Loupedeck +

USER GUIDE 2.4
ADOBE PREMIERE PRO CC

LOUPEDECK+ AND PREMIERE PRO

The Loupedeck+™ console for Adobe Lightroom Classic CC™, Aurora HDR, and Adobe Premiere Pro CC. Adobe Premiere Pro is the latest software to be integrated with Loupedeck, with many more integrations to follow.

Within this manual you will learn how to setup your Loupedeck+ with Premiere Pro. This guide will cover the basic functions and expectations when using your Loupedeck+ with Premiere.

To enhance your editing workflow, please read this user guide and learn the basics, so you can experience everything the Loupedeck+ has to offer.

Loupedeck+ works seamlessly with Mac and Windows operating systems running these versions:

- Adobe® Premiere Pro 12 or later
- Adobe® Lightroom® 7.4 or later
- Adobe® Lightroom® 2015.1 to 2015.14

(Stand alone versions 6.0 to 6.14)

- Windows® 10, Windows® 8.1, Windows® 7
- Mac® OS 10.12 and 10.13

CONNECTING AND SETTING UP LOUPEDECK+

We know that you might be eager to get started editing with your Loupedeck, however you must first download the Loupedeck software. Internet connection is required to download the software

How to Set up your Loupedeck+:

1. Download & install the latest Loupedeck software v 2.4 by visiting www.loupedeck.com/setup
2. Connect the USB cable to the USB port of your computer.
3. Go to Adobe Premiere Preferences and select the “Add” button
4. Choose Loupedeck+ from dropdown menu, add then press OK
5. Close reference setting by clicking OK

Setting up Adobe Premiere Pro CC with Loupedeck+
Please follow the instructions below to begin working with Adobe Premiere Pro:

Windows:

1. Open Adobe Premiere Pro CC
2. Go to Edit -> Preferences -> Control surface -> Push “Add”
3. Select “Loupedeck 2” and accept
4. Restart/Start the Loupedeck Software

MacOS:

1. Open Adobe Premiere Pro CC
2. Go to Premiere Pro CC -> Edit -> Preferences -> Control surface -> Push “Add”
3. Select “Loupedeck 2” and accept
4. Restart/Start the Loupedeck Software

WORKING WITH LOUPEDECK+

In Premiere Pro, Loupedeck is fully customizable to match your personal editing workflow. We have selected some factory default functions, so you begin editing immediately.

We have also added printable cheat-sheets to help guide you through your first steps of using Loupedeck+. For your own settings, please print blank Loupedeck+ layout sheets, located on the last page!

Loupedeck+ has basic commands such as, exposure and contrast on the default layer. Pressing FN and using the same dials and buttons will create a second layer, called the FN layer.

Loupedeck+ also has a “Custom Mode” which can be activated by pressing the “Custom Mode” button (LED will be lit when Custom Mode is activated). This will open all the dials for extra customization as a third layer. When “Custom Mode” is enabled by pressing FN, you will have an alternative “Custom Mode” with FN, which makes four different layers of open possibilities to master Premiere Pro! When using “Custom Mode”, all the other functions on buttons D1 and D2 dials are the same as in the default layer. When “Custom Mode” with FN is activated, all the other functions on buttons D1 and D2 dials are the same as in the normal FN layer.

By starting to use Loupedeck+ in steps you will experience a fast and simple learning curve!

Color explanations :

BASIC LAYER

FN LAYER

CUSTOM MODE LAYER

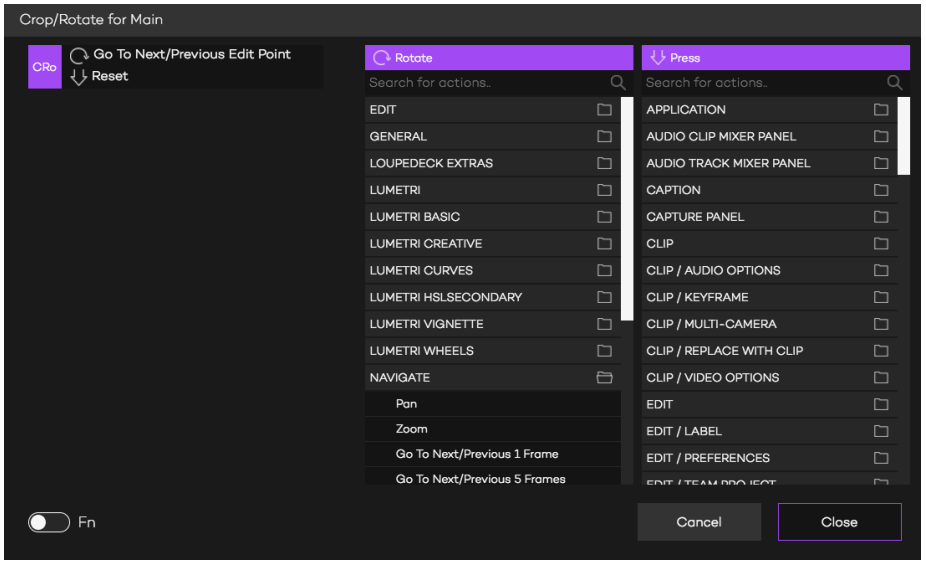
CUSTOM MODE FN LAYER

HOW TO CUSTOMIZE YOUR SETTINGS?

After you have installed Loupedeck+ your application will appear as below:

Within the upper right corner, you will find the Device and Application dropdown menus. From the Application menu select “Premiere Pro.”

