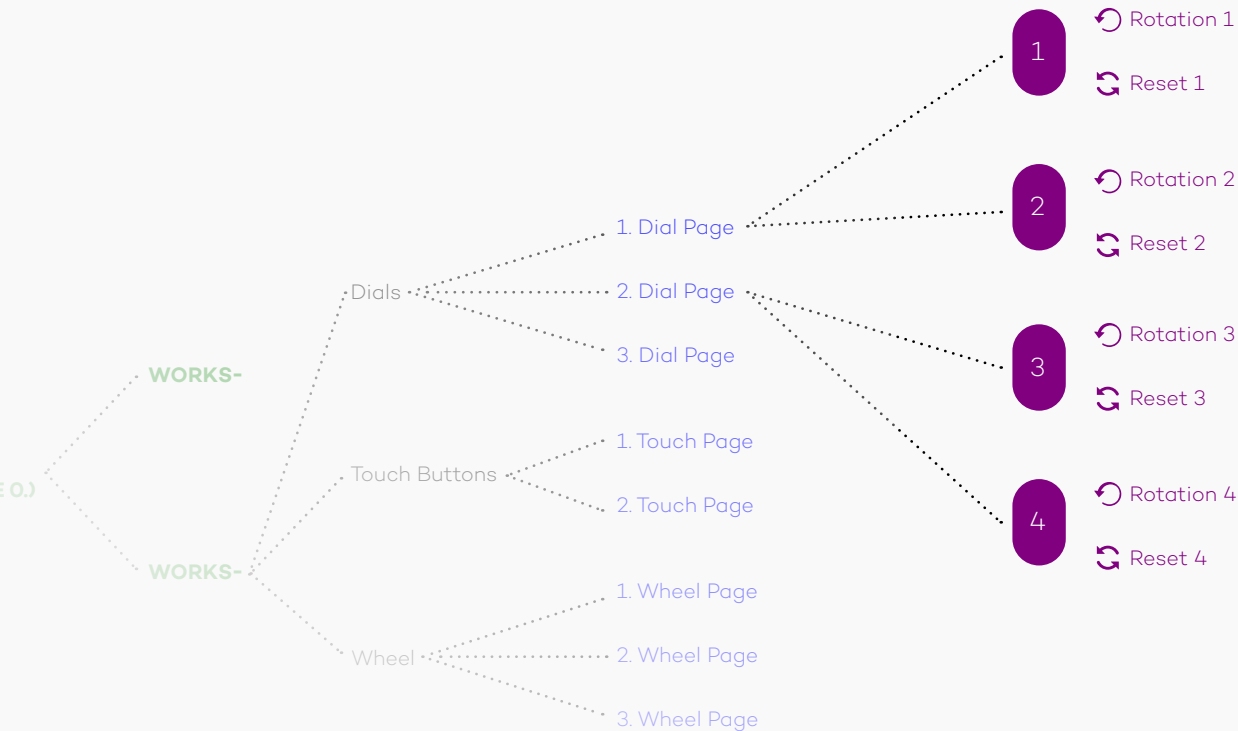
SYSTEM OR OS-BASED ACTIONS

As target application-related actions form one main group (e.g. Photoshop Actions), actions related to operating system or to Loupedeck system form two more main groups: System Actions and Windows/MacOS Actions. These main groups contain Operating System actions, device-related actions (e.g. screen brightness) and Loupedeck system-related actions – basically all the actions that are not inherited from the actual editing software. These actions are marked with a white color.

NOTIFICATION

Red indicates a user notification or an error – this is designed to draw your attention to a specific setting (e.g., Activated Keyboard Modifiers or Wheel Screen Lock).

COLOR OVERVIEW

GROUP	TYPE & COLOR	WHAT CAN YOU DO WITH IT?
Workspace(s) types	Adaptive / Dynamic Workspace (orange)	Adaptive workspace dynamically changes content on the dials, touch buttons and/or the wheel according to the state of the editing software. Parameters and tool adjustments are retrieved automatically from the software to the device. These cannot be assigned by the user.
	Workspace (green)	Workspace controls dials, touch buttons and the wheel – and is totally customizable by the user. Amount of workspaces is not limited.
Pages	Page link(s) (blue)	Workspace elements (dials, touch buttons, wheel) contain at least one, but can contain multiple, pages. Page links are used to navigate between pages. **TIP!** *If there are several pages assigned to one workspace elements (e.g. five touch button pages) page, links on all touch pages are the easiest way to navigate between pages.*
Action types	Actions (purple)	(Editing application related) actions are retrieved from the editing software. There can be push actions (for buttons) and rotation adjustments (for dials and wheel).
	System or OS-based Actions (white)	General Actions contain actions that are not specific for the editing software e.g. media controls, keyboard actions. There can be push actions (for buttons) and rotation adjustments (for dials and wheel).
System Notifications	System Notification	System notifications, error messages, important messages are indicated with red color. • Most common system notifications are: • Activated keyboard modifiers (keyboard button turns red) • Activated number pad (keyboard button + both FN buttons turn red) • Wheel screen swipe lock (both FN buttons turn red).

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. Color 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 changes.

Create your own Workspace

- Locate "WORKSPACES" in the navigation panel (multi-mode plugins have workspaces under modes, e.g. "DEVELOP"-mode in Lightroom).

- Click on the + sign (cyan circle ✳) to create a workspace

- Workspace modal opens. You can name your workspace or mark it as the home workspace.

Assigning Workspaces to Loupedeck CT

- Select the control element by clicking the element on the navigation panel (right side) or by clicking the element on the device:

  - Touch Buttons

  - Round Buttons

  - Square Buttons

- Open Workspace links group from the left side action panel.

- Drag and drop workspace from the group to the specific button-box you want to assign it to (note: both normal and FN-level boxes are available).

Configure your workspace

- Select a workspace from Workspace group (left side), 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 or delete your Workspace by clicking on the settings icon (⚙) (magenta circle ✳)

Assign your Home Workspace

- Click on the settings icon (⚙) (magenta circle ✳)

- Workspace modal opens. Select tick-box at the bottom: "Assign As Home Workspace [x]"

Drag and drop workspaces on top of the touch screen ○—→
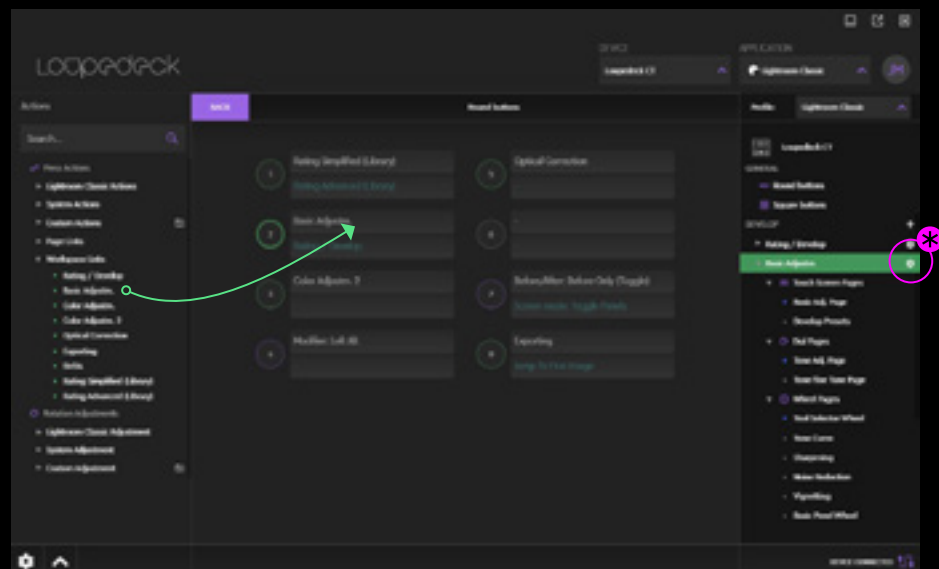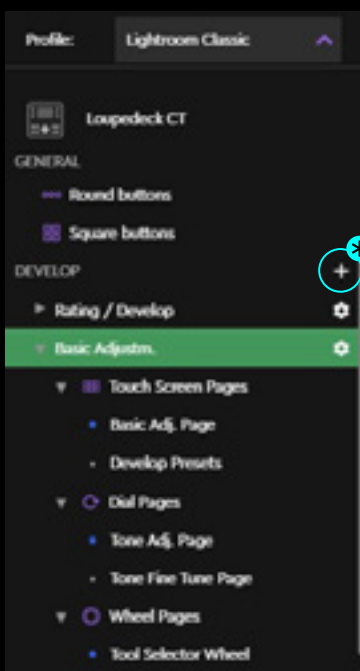
ASSIGNING AND REMOVING ACTIONS

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 ○———▶

- Drag and drop action over a specific button on the device: action is assigned and control element opens automatically

- Select specific control element by clicking the element on the device or by clicking (purple colored) element icon from the navigation panel (magenta circle ✳). Example: Round buttons.

