

LOUPEDECK

CT

ADOBE PHOTOSHOP User Guide for Loupedeck CT Software v.3.0



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OVERVIEW OF LOUPEDECK CT

Welcome to Loupedeck CT for Photoshop user guide. This guide provides a complete walk-through for Loupedeck CT usage with Photoshop.

NOTE! *Camera Raw, although being a part of Photoshop, has its own manual.*

For more detailed instructions on Loupedeck Setup software (including installing) or Loupedeck CT hardware, please refer to Loupedeck CT user guide.

Loupedeck CT supports:

- Windows® 10
- Mac® OS 10.12 or later
- Adobe® Photoshop® (most recent version)

MAC TIP: *Install applications into Applications folder. Otherwise Loupedeck software may not be able to detect editing software on your computer.*

WIN TIP: *Install Loupedeck Setup software using admin rights. Otherwise there might be issues, as some parts of the software are either not installed correctly or installed with insufficient rights.*

NOTE! *For Loupedeck CT, minimum requirement is Loupedeck Setup software 3.0, which does not work on MacOS 10.11 (or older) or 32-bit Windows versions.*

64-bit Windows 7, 8 or 8.1 versions are not supported, but Loupedeck Setup software might work if .NET Framework 4.5.1 (or later) is installed.

LOUPEDECK CT & PHOTOSHOP

To make using Loupedeck CT as intuitive as possible for Photoshop, all the actions are divided into two levels of control elements:

- 1) Workspace (elements):
 - a. Dials
 - b. Touch buttons
 - c. Wheel (incl. touch screen)
- 2) General elements:
 - a. Round buttons
 - b. Square buttons

The first group is controlled by workspaces, and every workspace has an individual set of tools and controls (e.g., Parameter dials for adjustment layer workspace).



The second group, general elements, contains functions that are needed throughout your creative process (e.g., Undo and Layer navigation arrows). These buttons do not change when workspace is changed.

General Elements

Round buttons, when using Photoshop, are prioritized for two separated tasks: Navigating between workspaces and using most important keyboard modifiers (Alt, Shift, Ctrl and Delete). There are also common actions assigned to round buttons (e.g. Proof Colors On/Off, Fade).

Round buttons have a number from 1 to 8, and they change their color according to the assigned action type (e.g., green indicates workspace).

NOTE! If workspace links were assigned under touch buttons, for example, they could not be reached when workspace is changed, as the content of touch buttons would change.

Square buttons, are dedicated to the most used actions that are needed from time to time regardless of the activated (e.g. navigating layers).

Square buttons, unlike round buttons, are prelabeled to refer to set of actions which are common in Photoshop (e.g. undo and save, or arrows for navigating layer).

Like round buttons, square buttons are illuminated with RGB color LEDs and they change color according to the assigned action type (e.g., purple indicates an action).

Workspace Elements

Throughout all workspaces, **Dials** are prioritized for the most used tool and layer adjustments (e.g., size, opacity, hardness). In some workspaces some dials might have different functions to cover more needed adjustments (e.g. in Selecting workspace “Tool Blend Mode” -> “Navigating layers up/down” as tool blend mode is not usually needed in selecting areas).

Dials also have a press function that is, in most cases, bind for resetting adjustment value (e.g., pressing opacity dial will reset opacity back to 100%).



Touch Buttons (on touch screen) contain most used actions within every workspace (e.g., brush and lasso in Main Tools workspace).

Some workspaces have several pages of actions. These pages are linked to the workspace’s first touch page for easy and quick access without the need to swipe the screen horizontally (e.g. Main Tools workspace has Tools 1 as main page, and Tools 2 as secondary page).

In some workspaces first touch page also contains page links for dials or the wheel (e.g., adjustment layers workspace has three parameter dial page links on the first touch page to cover 16 parameter dials).

Wheel contains both rotation capability (wheel ring) and touch capability (wheel screen). In almost every workspace the wheel has a selector, a menu, for different sets of tools. E.g., Main Tools workspace has a wheel selector for: Layer Tools, Retouch Tools, Path Tools and Fill Tools. Pressing one of these page links will open a set of tools or commands that are activated by tapping the wheel screen.

Some workspaces have a smaller set of adjustments or actions dedicated to the wheel. In those cases, actions and adjustments are assigned to the wheel without a selector menu (e.g., Layers workspace has layer linking actions on the wheel screen: Link Layers, Select Linked Layers and Unlink Layers).