On the configuration UI: Click the button with your mouse you wish to configure. Some buttons and dials are grouped together. If you click on the “Control Dial” the following dialog will open:

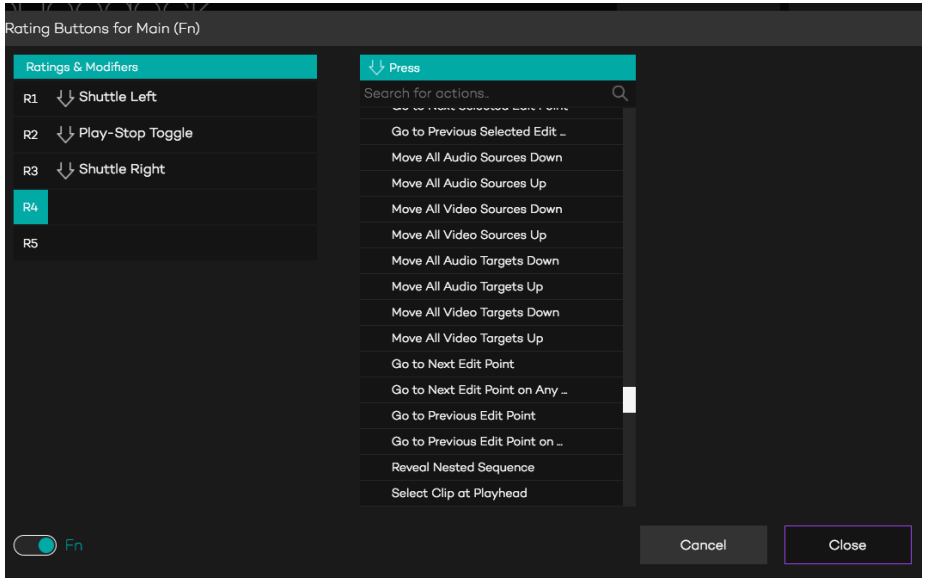


Within the left column, you will find the current function for buttons and dials. In the middle column you can select different Premiere Pro functions. Currently, Command is marked with an arrow under the function (rotate or press).

“Search for Action”, is recommended due to the large amount of Premiere Pro functions listed inside Loupedeck configuration software. Commands are sorted to folders by their appearence in Premier Pro. For example, all commands that aid in timeline navigation will be under *Timeline Navigation”.

Please note, in some cases the naming of the function within the Loupedeck+ configuration software differs from the naming presented in Premiere Pro.

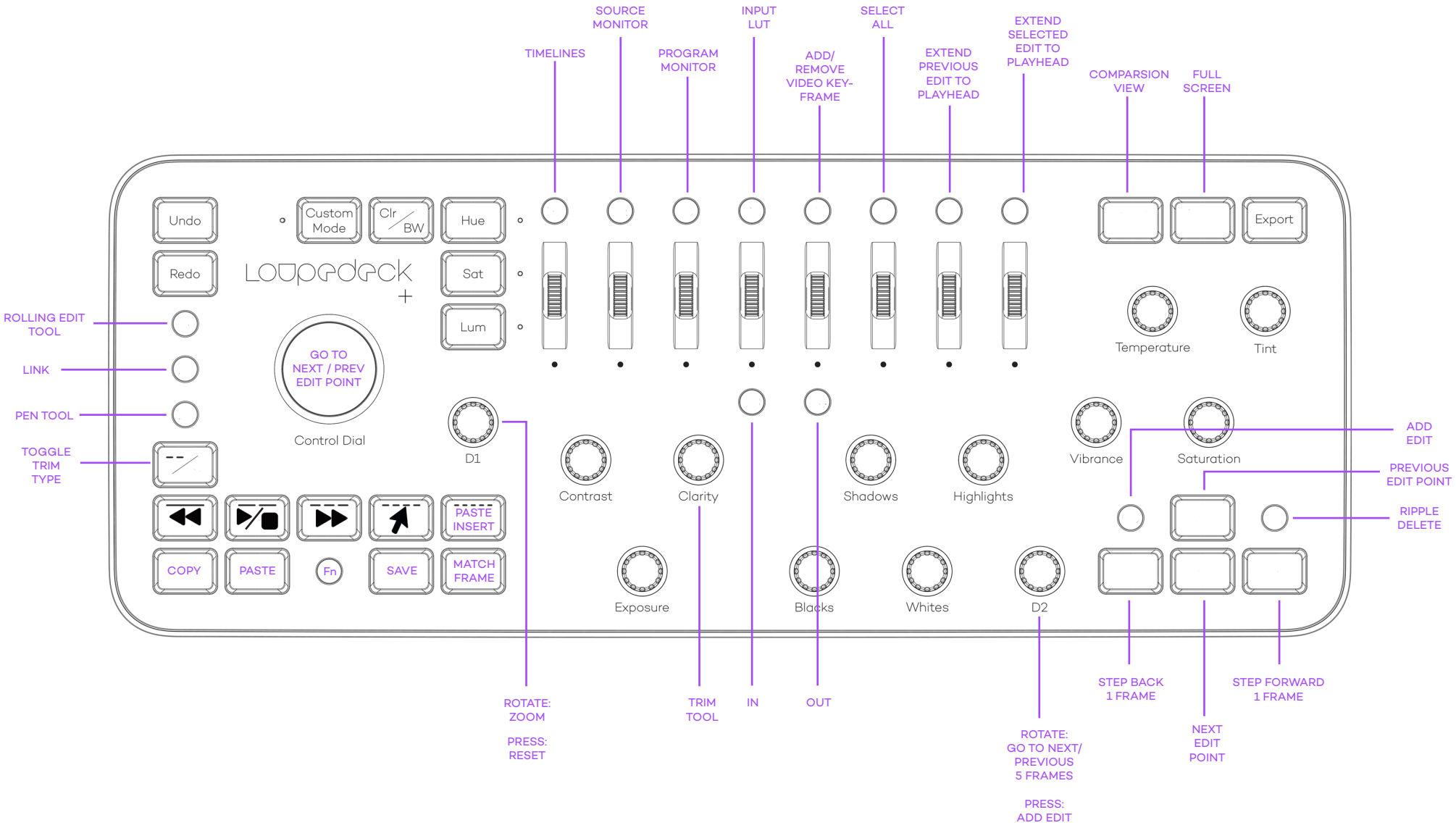
You will find the second level by clicking FN-switch from bottom-left corner. All of these commands are available in Loupedeck+ when you have FN button pressed down.



All changes are automatically saved, no additional actions are necessary to apply changes. When “Cancel” is pressed all changes will be discarded.