  - 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 (e.g.): Plugin actions, Windows actions, workspace links, page links

Reordering / swapping action-box(es) ———▶

- Drag action-box between buttons. Action-boxes can be swapped between normal (white text) and FN-level (turquoise text).

- Drag both action-boxes simultaneously by dragging the button over another button (or in dial pages: drag the dial over another dial).

Remove the action(-box) from the device ———▶

- Select the control element you want to configure (e.g. round buttons) Note: When editing workspace elements: Select also the page (if there is more than one page, see the next chapter: Working with Pages).

- Drag and drop assigned function out of the device to an empty area around the control element, or

- Drag both action boxes out from the device simultaneously by dragging the button to an empty area aound the control element.
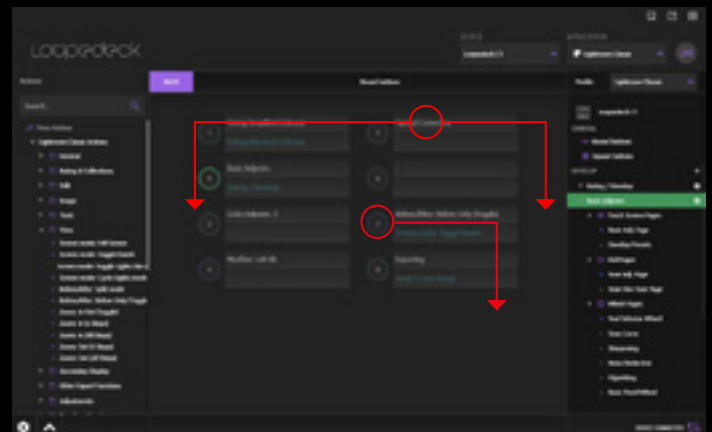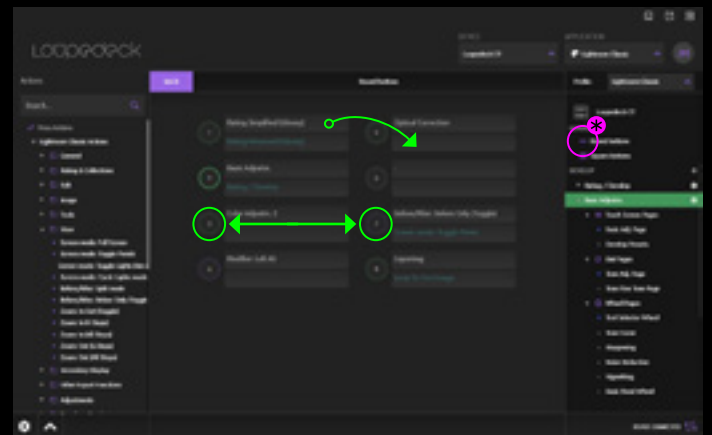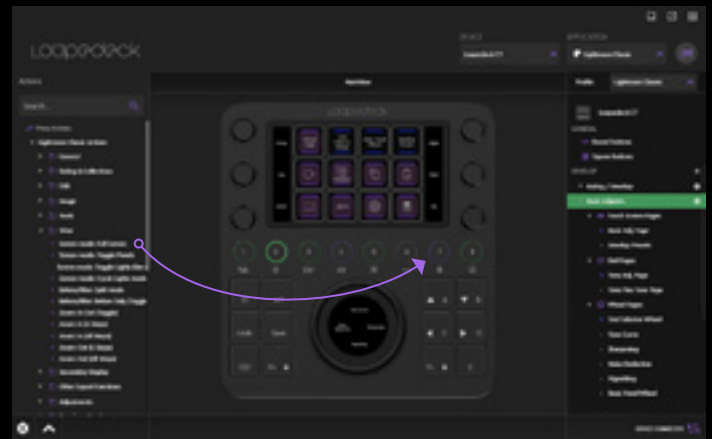
WORKING WITH PAGES

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 navigation panel, or

- Click on the page from the bottom page strip

Creating a new page

- Select the element (e.g. Touch Buttons)

- Click on the + sign on the page strip to create a new page (magenta circle ✳)

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 when you assign Page(link)s 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 in the action panel (left side) under a relevant Page Links main group.

- Content within the Page Links 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 one Workspace to another is not possible.
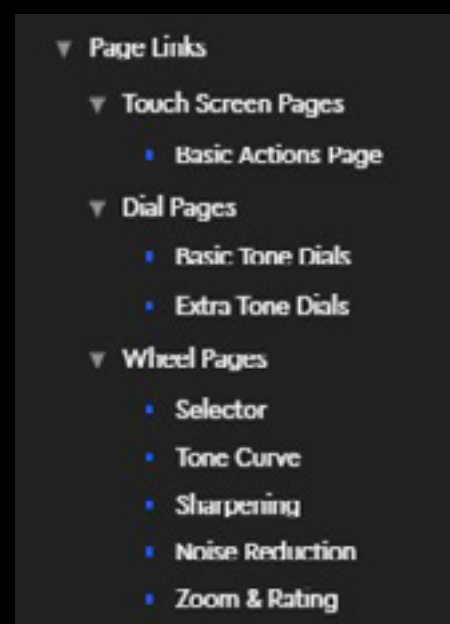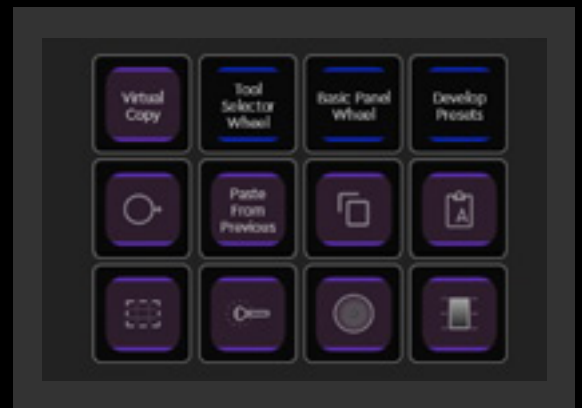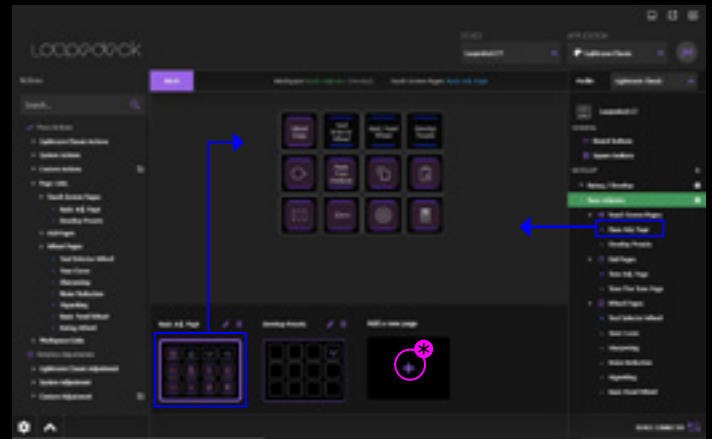
SETTINGS

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

LOUPEDECK CT SETTINGS	SETTING	WHAT CAN YOU DO WITH IT?
Device Configuration	Device	If you have multiple CTs: select which connected device you want to set up.
	Device IP Address	IP address of web socket that is used for communication.
	Serial Number	Device is identified via serial number.
	Firmware version	Current firmware version of your device.
	Firmware update	Update your firmware if active. Note: Contact customer support if firmware version is 1.68!
	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.
	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.
	Midi	Enabling midi allows user to create midi actions (similar to custom actions). Midi will be available with a later software update.
	Backlight level	Adjusts Loupedeck CT's screen brightness.
	Vibration form	Select which kind of vibration feels the best.
Profile	Profile Import/Export	Profile contains all workspaces, assigned adjustments and actions. Every supported software has a profile.
		Press **Export** to save or back up your editing software's profiles. Profiles can be shared and loaded to another computer to be used in Loupedeck software.
		Press **Import** to load a profile to your Loupedeck system. Loaded profile is immediately ready to be used
		TIP! *Remember to back up your personal profiles before importing!*

GLOBAL SETTINGS	SETTING	WHAT CAN YOU DO WITH IT?
Account	Linked Account (click on the account)	Activating an account from the list shows account information on the right side: - Account name - User name If account needs to be removed, press "Remove account" -button located at the bottom of the area.
	Add New	For some target applications user needs to log in and link the account to Loupedeck system before actions and adjustments are available. Add linked account by selecting account type from the dropdown menu.
Overlay	Overlay Enabled	Overlay is an info box that pops up on the user's display. Overlay contains action's possible icon, action name and the value of the action or adjustment (if target application can provide value information). If no value is provided, then an arrow indicates the direction of the adjustment.
Bluetooth		Currently there are no Bluetooth options.

