

# LOUPEDeck



Beta-support for CAPTURE ONE (v11 or later)  
Loupedeck software v.2.5



## What does Capture One Beta Integration actually mean?

Currently Loupedeck+ works using keyboard shortcuts where all our other integrations work via the internal support (SDK / API) made by the software manufacturer.

Unfortunately using keyboard shortcuts is not completely seamless. For example, changing exposure from 0,1 to 0,7 appears as six separate keyboard shortcut commands on the history instead of just one “exposure +0,6” -notification.

## Why even publish a Beta version?

We have had far more requests from customers for Capture One integration than for any other software.

Releasing Beta software gives us valuable experience of how Capture 1 users work and from their feedback we can release improved versions of the software sooner.

All your feedback is welcome, please send via our Customer Support Form at the bottom of that page at <https://loupedeck.com/support/>

## How do I activate Loupedeck with Capture One?

The Loupedeck+™ console for Adobe Lightroom Classic CC™, Aurora HDR, Adobe Premiere Pro CC, and Adobe After Effects. Adobe After Effects is the latest software to be integrated, improving the Loupedeck+’s compatability within the world of video.

Within this user guide you will learn how to setup your Loupedeck+ with Adobe After Effects as well as the basic functions needed to begin the editing process. Please read this user guide to its entirety, so you can experience everything the Loupedeck+ has to offer.

Loupedeck+ works seamlessly with MacOS (10.12 or later) and Windows operating systems (Windows 10 or later), running the software versions listed below:

- Adobe After Effects CC (v.16.0 or later)
- Adobe® Photoshop CC (2019 / v.20.0 or later)
- Adobe® Premiere Pro CC (v. 12 or later)
- Adobe® Lightroom® Classic CC (v. 7.4 or later)
- Adobe® Lightroom® 6
- Skylum Aurora HDR (2018 / v.1.2 or later)
- PhaseOne Capture One beta support (v. 11.2 or later)

## Basic adjustments

FUNCTIONS	BUTTON / DIAL / SCROLLING WHEEL	DESCRIPTION
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<b>Selecting</b>	Copy	After editing, press <b>Copy</b> once to copy the adjustments (edits) of that photo to the clipboard
	Paste	Press <b>Paste</b> once to paste the earlier copied adjustments to the current photo
	FN+Copy FN+Paste	Press <b>FN+Copy</b> to make a virtual copy of the selected photo's edited version  Press <b>FN+Paste</b> to make a virtual copy of the selected photo's original version
	Rating/Color	Pressing <b>Rating/Color</b> toggles between the ratings and color labels.  The default filter mode is ratings
	--/Col  1 / red 2 / yellow 3 / green 4 / blue 5 / purple  C1	<b>Rating/Color mode:</b>  Press a button once to set a rating or a color label to a photo. Press <b>FN+rating/color button</b> to filter the photos in the filmstrip that have that specific or higher rating or a specific color.  As a default press <b>C1</b> to reset image rating/color back to zero/no color tag.  <b>Keyboard Modifier mode:</b>  Press <b>FN+ --/Clr</b> to activate <i>Keyboard modifier</i> mode. When Keyboard Modifiers are active, rating buttons will work as normal keyboard modifiers.
SHIFT CTRL ⌘ ALT TAB FN+SHIFT FN+CTRL FN+⌘ FN+ALT FN+TAB	Shift Control Command (MacOS) or Windows key (Win) Alt (Win) or Option (MacOS) Tab(ulator) Enter Backspace Delete (Win) Space ESC	

		Press <b>FN+ --/Clr</b> again to deactivate <i>Keyboard Modifier</i> -mode and return to Rating/Color -mode.
<b>Navigating</b>	Arrows	Press the <b>left</b> or <b>right arrow</b> to move to the previous or next thumbnail on the filmstrip.  Press <b>up</b> or <b>down</b> arrow to move upwards or downwards on the filmstrip.
	Control Dial	Rotate <b>Control Dial</b> to move upwards or downwards on the filmstrip.  Keep <b>FN</b> pressed down and rotate <b>Control Dial</b> to move to the previous or next thumbnail on the filmstrip.  <i>See Advanced options for more details about <b>Control Dial</b> in Crop Mode.</i>

## Colors, lighting and details

<b>FUNCTIONS</b>	<b>BUTTON / DIAL / SCROLLING WHEEL</b>	<b>WHAT CAN YOU DO WITH IT?</b>
<b>Color management</b>	Temperature Tint Vibrance Saturation	Rotate the dial to set a value.
	Hue Sat Lum	<b>Hue</b> (Highlights), <b>Sat</b> (Midtones) or <b>Lum</b> (Shadows) selects which of the 3-way luminance sections are adjusted using the Color Balance tool
	Red wheel Orange wheel Yellow wheel	Use scrolling wheels alongside with <b>Hue, Sat</b> and <b>Lum</b> -buttons.  Use <b>Red scrolling wheel</b> to adjust the saturation of current luminance section (high, mid, shadow).  Use <b>Orange scrolling wheel</b> to adjust the Hue of that current luminance section (high, mid, shadow). Use <b>Yellow scrolling wheel</b> to adjust the amount of luminance in that current luminance section (high, mid, shadow).