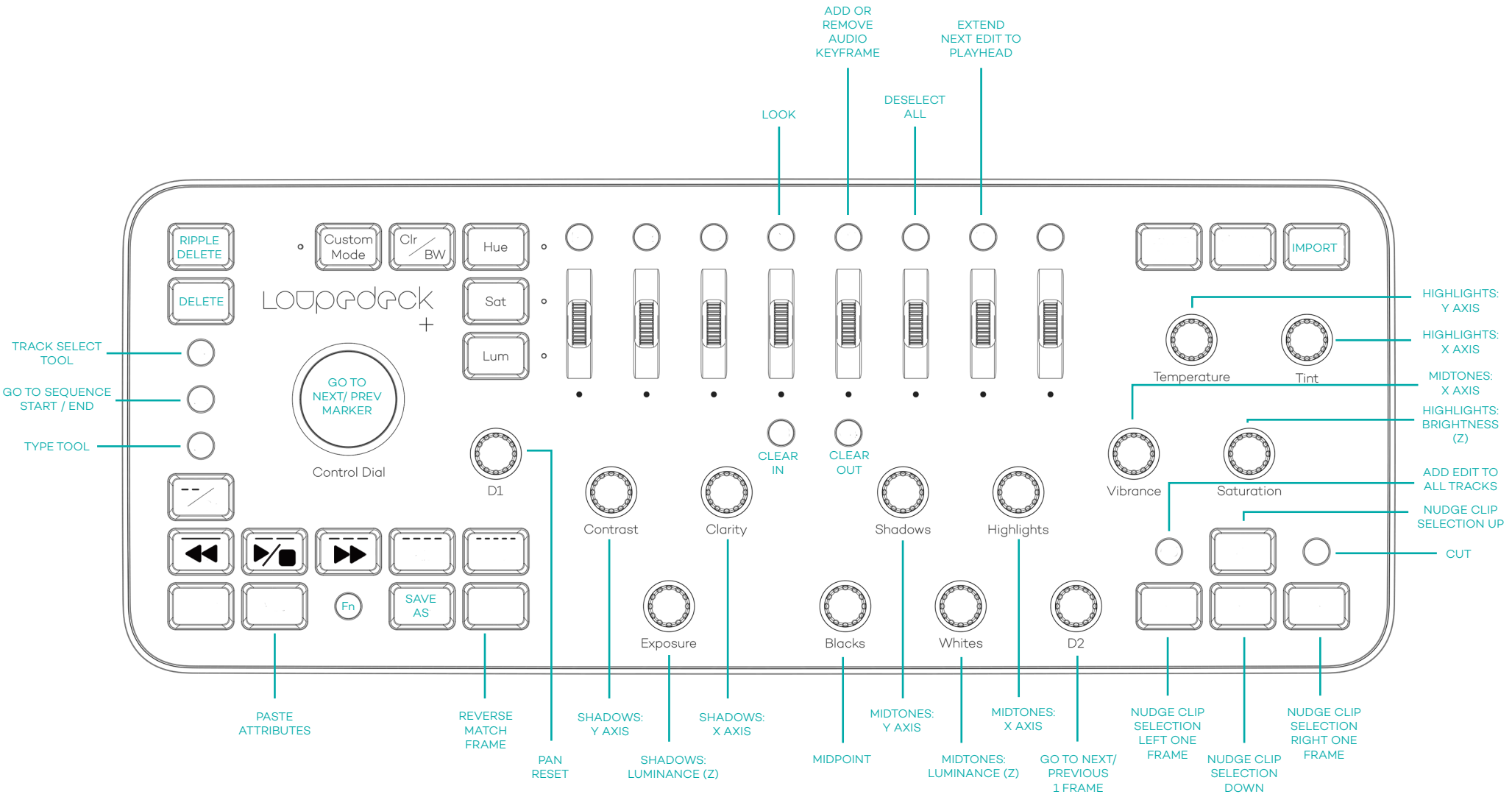
BASIC LAYER

FACTORY DEFAULT FUNCTIONS



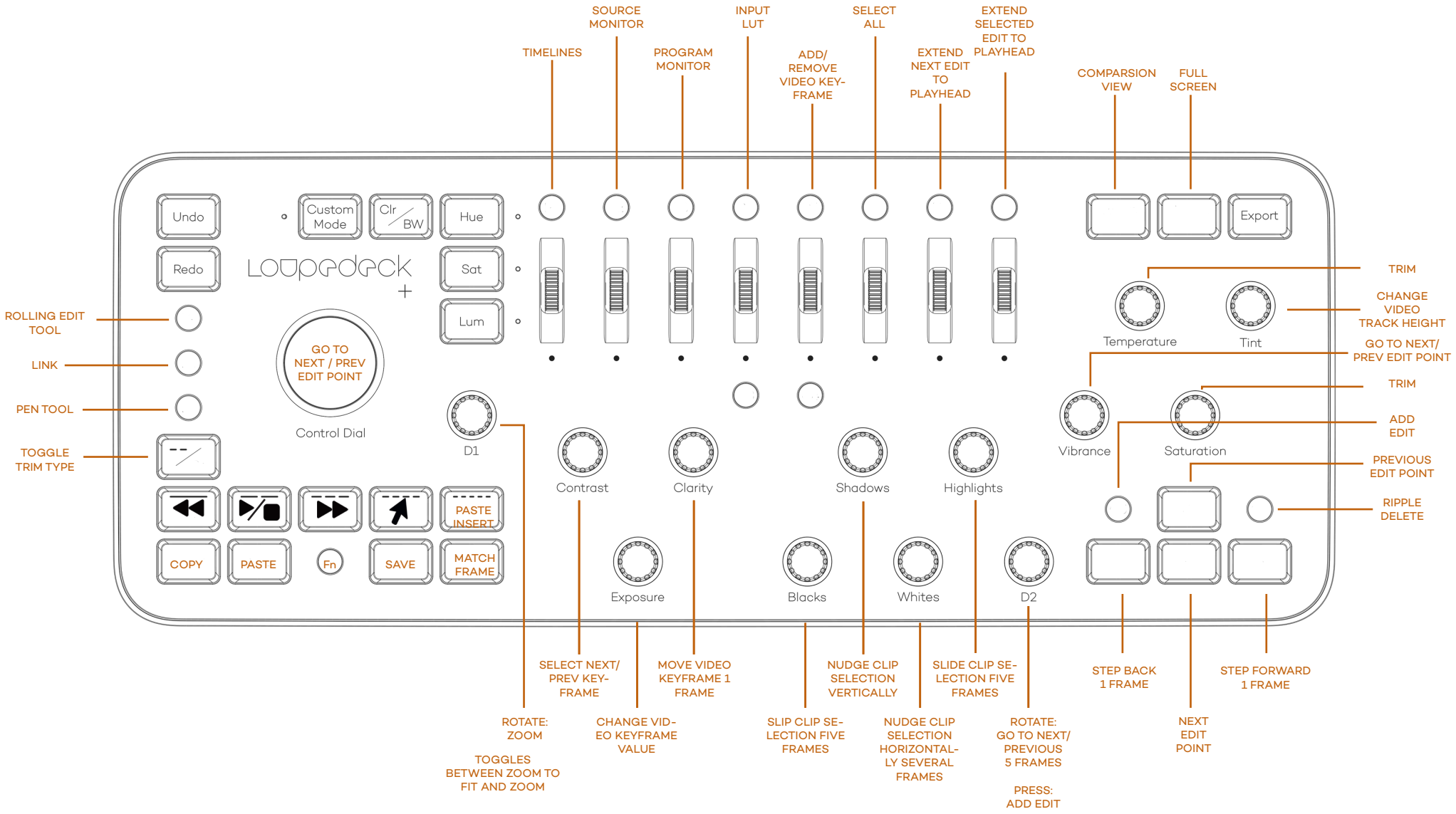
FN LAYER

FACTORY DEFAULT FUNCTIONS