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

Click here to watch a mini tutorial about Custom Actions.

WHAT IS A CUSTOM ACTION?

- A Custom Action can be a single command or a set of multiple commands (like a macro) 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.

CREATING CUSTOM ACTION GROUPS

Locate "Custom Actions" category from the bottom of left side's action category list.

- Create your own custom action group by pressing the "plus folder" (magenta circle ✳)

- Custom Action group creator modal opens: Give your custom action group a name and press save.

Editing or deleting a custom action group

- Press cogwheel icon to open custom action creator to edit or deleting a custom action group (green circle ✳)

  Note! If you delete a group, all actions within that group will be deleted.
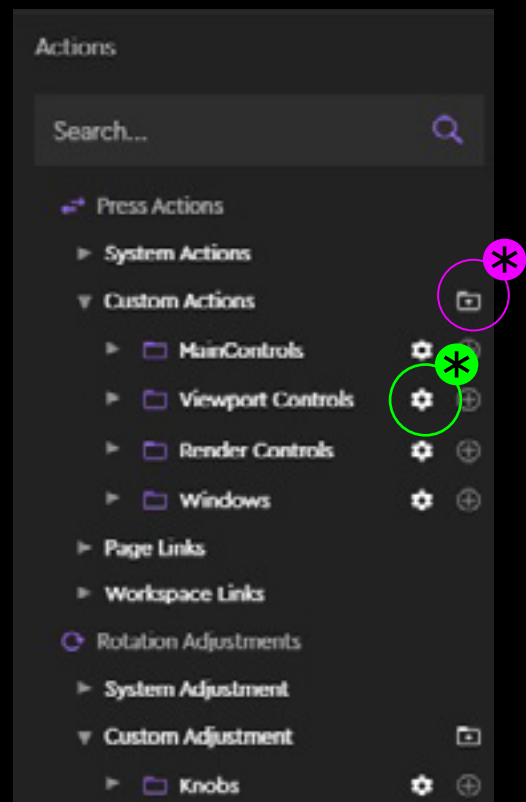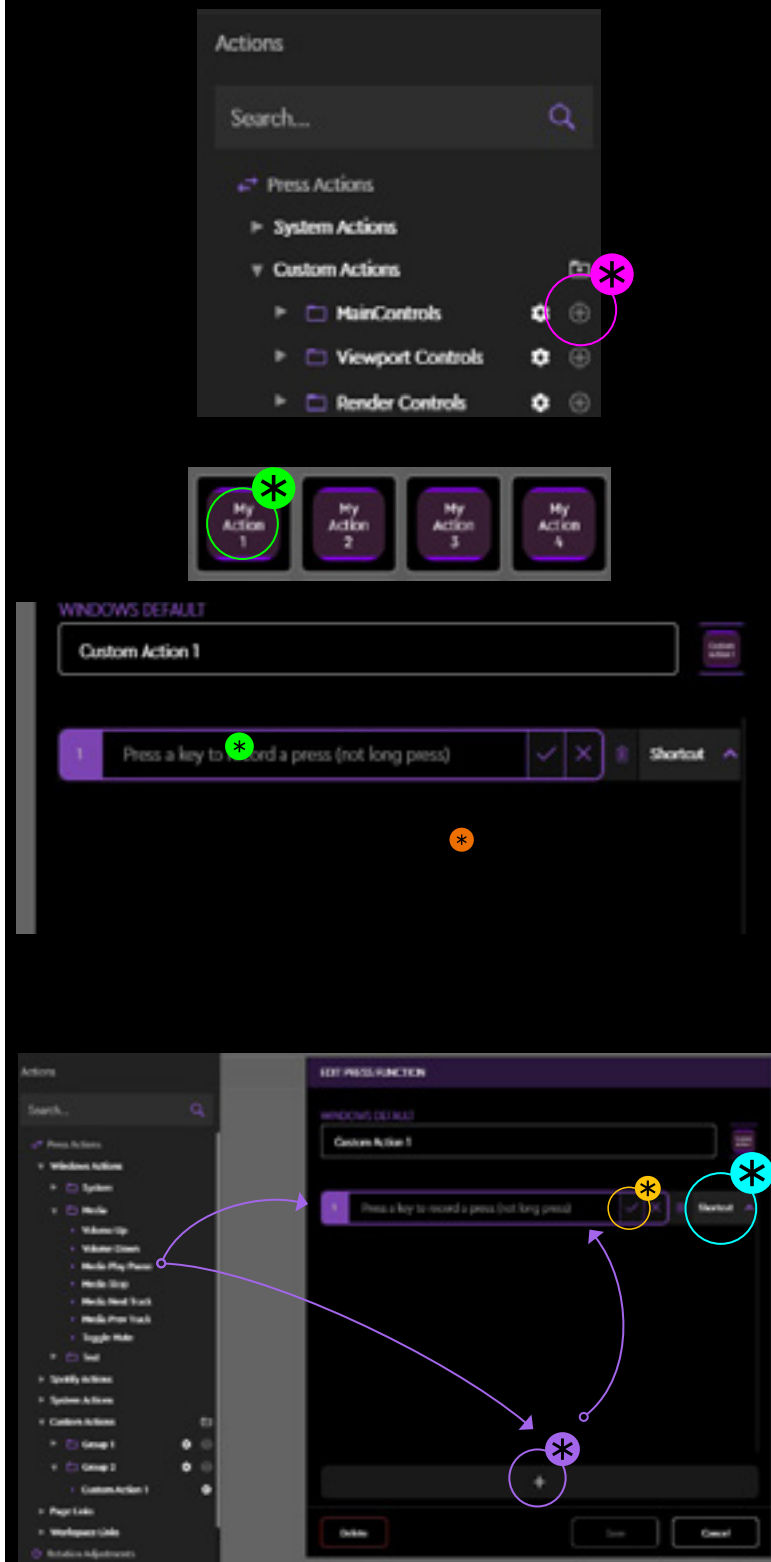
CREATING A CUSTOM ACTION

- Press "+" (magenta circle ✳) to create a new Custom Action inside an existing group (e.g. *MainControls*). 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 screen (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 marker ✳).

- Start recording a shortcut by clicking the first command line (orange marker ✳) or,

- Change command line type to "action" (cyan circle ✳) and drag an existing action from action panel (left side) (purple arrow ⟶) on top of the command line.

- To create a new empty command line press "+" area at the bottom (purple circle ✳), or

- To create a new command line with selected action, drag the action over the "+" area at the bottom (purple circle ✳).
  Note! Actions can be dragged from any group (excluding Custom Actions).

- If a command line has not been saved, "OK"-icon (yellow circle ✳) has not been pressed, pressing "Save" on the User Action creation window will discard the open command line.

Command line types (cyan marker ✳)

- Action: For existing actions from action panel

- Shortcut: Record shortcuts as custom actions

- Delay: A pause (in milliseconds) before next command line is executed (1000ms = 1 sec)

- Run: Select any software or file and create a custom action to 'run' or to open the file. Files are opened by the software that is marked as default within the operating system.

EDITING & DELETING 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.

- To delete a custom action, press "Delete" at the bottom area (purple circle ✳)

ADDING ICONS TO CUSTOM ACTIONS

- Press icon symbol from top right corner (yellow circle ✳).

- Pick an existing icon file by pressing "Choose file" (file browser opens).