<b>Lighting and contrast adjustments</b>	Exposure	Rotate <b>Exposure</b> to adjust exposure
	Contrast	Rotate <b>Contrast</b> to adjust contrast
	Brightness	Rotate <b>D2</b> to adjust Brightness
	Saturation	Rotate <b>Saturation</b> to adjust Saturation
	Highlights Shadows	Rotate <b>Highlights</b> to adjust HDR Highlight Rotate <b>Shadows</b> to adjust HDR Shadow
Blacks Whites	Rotate <b>Blacks</b> to adjust levels black point	
	Rotate <b>Whites</b> to adjust brightness	
Clarity Structure	Rotate <b>Clarity</b> to adjust clarity	
	Rotate <b>D1</b> to adjust structure	
Vignette	Rotate <b>FN+D1</b> to adjust vignette	
<b>Details</b>	Noise Reduction	Rotate <b>FN+D2</b> to adjust noise reduction luminance
<b>Levels tool</b>	FN+Blacks	Rotate <b>FN+Blacks</b> to set black point
	FN+Exposure	Rotate <b>FN+Exposure</b> to set midtone point
	FN+Whites	Rotate <b>FN+Whites</b> to set high point
	FN+Shadows	Rotate <b>FN+Shadows</b> to set black target
	FN+Highlights	Rotate <b>FN+Highlight</b> to set highlight target

## Personalized functions

<b>FUNCTIONS</b>	<b>BUTTON / DIAL / SCROLLING WHEEL</b>	<b>WHAT CAN YOU DO WITH IT?</b>
<b>Personalized functions</b>	D1 & D2	<p><b>D1</b> and <b>D2</b> are customizable dials. Pressing <b>Fn</b> button in conjunction with a dial accesses a second function for that dial</p> <p>Rotate the dial to set a value.</p> <p>By default, <b>D1</b> is grouped with contrast and exposure dials. It changes structure (<b>D1</b>) and vignetting (<b>FN+D1</b>).</p> <p>By default, <b>D2</b> is set for adjusting image's lighting and details. Turning the dial changes brightness (<b>D2</b>) and noise reduction's luminance amount (<b>FN+D2</b>).</p>
	L1 – L3, C1 – C6	<p><b>L1 to L3</b> and <b>C1 to C6</b> are customizable buttons.</p> <p>Press the button once to activate the selected function. Press again to apply and exit the tool.</p>

L-buttons	<p>Pressing <b>Fn</b> button in conjunction with a <b>Customizable Button</b> accesses a second function for that dial.</p> <p>Press <b>L1</b> to draw a mask (brush)  Press <b>L2</b> to apply gradient mask  Press <b>L3</b> to enter crop tool *  Press <b>FN+L1</b> to enter removal spot tool  Press <b>FN+L2</b> to use erase mask tool  Press <b>FN+L3</b> to activate Loupedeck setup.</p> <p><i>* Also pressing <b>Control Dial</b> activates Crop Tool</i></p>
C-Buttons	<p>Press <b>C1</b> to clear a rating/color (select mode)  Press <b>C2</b> to clear a color tag (only color)</p> <p>Press <b>C3</b> to show mask  Press <b>C4</b> to show exposure warning</p> <p>Press <b>C5</b> to Zoom in  Press <b>C6</b> to Zoom out</p> <p>Press <b>FN+C2</b> to pick white balance</p> <p>Press <b>FN+C5</b> Rotation straighten  Press <b>FN+C6</b> Key Stone</p>
P1 – P8	<p><b>P1-P8</b> are open for customization, no factory default functions available.</p>

## Advanced functions

FUNCTIONS	BUTTON / DIAL / SCROLLING WHEEL	WHAT CAN YOU DO WITH IT?
Basics	Control Dial	<p><b>Control Dial</b> controls multiple different functions.</p> <p>Turn <b>Control Dial</b> to scroll through images up or down. <b>FN+Control Dial</b> to move from left to right.</p> <p>Press <b>Control Dial</b> to activate crop tool.  Turn <b>Control Dial</b> to rotate Image.  Apply changes and exit tool by pressing <b>Control Dial</b> again.</p>

	<p>When brush is activated rotating <b>Control Dial</b> will adjust brush tip size.</p>
Undo	<p>Press <b>Undo</b> once to undo the last edit in your workflow.</p> <p>Press Undo multiple times to go backwards in your workflow.</p> <p>Press <b>Fn+Undo</b> to reset the photo.</p>
Redo	<p>Press <b>Redo</b> once to redo an edit after undo.</p>
<p>Crop tool Mask tool Radial filter Graduated filter Spot Removal tool</p>	<p>Tools offer a more versatile way to edit your images: Instead of affecting global level (the overall image), these tools affect only the part of the image they have been applied to (local level).</p> <p>Tools are (by default) assigned to <b>L1-L3</b>. Tools can be assigned to all customizable <b>L-</b> and <b>C-buttons</b>. Using an assigned tool button together with <b>FN pressed</b> you can access a second layer of tools.</p> <p>When tool is activated pressing <b>tool button again</b> will apply the changes and exit the tool. If you want to undo the changes, press <b>undo</b>.</p> <p>Use <b>Control Dial</b> to adjust mask tool tip size.</p>
Screen Mode	<p>Not supported on Beta Release.</p>
Before/After	<p>Not supported on Beta Release.</p>
Export	<p><b>Export</b> opens the export dialog for images.</p> <p>A new dialogue box will open each time the <b>Export</b> button is pressed, allowing the opening of multiple dialogues.</p>
Fn	<p><b>Fn</b> activates secondary controls in Loupedeck. If editing software is not active, pressing <b>Fn</b> brings editing software to foreground.</p>



*Example: If Exposure panel has been moved to position 1, then Tool Tab 1 shortcut should be set as CTRL+5 (instead of CTRL+1)*