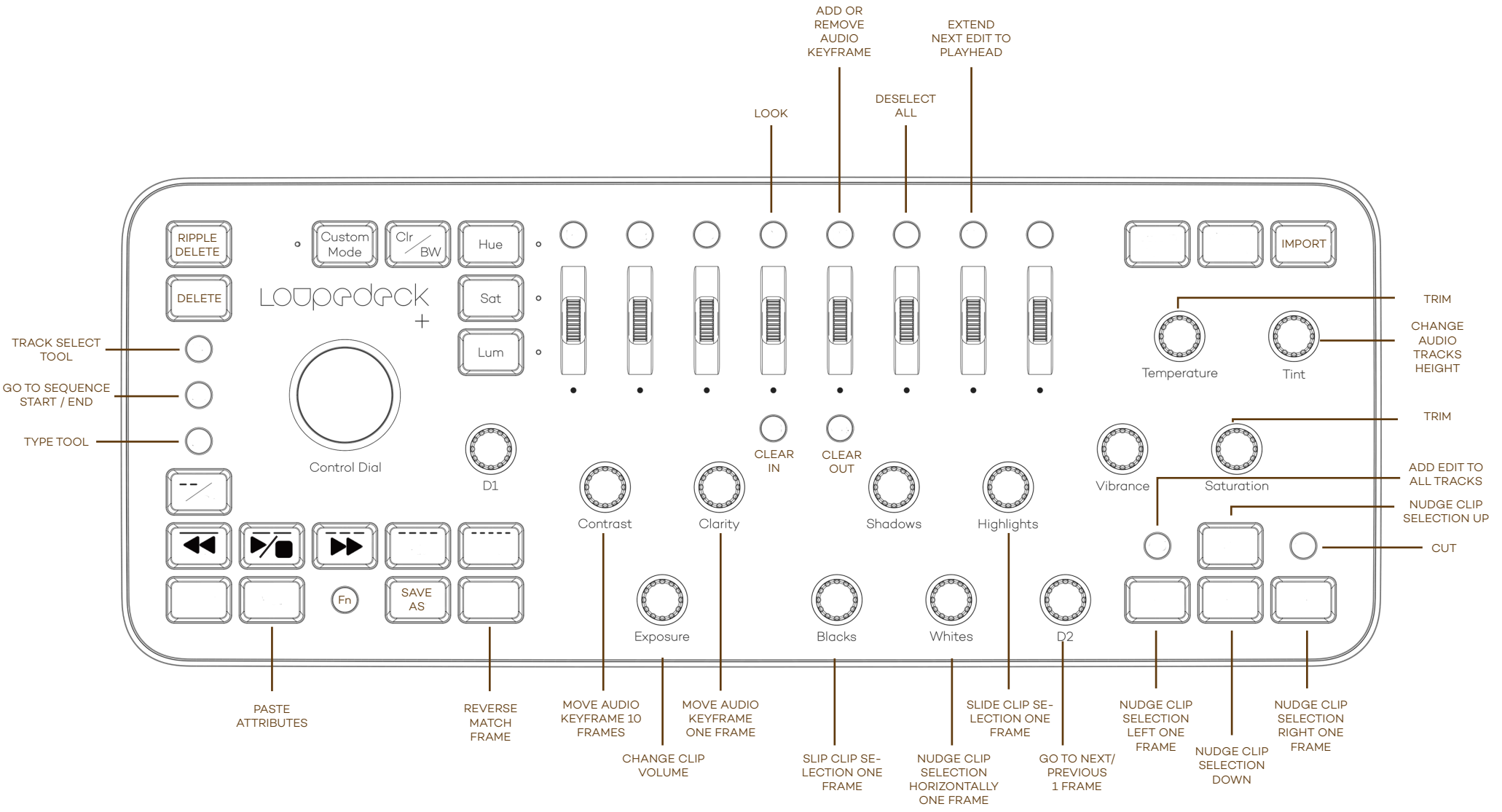
CUSTOM MODE LAYER

FACTORY DEFAULT FUNCTIONS



CUSTOM MODE WITH FN LAYER

FACTORY DEFAULT FUNCTIONS



WHAT DOES ALL COMMANDS DO?