- Adjust icon location by dragging it around the gray box (yellow marker ✳)

- Rotate selected icon 90° by pressing "Rotate"

- Zoom the icon in/out using the zoom slider

- Remove selected icon by pressing "Delete"
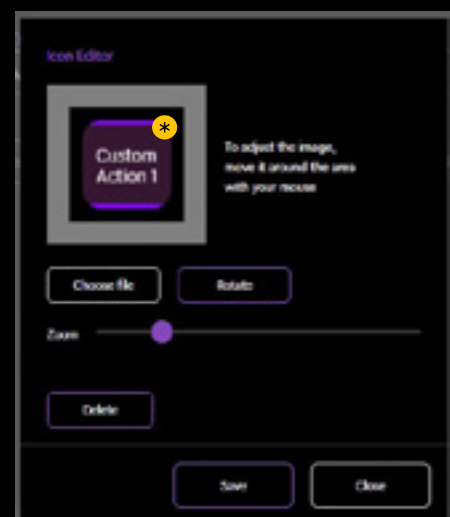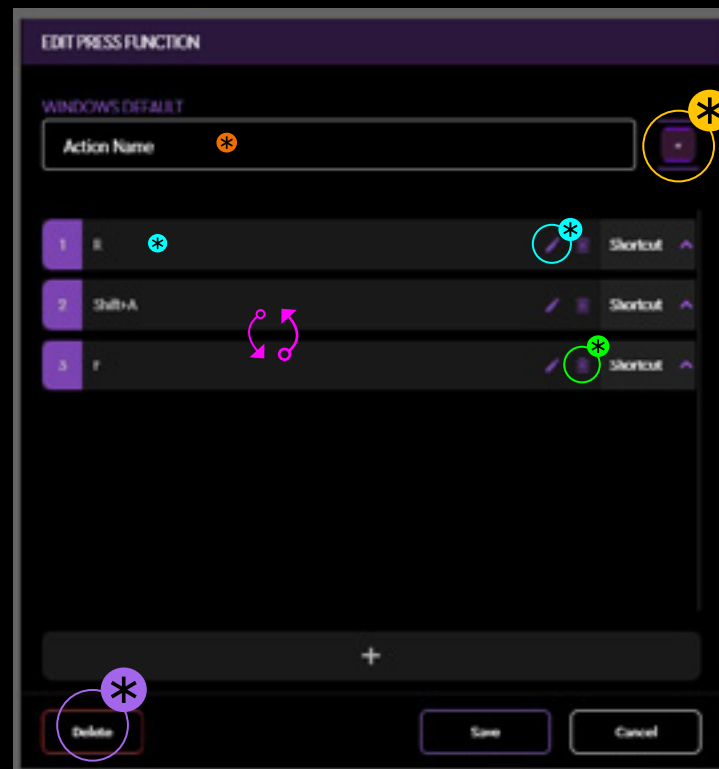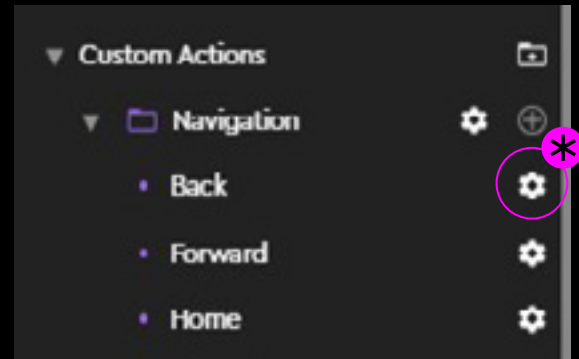
CUSTOM ADJUSTMENTS

With Rotatable 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.

Click here to watch a mini tutorial about Custom Adjustments.

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.

CREATING CUSTOM ADJUSTMENT GROUPS

Locate "Custom Adjustments" category from the bottom of the left side's action category list.

- Create your own custom adjustment group by pressing the "plus folder" (magenta circle ✳)

- Custom Action group creator modal opens: Give your custom action group a name and press save.

Editing or deleting a custom action group

- Press cogwheel icon to open custom action creator to edit or delete a custom action group (green circle ✳)

    Note! If you delete a group, all adjustments within that group will be deleted.
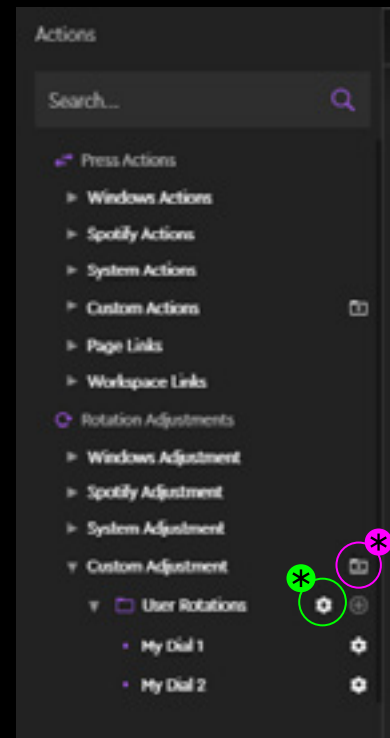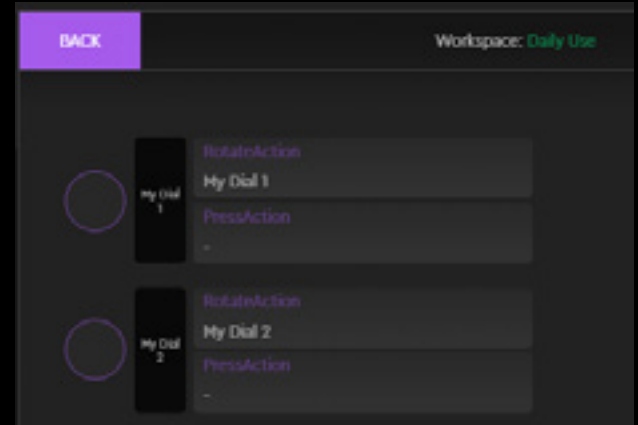
CREATING A CUSTOM ADJUSTMENT

- Press "+" (magenta circle ✳) to create a new Custom Adjustment inside an existing group (e.g. *User Rotations*). After pressing "+" the Custom Adjustment creation window appears.

- Give your Custom Adjustment a short and self explanatory title by typing it into the title box (green marker ✳).

    Tip! *Using "\n" command within the text acts as "enter" forcing text to multiple rows on the dial strip screen: "My\nAdjust-\nment"* (Green circle ✳)

- Record a shortcut by double clicking a command line (orange marker ✳), or

- Drag an existing action from left side's action list (purple arrow ➜) on top of the command line.
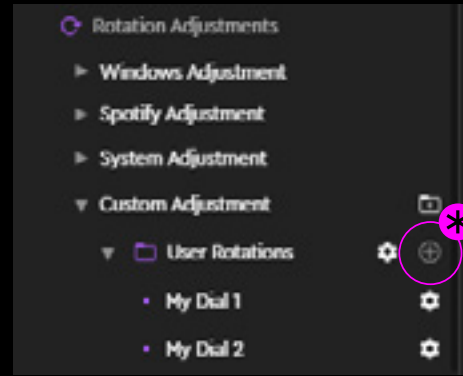
    Note 1 Command line for left rotation is automatically active when starting to create a custom adjustment.
    Note 2 Actions for left and right rotation can be dragged from every action panel's groups including custom actions.

- Custom Adjustments creation window has an optional "*Action Before Rotation*" command line (yellow marker ✳).
    Note! *This can be used to open a specific panel within the target application: On dial turn this action is sent first before rotation commands.*

EDITING Custom Adjustments

- Press "Wheel"-icon (⚙) to start editing an existing Custom Adjustment (cyan circle ✳).

- Rename user action by clicking the title (green marker ✳).