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
YELLOW LINE	PLAY-STOP TOGGLE ▶/■	PLAY AND STOP IN TIMELINE, SOURCE MONITOR AND PROGRAM MONITOR
GREEN LINE	SHUTTLE RIGHT ▶▶	FAST BACKWARDS. PRESS 2 OR MORE TIMES AND SPEED WILL INCREASE
RED LINE	SHUTTLE LEFT ◀◀	FAST BACKWARDS. PRESS 2 OR MORE TIMES AND SPEED WILL INCREASE
BLUE LINE	SELECTION TOOL	SELECT CLIPS IN TIMELINE.
PASTE INSERT	PASTE INSERT	LETS YOU PASTE MATERIAL INTO SEQUENCE WITHOUT DESTOYING THE NEXT CLIPS. WORKS WELL WITH MARKED IN AND OUT POINTS. PASTES EXACTLY TO PLAYHEAD.
COPY	COPY	COPIES SELECTED MATERIAL FROM TIMELINE
PASTE	PASTE	PASTES COPIED MATERIAL TO TIMELINE WHERE YOUR PLAY-HEAD IS LOCATED
C1	SAVE	SAVES YOUR PROJECT
C2	MATCH FRAME	OPENS TO THE EXACT FRAME AS SOURCE MONITOR WHERE PLAYHEAD IS LOCATED IN SEQUENCE. LETS YOU EASILY VIEW YOUR MATERIAL WHITOUT OPENING IT IN SEQUENCE.
FN	FUNCTION	OPENS SECOND (Fn) LEVEL OF COMMANDS
C3	MARK IN	LETS YOU CHOOSE EXACT POINT FROM TIMELINE, SOURCE MON-ITOR OR PROGRAM MONITOR. EASY TO COPY AND PASTE MATE-RIAL FROM ONE POINT TO ANOTHER WITH HELP OF IN AND OUTPOINTS.
C4	MARK OUT	SAME AS MARK IN (INPOINT) BUT WORKS AS OUTPOINT FOR SELECTED AREA
UNDO	UNDO	PRESSING UNDO WILL REVERT THE EDIT MADE
REDO	REDO	PRESSING FN + UNDO WILL REVERT THE EDIT MADE

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
C5	ADD EDIT	LETS YOU TO DO A CUT TO SELECTED VIDEO OR AUDIO IN SEQUENCE. IF LINK IS ON CUT WILL COME TO VIDEO AND AUDIO.
FN + C5	ADD EDIT TO ALL TRACKS	MAKES A CUT TO ALL MATERIAL IN ACTIVE TRACKS IN SEQUENCE TO ALL TRACKS
FN + REDO	DELETE	DELETES SELECTED MATERIAL OR MATERIAL BETWEEN IN AND OUT PUT. LEAVES A CAP TO TIMELINE.
C6 FN + UNDO	RIPPLE DELETE	PRESSING C6 OR FN+ UNDO DELETES SELECTED MATERIAL OR MATERIALS BETWEEN IN AND OUT POINTS. CLOUSES AUTOMATICLY CAP IN TIMELINE.
L1	ROLLING EDIT TOOL	LETS YOU TO MOVE EDITPOINT BETWEEN TWO CLIPS
L2	LINK	LINKS AND UNLINKS VIDEO AND AUDIOCLIPS. LETS YOU TO SEPARETE VIDEO AND AUDIO FROM EATCH OTHER AND OTHER WAYAROUND.
L3	PEN TOOL	YOU CAN CREATE KEYFRAMES WITH PEN TOOL STRAIGHT TO MATERIAL IN TIMELINE. YOU CAN FOREXAMPLE FADE PICTURE OR SOUND WITH THIS TOOL
ARROW RIGHT (>)	STEP BACK 1 FRAME	GO BACK ONE FRAME IN TIMELINE, SOURCE MONITOR OR PROJECT MONITOR
ARROW LEFT (<)	STEP FORWARD 1 FRAME	GO FOWRARD ONE FRAME IN TIMELINE, SOURCE MONITOR OR PROJECT
ARROW DOWN (v)	GO TO NEXT EDIT POINT	JUMP EASILY TO NEXT EDITPOINT IN TIMELINE. REMEMBER TO HAVE RIGHT TRACKS ACTIVE.

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
ARROW UP (^)	GO TO PREVIOUS EDIT POINT	JUMP EASILY TO PREVIOUS EDITING POINT IN TIMELINE. REMEMBER TO HAVE RIGHT TRACKS ACTIVE.
FN + ARROW LEFT (<)	NUDGE CLIP SELECTION LEFT ONE FRAME	MOVES SELECTED CLIP OR CLIPS IN TIMELINE ONE FRAME TO LEFT
FN + ARROW RIGHT (>)	NUDGE CLIP SELECTION RIGHT ONE FRAME	MOVES SELECTED CLIP OR CLIPS IN TIMELINE ONE FRAME TO RIGHT
FN + ARROW DOWN (v)	NUDGE CLIP SELECTION DOWN	MOVES SELECTED CLIP OR CLIPS TO VIDEO/AUDIO TRACK UNDERNEATH
FN + ARROW UP (^)	NUDGE CLIP SELECTION UP	MOVES SELECTED CLIP OR CLIPS TO VIDEO/AUDIO TRACK ABOVE
FN + C4	CLEAR OUT	REMOVES SELECTED OUTPOINT. PRESSING THE DIAL WILL RESET.
FN + C3	CLEAR IN	REMOVES SELECTED INPOINT. PRESSING THE DIAL WILL RESET.
FN + C6	CUT	CUTS AWAY SELECTED MATERIAL. YOU CAN PASTE MATERIAL WITH PLAYHEAD TO SELECTED PLACE. PRESSING THE DIAL WILL RESET.
FN + L1	TRACK SELECT FORVARD TOOL	SELECTS ALL MATERIAL IN SEQUENSE FROM A POINT FORWARD. PRESSING THE DIAL WILL RESET.
FN + L2	GO TO SEQUENCE START OR END	LETS YOU JUMP DIRECTLY TO BEGINNING AND END OF A SEQUENCE. PRESSING THE DIAL WILL RESET.
FN + L3	TYPE TOOL	LETS YOU TO TYPE ON VIDEO. PRESSING THE DIAL WILL RESET.
D1	ZOOM	LETS YOU TO ZOOM IN AND OUT IN TIMELINE, SOURCE MONITOR AND PROJECT MONITOR. PRESSING THE DIAL TIMELINE