- Record a new shortcut by double clicking a command line (orange marker ✳) or clicking the "pen"-icon (✏) (orange circle ✳).
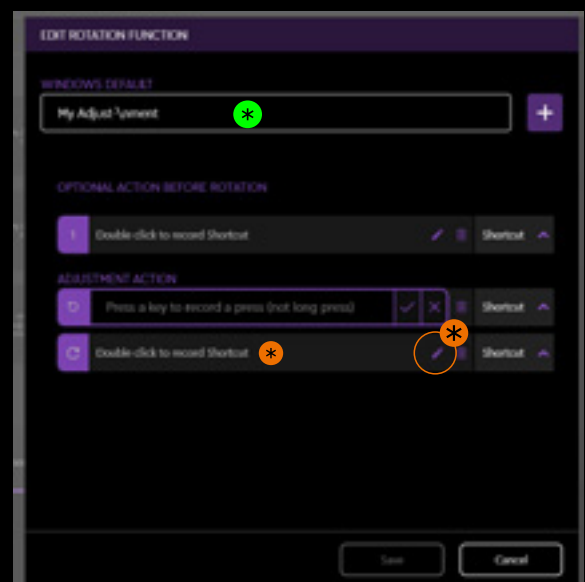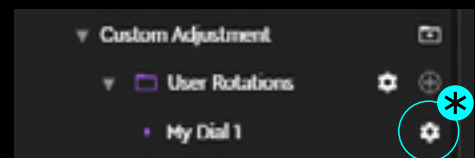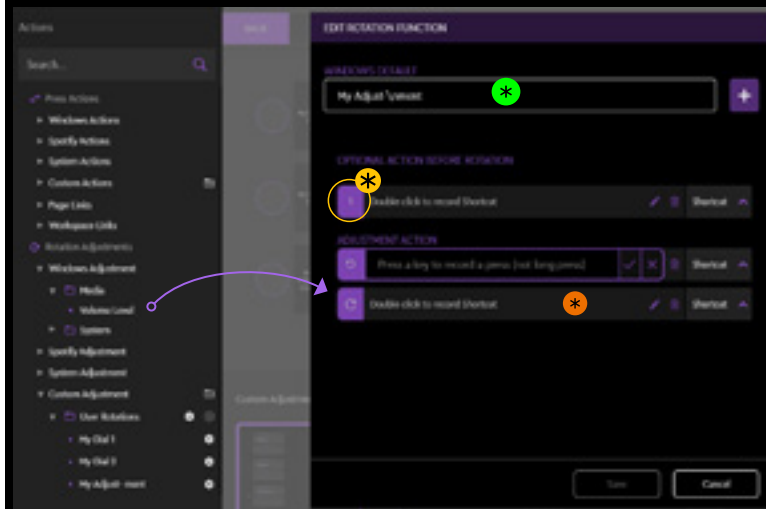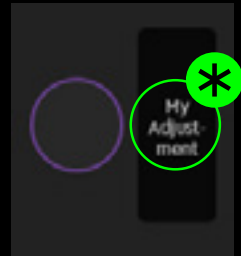
EDITING & DELETING A CUSTOM ADJUSTMENT

- Press "Wheel"-icon (⚙) to start editing an existing Custom Adjustments (purple circle ✳).

- Rename user action by clicking the title (green marker ✳).

- Record a new shortcut by double clicking a command line (orange marker ✳) or clicking the "pen"-icon (✎) (orange circle ✳).

- To delete a custom adjustment, click "Delete" button at the bottom left corner (yellow circle ✳)

ADDING ICONS TO CUSTOM ADJUSTMENTS

- Press icon symbol in the top right corner (cyan circle ✳).

- Pick an existing icon file by pressing "Choose file" (file browser opens).

- Adjust icon location by dragging it around the gray box (cyan marker ✳)

- Rotate selected icon 90° by pressing "Rotate"

- Zoom the icon in/out using the zoom slider

- Remove selected icon by pressing "Delete"
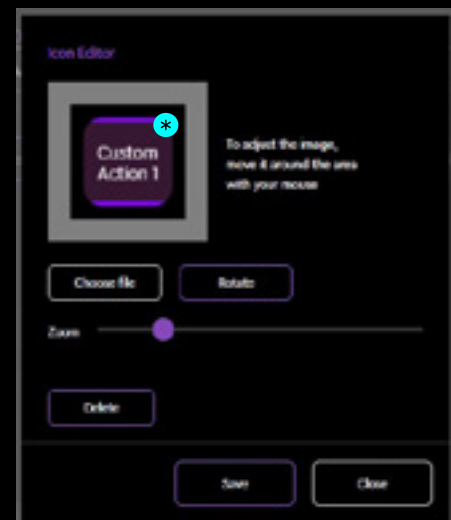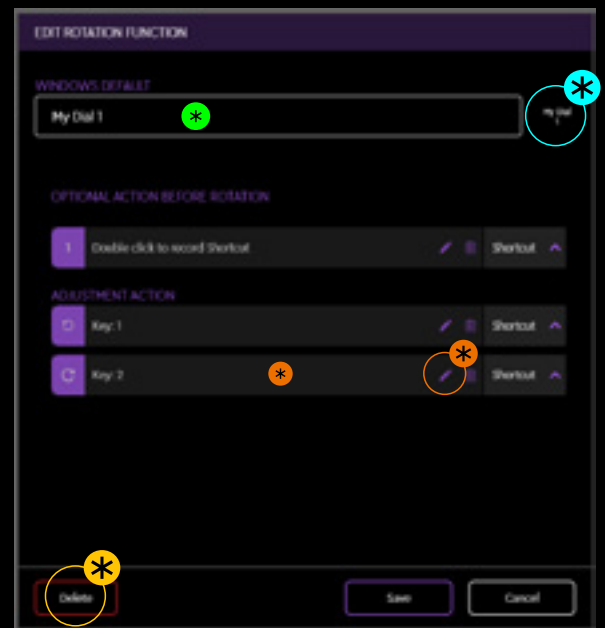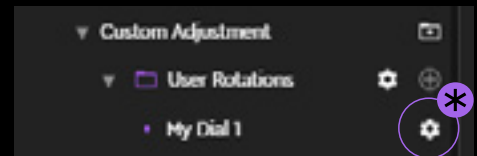
APPLICATIONS AND PROFILES

Loupedeck's Profiles system is a powerful addition to the Loupedeck software. They allow you to create multiple profiles to any applications.

For each profile, you can make your own mappings with existing actions or by making your own Custom Actions or Custom Adjustments - assign those as you would assign any other action or adjustment!

Click here to see a tutorial about Custom Profiles.

ADDING AN APPLICATION

Loupedeck supports many applications by providing a specific developed plugin that integrates deep into the target application.

If an application does not have any developed support from Loupedeck system, it can still be added into the Loupedeck system and have its own custom profile!

- Click "Add Application..." from the application list (magenta circle ✳) to open "Add application" modal.

- Select application from the dropdown menu. Note! Running applications are listed first (only on Windows) followed by all installed applications. (Cyan marker ✳).

- "Listed Application Name" will be automatically. filled. Click the name area to edit if needed (green marker ✳).

- When adding an application to the Loupedeck system, it will automatically have one profile (later you can add more profiles if needed). Give the profile a describing name e.g. "Excel Default" (orange marker ✳).

- Give automatically created profile a description what it is for (yellow marker ✳).

- Press "Save" to add application!
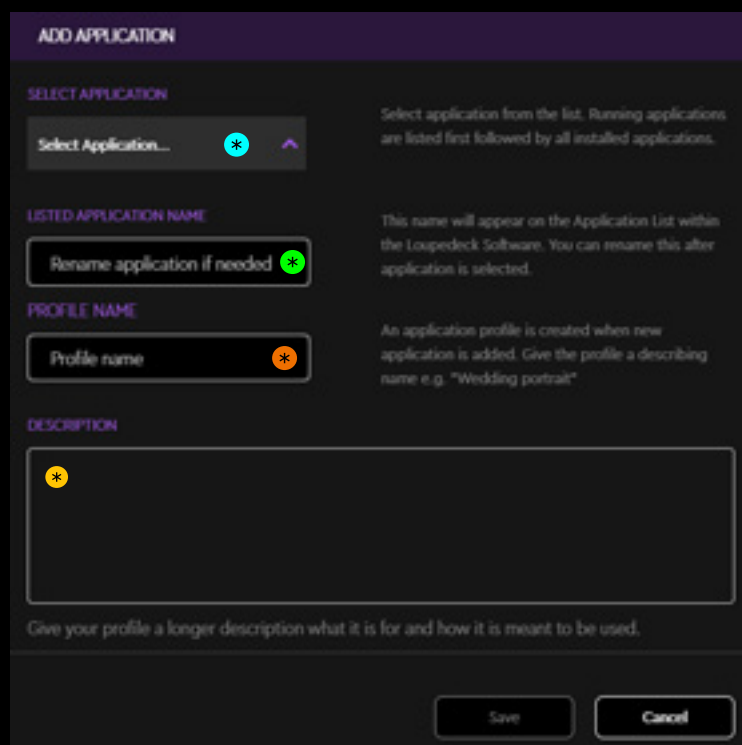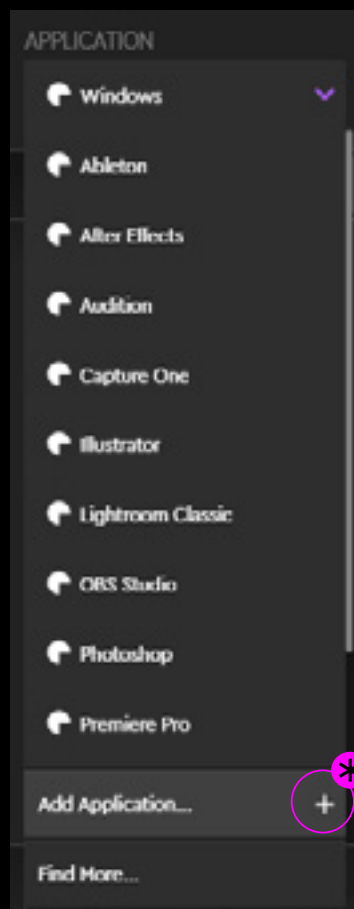
WHAT IS A CUSTOM PROFILE?

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.

SELECTING A PROFILE

Selecting a profile:

- Open profile dropdown menu (cyan circle ✳).
- Select your preferred profile (cyan marker ✳).

Selected profile is treated as default and is used when current target application is activated

CREATING A CUSTOM PROFILE

You can create custom profiles for both supported or non supported target applications.

- Open profile dropdown menu
  (cyan circle ✳)
- Select "Add Profile…" (orange circle ✳) to open "Profile Settings" modal

Profile Settings (adding or editing a profile)

- Give or edit your profile name (magenta marker ✳)
- You can add an additional plugin to your profile to gain control over its functions without switching between applications (green circle ✳) (e.g. Spotify plugin to bring Spotify-specific media controls into Photoshop's profile).
- Select linked account to added plugin (yellow marker ✳)
- Remove added plugin by pressing trash can icon (yellow circle ✳)
- Press "Save" for adding your profile into the profile list
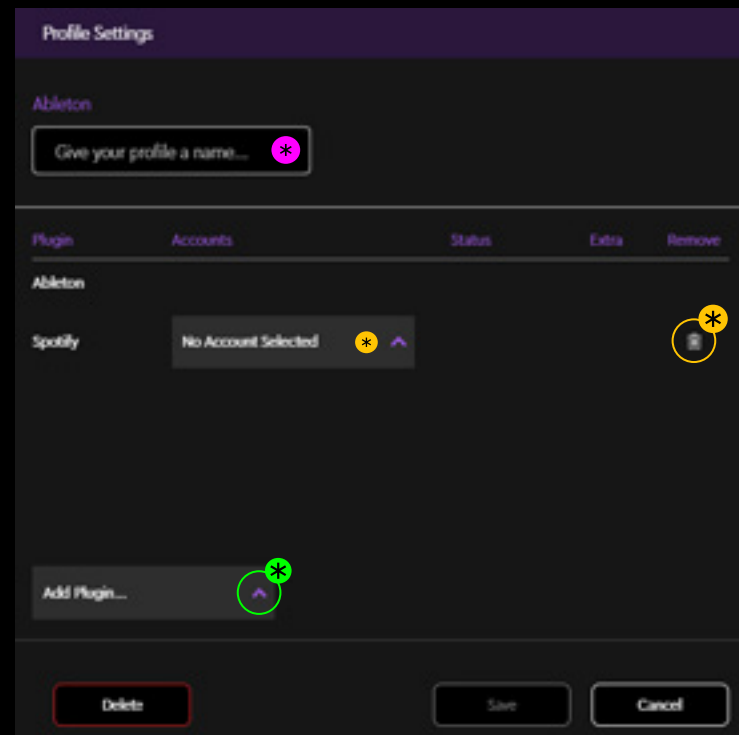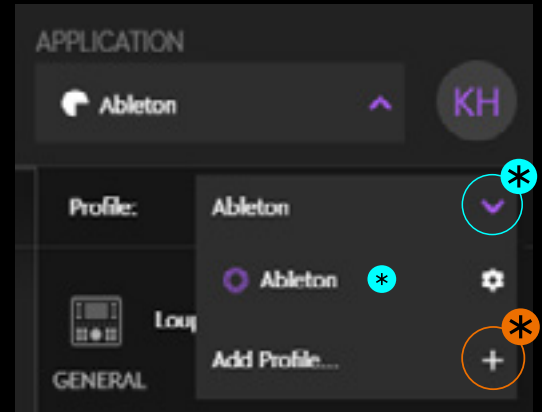
IMPORTING & EXPORTING PROFILES

You can copy and receive profiles amongst your friends or colleagues.

Importing and exporting profiles is done from Loupedeck settings:

- Open Loupedeck Settings from the bottom left corner by pressing wheel icon (⚙) (cyan circle ✳).

- Select your device by clicking arrows to the left or right (green marker ✳).

- Locate "Profile" from the settings list (purple text)

Importing a profile:

- Press Import for importing (.LP4) profiles into Loupedeck software (magenta marker ✳). **Note!** Old profile format (.LUP) is also supported and automatically converted after import.

- 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 add the imported profile into the profile list under the correct application.

Exporting a profile:

- Press "Export" (orange marker ✳)

- Select the Plugin Profile or Custom Profile you want to export (yellow marker ✳) and press "*Export*" (purple marker ✳).

- A "*Save As...*" window appears. Give the file a name and press "Save".
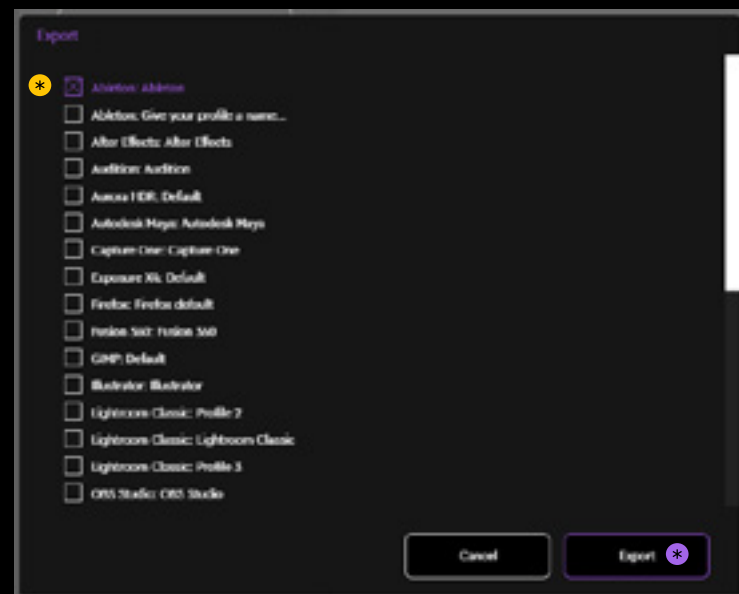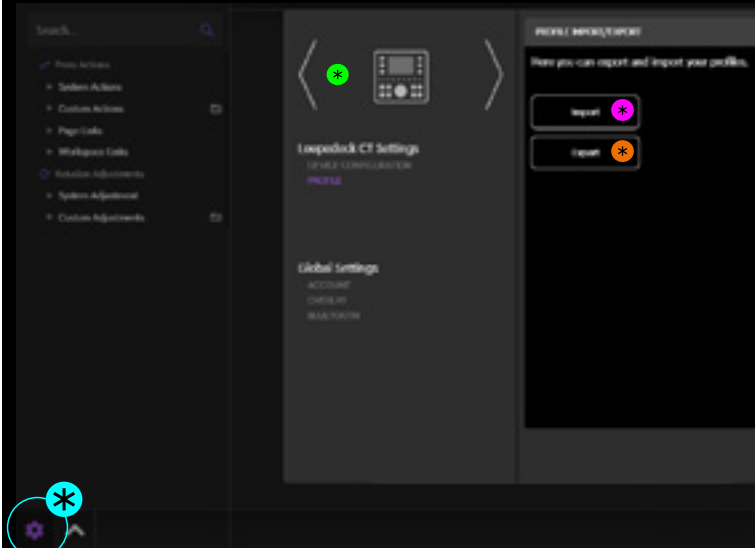
USING LOUPEDECK CT

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 BUTTON AND HOME WORKSPACE

Home workspace is designed to be your starting point, and is automatically loaded when your target application starts. Any of your workspaces can be assigned as home workspace (see page 10). You can utilize home workspace as a menu-type containing links to your other workspaces or just use it as a first workspace containing the most needed tools at your fingertips immediately on application startup.