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
D2 + PRESS	GO TO NEXT / PREVOUS 5 FRAMES	ROTATING D1 WILL GO BACK OR FOWARD IN TIMELINE 5 FRAMES. PRESSING D1 ADDS THE EDIT
CLARITY	TRIM	CLICKING THE DIAL WILL GO TO CLOSEST EDIT POINT. THIS ENABLES THE TRIM TOOL AT THE EDIT POINT. PUSHING THE DIAL AGAIN WILL TOGGLE IN AND OUT TRIM. ROTATING THE DIAL WILL TRIM THE EDIT POINT.
--/COL		PRESSING --/COL TOGGLES THE TRIM TYPE
TINT	CHANGE VIDEO TRACKS HEIGHT	UNDER CUSTOM MODE. CHANGE VIDEO TRACKS HEIGHT. PRESS TO RESET.
FN + TINT	CHANGE AUDIO TRACKS HIGHT	UNDER CUSTOM MODE. CHANGE VIDEO TRACKS HEIGHT.
FN + D1	PAN	PRESSING FN AND ROTATING D1 LETS YOU PAN TIMELINE. PRESSING THE DIAL WILL RESET.
P1	TIMELINES	PRESSING P1 TOGGLES BETWEEN TIMELINES
P2	SOURCE MONITOR	PRESSING P2 ACTIVATES SOURCE MONITOR
P3	PROGRAM MONITOR	PRESSING P3 ACTIVATES PROGRAM MONITOR
P4	INPUT LUT	PRESSING P4 TOGGLES BETWEEN LOOKUP TABLE (LUTS)
P5	ADD OR REMOVE VIDEO KAYFRAME	PRESSING P5 ADDS OR REMOVES KEYFRAME. LOOK TO EFFECT CONTROLS PANEL
FN + P5	ADD OR REMOVE AUDIO KAYFRAME	PRESSING FN + P5 ADDS OR REMOVES KEYFRAME. LOOK TO EFFECT CONTROLS PANEL. PRESSING THE DIAL WILL RESET.
P6	SELECT ALL	PRESSING P6 SELECTS ALL MATERIAL IN SEQUENCE
FN + P6	DESELECT ALL	D PRESSING FN + P6 ESELECTS ALL MATERIAL IN SEQUENCE

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN + PASTE	PASTE ATTRIBUTES	PRESSING P7 LETS YOU TO EXPAND PREVIOUS CLIP TO PLAYHEAD
FN + C1	SAVE AS	OPENS SAVE AS WINDOW
FN + C2	REVERSE MATCH FRAME	
FN + C3	CLEAR IN	
FN + C4	CLEAR OUT	
FN + EXPORT	IMPORT	OPENS THE IMPORT WINDOW.
FN + CONTROL DIAL	GO TO NEXT / PREVIOUS MARKER	WILL GO TO THE NEXT OR PREVIOUS MARKER. PRESSING DIAL WILL RESET.
FN + ROTATING TINT DIAL	HIGHLIGHTS X AXIS	WITHIN THE LUMETRI HIGHLIGHTS COLOR WHEEL, PRESSING FN + ROTATING TINT DIAL WILL ADJUST THE X AXIS
FN + ROTATING TEMPERATURE DIAL	TEMPERATURE Y AXIS	PRESSING FN + ROTATING TEMPERATURE DIAL WILL ADJUST THE Y AXIS WITHIN THE COLOR WHEEL AND MATCH
FN+ ROTATING SATURATION	SATURATION Z AXIS	PRESSING FN + ROTATING SATURATION DIAL WILL ADJUST THE LUMINANCE (Z AXIS)
FN + VIBRANCE FN + HIGHLIGHTS	MIDTONES X AXIS	PRESSING FN + VIBRANCE OR FN + HIGHLIGHTS WILL ADJUST THE MIDTONES X AXIS
SHADOWS	FN + SHADOWS	PRESSING FN + SHADOWS WILL ADJUST THE MIDTONES Y AXIS
FN + WHITES DIAL	MIDTONES LUMINANCE (Z AXIS)	PRESSING FN + ROTATING WHITES DIAL WILL ADJUST THE LUMINANCE OF MIDTONES Z AXIS
FN + BLACKS DIAL	MIDPOINT	PRESSING FN + ROTATING BLACKS DIAL WILL ADJUST THE LUMETRI VIGNETTE MIDPOINT

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN + CLARITY	SHADOWS X AXIS	PRESSING FN + ROTATING CLARITY DIAL WILL ADJUST THE SHADOWS X AXIS
FN + CONTRAST	SHADOWS Y AXIS	PRESSING FN + ROTATING CONTRAST DIAL WILL ADJUST THE SHADOWS Y AXIS
FN + EXPOSURE	LUMINANCE OF SHADOWS Z AXIS	PRESSING FN + ROTATING EXPOSURE DIAL WILL ADJUST THE LUMINANCE OF SHADOWS Z AXIS
WHITES	WHITES	ROTATING THE WHITES DIAL ADJUSTS THE WHITEPOINT IN THE LUMETRI COLOR PANEL
BLACKS	BLACKS	ROTATING THE BLACKS DIAL ADJUSTS THE BLACKPOINT IN THE LUMETRI COLOR PANEL
SATURATION	SATURATION	ROTATING THE SATURATION DIAL ADJUSTS THE SATURATION IN THE LUMETRI COLOR PANEL
VIBRANCE	VIBRANCE	ROTATING THE VIBRANCE DIAL ADJUSTS THE VIBRANCE, LOCATED WITHIN THE CREATIVE TAB OF THE LUMETRI COLOR PANEL
HUE, SAT, LUM	HUE, SAT, LUM I	PRESSING HUE, SAT, OR LUM WILL SELECT TONE RANGE YOU WISH TO ADJUST. HUE = HIGHLIGHTS. SAT = MIDTONES. LUM = SHADOWS
HUE, SAT, LUM SCROLLS	HUE, SAT, LUM SCROLLS	RED SCROLL ADJUSTS X AXIS ORANGE SCROLL ADJUSTS Y AXIS YELLOW SCROLL ADJUSTS LUMINANCE (Z)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN	EXTEND PREVIOUS EDIT TO PLAYHEAD	PRESSING P7 LETS YOU TO EXPAND PREVIOUS CLIP TO PLAYHEAD
FN + P7	EXTEND NEXT EDIT TO PLAYHEAD	PRESSING FN + P7 LETS YOU TO EXPAND NEXT CLIP TO PLAYHEAD
P8	EXTEND SELECTED EDIT TO PLAYHEAD	AFTER SELECTING TRUE EDIT POINT, PRESSING P8 WILL MOVE EDIT POINT TO THE PLAYHEAD
P4	LOOKUP TABLE	PRESSING P4 TOGGLES THE LOOKUP TABLES
FN + P4	LUMETRI CREATIVE LOOK	PRESSING FN + P4 TOGGLES THROUGH THE CREATIVE LOOKS
BEFORE & AFTER	COMPARISON VIEW	PRESSING BEFORE & AFTER COMPARES REFERENCE CLIP TO CURRENT CLIP
SCREEN MODE	FULL SCREEEN	PRESSING SCREEN MODE CREATES A FULL SCREEN
EXPORT	EXPORT	PRESSING EXPORT OPENS THE EXPORT SETTINGS WINDOW
FN + EXPORT	IMPORT	PRESSING FN + EXPORT OPENS THE IMPORT WINDOW
CUSTOM MODE	CUSTOM MODE	PRESSING CUSTOM MODE ACTIVATES THE CUSTOMIZATION OF BASIC DIALS
CONTROL DIAL	CONTROL DIAL	ROTATING CONTROL DIAL WILL GO TO NEXT OR PREVIOUS EDIT POINT. PRESSING WILL RESET.
TEMPERATURE	TEMPERATURE	
TINT	TINT	ROTATING THE TINT DIAL ADJUSTS THE TINT IN THE LUMETRI COLOR PANEL
EXPOSURE	EXPSOURE	ROTATING THE EXPOSURE DIAL ADJUSTS THE EXPSOURE IN THE LUMETRI COLOR PANEL

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
CONTRAST DIAL	CONTRAST DIAL	ROTATING THE CONTRAST DIAL ADJUSTS THE CONTRAST IN THE LUMETRI COLOR PANEL
HIGHLIGHTS	HIGHTLIGHTS	ROTATING THE HIGHLIGHTS DIAL ADJUSTS THE HIGHLIGHTS IN THE LUMETRI COLOR PANEL
SHADOWS	SHADOWS	ROTATING THE SHADOWS DIAL ADJUSTS THE SHADOWS IN THE LUMETRI COLOR PANEL
WHITES	WHITES	ROTATING THE WHITES DIAL ADJUSTS THE WHITEPOINT IN THE LUMETRI COLOR PANEL
BLACKS	BLACKS	ROTATING THE BLACKS DIAL ADJUSTS THE BLACKPOINT IN THE LUMETRI COLOR PANEL
SATURATION	SATURATION	ROTATING THE SATURATION DIAL ADJUSTS THE SATURATION IN THE LUMETRI COLOR PANEL
VIBRANCE	VIBRANCE	ROTATING THE VIBRANCE DIAL ADJUSTS THE VIBRANCE, LOCATED WITHIN THE CREATIVE TAB OF THE LUMETRI COLOR PANEL
HUE, SAT, LUM	HUE, SAT, LUM I	PRESSING HUE, SAT, OR LUM WILL SELECT TONE RANGE YOU WISH TO ADJUST. HUE = HIGHLIGHTS. SAT = MIDTONES. LUM = SHADOWS
HUE, SAT, LUM SCROLLS	HUE, SAT, LUM SCROLLS	RED SCROLL ADJUSTS X AXIS ORANGE SCROLL ADJUSTS Y AXIS YELLOW SCROLL ADJUSTS LUMINANCE (Z)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN + D2	GO TO NEXT OR PREVIOUS FRAME	PRESSING FN + D2 WILL GO TO NEXT OR PREVIOUS FRAME
FN + P7	EXTEND NEXT EDIT TO PLAYHEAD	PRESSING FN + P7 LETS YOU TO EXPAND NEXT CLIP TO PLAYHEAD
P8	EXTEND SELECTED EDIT TO PLAYHEAD	PRESSING P8 WILL MOVE EDIT POINT TO THE PLAYHEAD
P4	LOOKUP TABLE	PRESSING P4 TOGGLES THE LOOKUP TABLES
FN + P4	LUMETRI CREATIVE LOOK	PRESSING FN + P4 TOGGLES THROUGH THE CREATIVE LOOKS
BEFORE & AFTER	COMPARISON VIEW	PRESSING BEFORE & AFTER COMPARES REFERENCE CLIP TO CURRENT CLIP
SCREEN MODE	FULL SCREEEN	PRESSING SCREEN MODE CREATES A FULL SCREEN
EXPORT	EXPORT	PRESSING EXPORT OPENS THE EXPORT SETTINGS WINDOW
FN + EXPORT	IMPORT	PRESSING FN + EXPORT OPENS THE IMPORT WINDOW
CUSTOM MODE	CUSTOM MODE	PRESSING CUSTOM MODE ACTIVATES THE CUSTOMIZATION OF BASIC DIALS
CONTROL DIAL	CONTROL DIAL	ROTATING CONTROL DIAL WILL GO TO NEXT OR PREVIOUS EDIT POINT. PRESSING WILL RESET.
TEMPERATURE	TEMPERATURE	
TINT	TINT	ROTATING THE TINT DIAL ADJUSTS THE TINT IN THE LUMETRI COLOR PANEL
EXPOSURE	EXPSOURE	ROTATING THE EXPOSURE DIAL ADJUSTS THE EXPSOURE IN THE LUMETRI COLOR PANEL