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

Depending on the state of Loupedeck CT and your editing software, the home button also has 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:

- 1st press sets dynamic tool's pages to first.

- 2nd press applies changes that have 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:

- 1st press selects first pages to all workspace elements

- 2nd press activates home workspace

TIP! *Some workspaces have a wheel selector as the 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 the previous editing software.
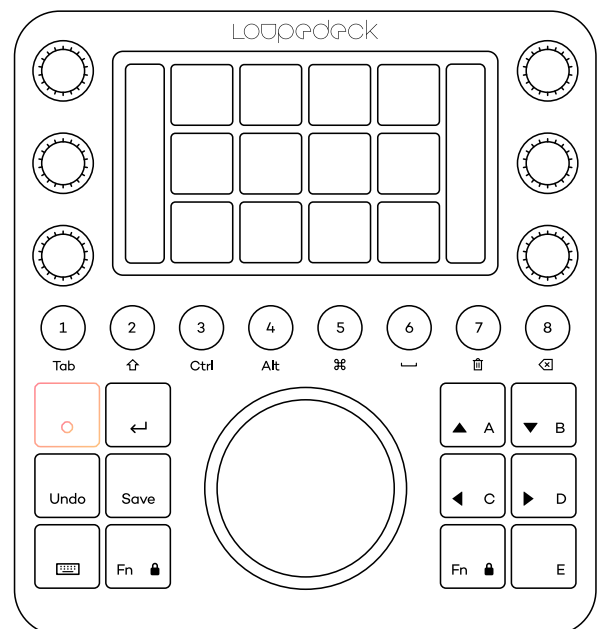
ROUND AND SQUARE BUTTONS

These buttons are also referred to as general elements - they do not change when a workspace is changed. All of the round and most of the 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-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).*
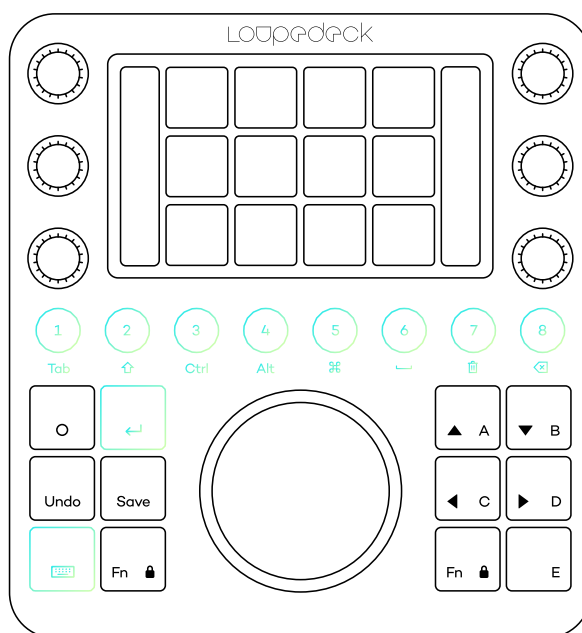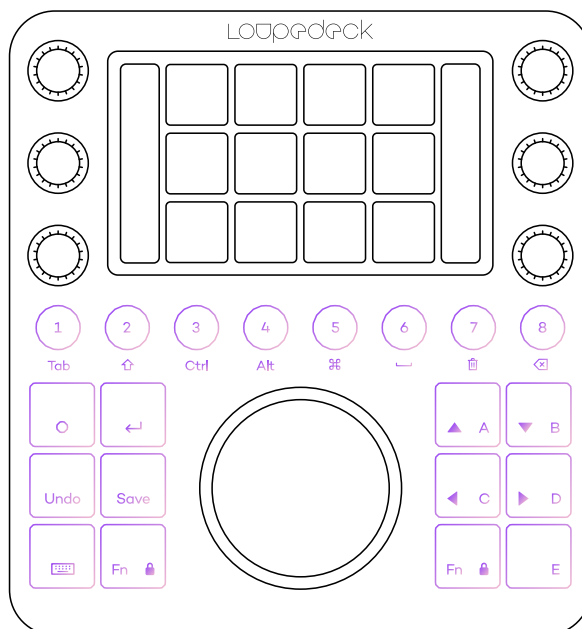
Click here to watch a mini tutorial about Keyboard Modifiers

KEY PAD MODE

By pressing FN + Keyboard Button, Loupedeck CT's touch screen can be changed to simulate a key pad – including all basic letters and 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.
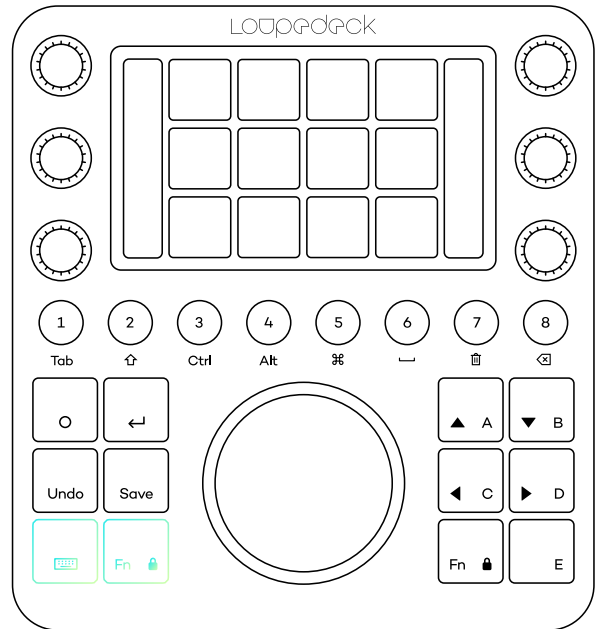
POPULAR ACTIONS

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*
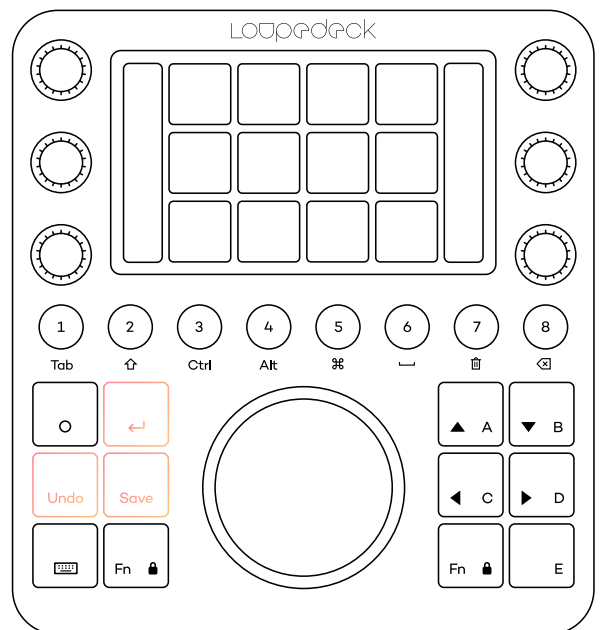
FUNCTION (FN) BUTTONS

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 fown 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.
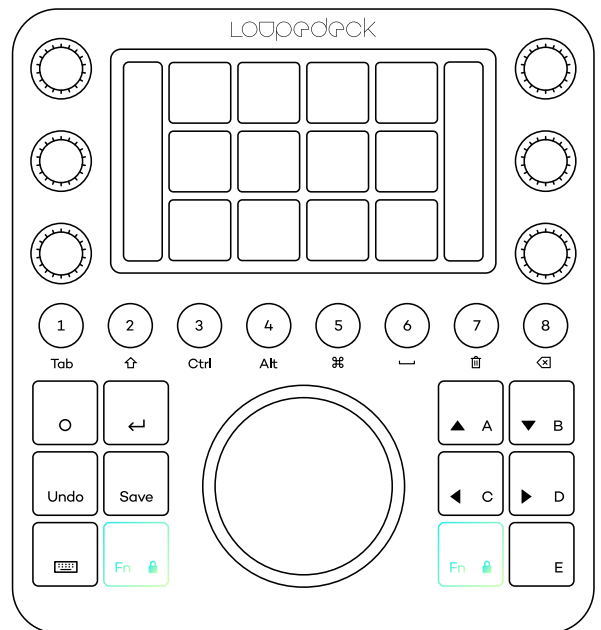
DIALS

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 practice, 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 a 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!*
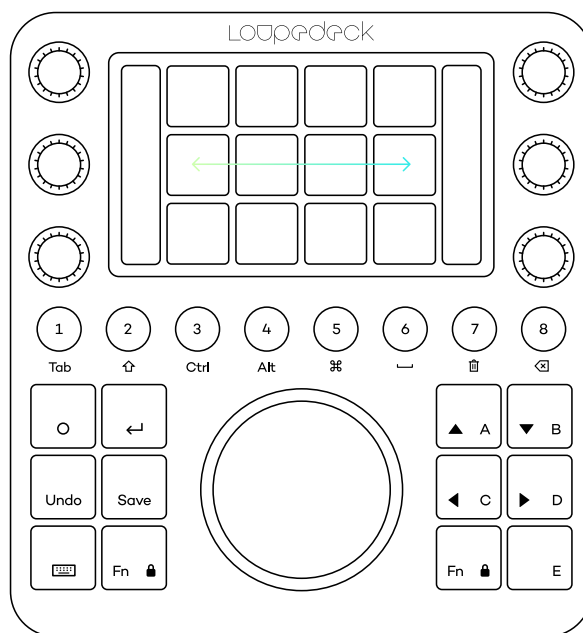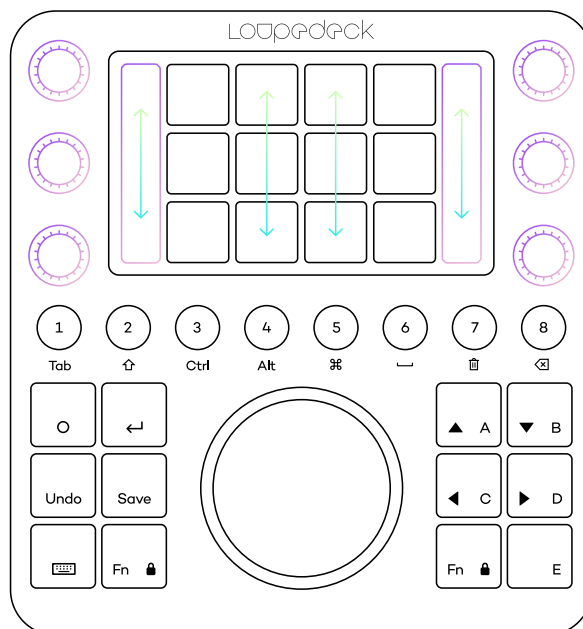
WHEEL

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 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.
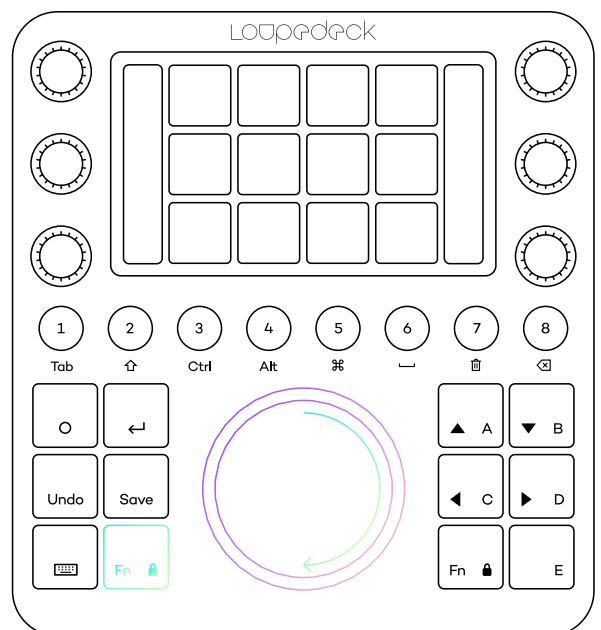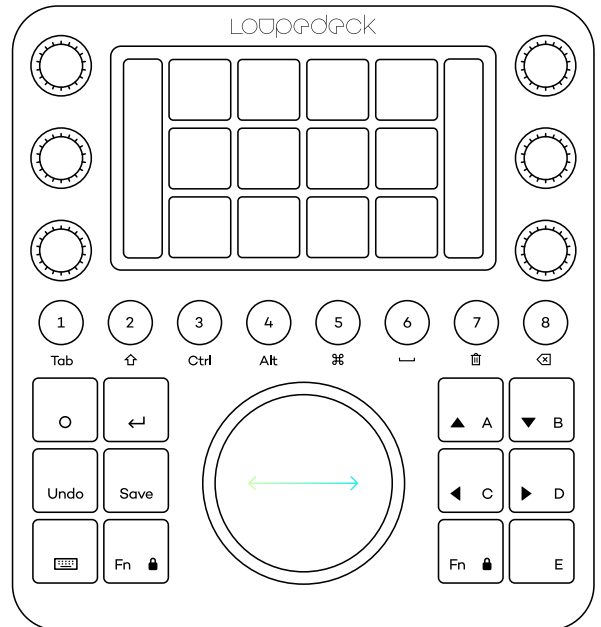
PURPOSE, FUNCTION	ON DEVICE CONTROLLER	WHAT CAN YOU DO WITH IT?
General features in Loupedeck CT console	**Home Button Fn**	Home button has multiple functions depending on the state of Loupedeck CT and your editing software. **#Case 1:** A Dynamic or adaptive tool controls dials, touch buttons and the wheel – dials have a second page activated: Home Button function: • 1st press sets dynamic tool's pages to first. • 2nd press applies tool changes and exits the tool to previously used workspace. **#Case 2:** Workspace elements are set to some other than first pages: • 1st press selects first pages for all workspace elements. • 2nd press activates home workspace Press **FN + Home Button** 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 **Home Button** to enter back to the previous editing software.
	Fn	Press **Fn** 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. Press **Fn (left) + Fn (right)** to activate Swiping Lock for wheel screen. To swipe locked Wheel screen press **Fn** down and **swipe**. Press **Fn + Fn** again to release wheel screen swiping lock. Press Fn + Rotate The Wheel to change between adjustments assigned to the wheel page.
Keyboard modifiers, Number Pad	**Keyboard Fn**	Press **Keyboard button** 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 **Keyboard button** again to disable Keyboard Modifiers. Press **Fn + Keyboard** button to activate Key Pad Mode. When Key Pad Mode is activated you can use touch buttons e.g. with calculator. Press **Fn + Keyboard Button** again to disable Key Pad Mode.
Common Keys	**Enter, Undo, Save, Fn**	Press **Enter** to activate Enter key. Press **Fn + Enter** to activate ESC. Press **Undo** to activate Undo function. Press Fn + Undo to activate Redo function. Press **Save** to activate Save function. Press **Fn + Save** to activate Save As function. **Tip!** Undo and Save buttons are customizable. i.e. you can change Save As to the more convenient Export function if needed.

TASKBAR OPTIONS

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

OPTION NAME	ITEM	WHAT CAN YOU DO WITH IT?
Open Loupedeck... (Win) **Open Setup...** (OS X)		Opens Loupedeck Software for configuring your Loupedeck device
Connected Devices **Loupedeck CT**	Unlock Windows Applications Rotate Display	Device specific settings: Unlocks all Windows applications (If an application plugin is locked = does not change when changing to another software) Set your display to 0° (normal), 90°, 180° or 270° angle.
Support		Click Support (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. https://loupedeck.com/en/support/ Click User Guide to open
Legal (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...
About (Win only) **Version: 2.5.0.981** (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.
Troubleshooter		Loupedeck troubleshooter for collecting logs in case there is an issue that needs to be tracked.
Restart Loupedeck (Win only)		Click Restart Loupedeck to shut down and restart both Loupedeck service and software.
Stop Loupedeck (Win only) **Quit** (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 it.

UPDATING LOUPEDECK

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

Visit https://loupedeck.com/en/setup/ to update your 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 10.13 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. Remove USB hubs and connect Loupedeck CT directly into your computer's USB port

3. Disconnect Loupedeck CT from your computer, restart Loupedeck Software and reconnect cable

4. Uninstall Loupedeck Software and make a fresh install with the lates version of Loupedeck software (www.loupedeck.com/en/setup)

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 CT.

Loupedeck software supports the most recent versions of Adobe Software, including Lightroom Classic. Loupedeck CT may work on versions starting from Lightroom Classic 7.4, but using older versions is not advised. Loupedeck CT doesn't support Lightroom CC.

I am unable to assign a function to Loupedeck CT

Check to see 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" which you could reset to

2. Reset action has been removed from dial's press function. You can set it back by reassigning the 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 possibility to reset or set a specific value.

You can find FAQs and support at www.loupedeck.com/support.

LOUPEDECK