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
CONTRAST DIAL	CONTRAST DIAL	ROTATING THE CONTRAST DIAL ADJUSTS THE CONTRAST IN THE LUMETRI COLOR PANEL
HIGHLIGHTS	HIGHTLIGHTS	ROTATING THE HIGHLIGHTS DIAL ADJUSTS THE HIGHLIGHTS IN THE LUMETRI COLOR PANEL
SHADOWS	SHADOWS	ROTATING THE SHADOWS DIAL ADJUSTS THE SHADOWS IN THE LUMETRI COLOR PANEL
WHITES	WHITES	ROTATING THE WHITES DIAL ADJUSTS THE WHITEPOINT IN THE LUMETRI COLOR PANEL
BLACKS	BLACKS	ROTATING THE BLACKS DIAL ADJUSTS THE BLACKPOINT IN THE LUMETRI COLOR PANEL
SATURATION	SATURATION	ROTATING THE SATURATION DIAL ADJUSTS THE SATURATION IN THE LUMETRI COLOR PANEL
VIBRANCE	VIBRANCE	ROTATING THE VIBRANCE DIAL ADJUSTS THE VIBRANCE, LOCATED WITHIN THE CREATIVE TAB OF THE LUMETRI COLOR PANEL
HUE, SAT, LUM	HUE, SAT, LUM I	PRESSING HUE, SAT, OR LUM WILL SELECT TONE RANGE YOU WISH TO ADJUST. HUE = HIGHLIGHTS. SAT = MIDTONES. LUM = SHADOWS
HUE, SAT, LUM SCROLLS	HUE, SAT, LUM SCROLLS	RED SCROLL ADJUSTS X AXIS ORANGE SCROLL ADJUSTS Y AXIS YELLOW SCROLL ADJUSTS LUMINANCE (Z)

QUESTIONS?

Encountered something unexpected?
Here are a few helpful hints.

I connected Loupedeck+ to my computer and opened Premiere Pro, but nothing happens?
You have to select Loupedeck as your control surface. Go to:
EDIT -> Preferences -> Control Surface
From Device class, select: Loupedeck

Also, what is your operating system?
Loupedeck for Premiere Pro using configuration software 2.4 (or newer) is compatible with Windows® 10 or later, Windows® 8.1, Windows® 7, and Mac® OS 10.12 or later.

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

THIRD PARTY TRADEMARKS AND ITEMS

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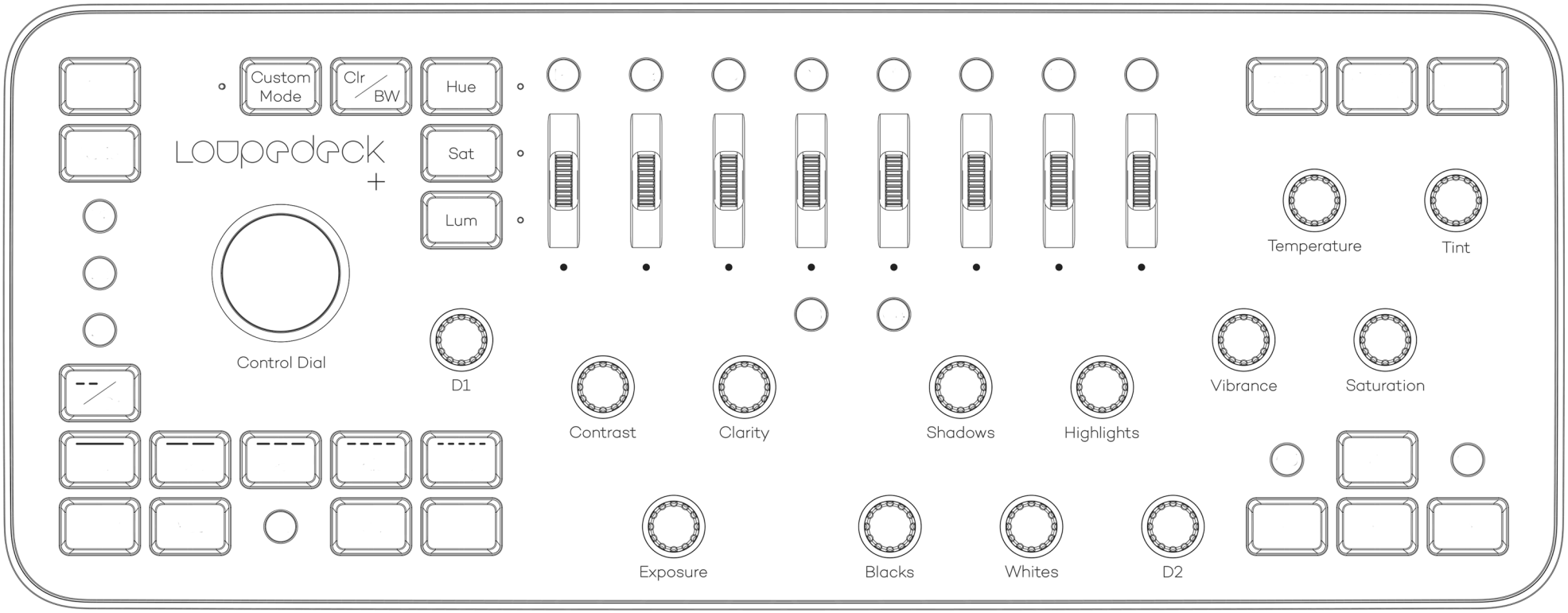

LOUPEDECK CUSTOM LAYOUT FORM

Loupedeck+

WWW.LOUPEDECK.COM