ROUND & SQUARE BUTTONS

Although Photoshop profile prioritizes round buttons for navigating workspaces and to use most common keyboard modifiers, there are some useful actions and tools assigned to both round and square buttons to boost up your workflow!



In this chapter we go through all the actions and tools that are assigned to both square and round buttons, not forgetting useful tips on how to boost up your own workflow!

CONTROL ELEMENT	INFORMATION, BUTTONS / DIALS	FACTORY DEFAULT ACTIONS / ADJUSTMENTS
<p>Square Buttons (generally)</p>	<p>General information</p>	<p>Square buttons are prioritized for most common functions needed from time to time in your editing process.</p> <p>Square buttons are mainly pre-labeled, including buttons that are customizable, because in every supported software these buttons function very similarly if not exactly the same way. E.g., Save button contains saving or exporting functions regardless of the supported software.</p>
<p>Square Buttons (fixed)</p>	<p>Home (O) FN + Home</p>	<p>Home button has multiple functions. Pressing home button will work in two stages depending on what is currently active.</p> <p>Press Home (O) to:</p> <ul style="list-style-type: none"> - Show first pages of current workspace - Jump to Home View <p>Special function for Home button: Press FN + Home to activate System plugin for controlling OS-specific functions – e.g., screen brightness (laptops), media and desktop controls. When working with System plugin: Press Home again to activate previously used editing software, in this case: Photoshop.</p> <p><i>TIP! You can use Home View as your workspace “browser”, an easy access point to any of your workspaces, and assign more commonly used actions to</i></p>

		<i>round buttons (e.g., Full Screen), instead of using them for navigating between workspaces!</i>
	Enter (↵) FN + Enter	Press Enter (↵) to apply “OK” for opened dialogs. Press FN + Enter () to apply ESC for cancelling dialogs.
	Keyboard () FN + Keyboard	Press Keyboard button () to change round buttons as keyboard modifiers (indicated below the buttons – e.g., Tab, Shift, Ctrl etc.). Press Keyboard button again to exit keyboard modifiers and set round buttons back to how they are assigned. <i>TIP! You can also use keyboard modifiers by keeping Keyboard button pressed down (e.g., Press keyboard + 7 for deleting a single image). This method does not activate keyboard modifiers for all round buttons.</i> Press FN+Keyboard button to activate Number Pad mode. Press FN+Keyboard button again to exit Number Pad mode.
	FN, FN + FN	Press FN + Round buttons to access second level of actions and links. Press FN + Square buttons to access second level of actions. Press FN + Rotate the wheel to navigate lists or action cakes. Press FN + Swipe wheel screen for navigating to previous or next Wheel page(s). Press FN + FN to lock wheel screen swipe to prevent accidental navigation to previous or next wheel page. Press FN + FN again to release the lock. <i>NOTE! When navigating from a locked wheel page (e.g. HSL color wheel) to a normal wheel page, lock will be released automatically.</i>
Square Buttons (customizable)	Undo FN + Undo	Buttons in this set are fully customizable, and you can reassign them to better fit your requirements. Some buttons have a paired function accessible by pressing FN (e.g., FN+Undo = Redo).

		Press Undo to jump to the <u>previous state of Photoshop history</u> . Press FN + Undo to Redo previous undone history state.
	Save, FN + Save	Press Save to Save. This will overwrite current file. Press FN + Save to activate Save As, for giving a new file name.
	A ( , B ( , C ( , D ( , E FN + A ( , FN + B ( , FN + C ( , FN + D ( , FN + E	<p>Square Buttons from A to E are used for layer navigation and common tool actions.</p> <p>Press A () to navigate upwards in layer list. Press B () to navigate downwards in layer list. Press FN + A () to move layer upwards. Press FN + B () to move layer downwards.</p> <p>Press C () to hide current layer Press FN + C () to hide other layers.</p> <p>Press D () to toggle current & previous tool. Press FN + D () to toggle foreground and background colors.</p> <p>Press E to select hand tool to move within zoomed image. Press FN + E to select move tool to move objects within image area.</p>
Round Buttons	General information	<p>Round Buttons are prioritized for two main functions: Navigating between workspaces and using keyboard modifiers. In addition there are some useful tools and functions assigned to round buttons.</p> <p>TIP 1! While using a workspace and navigating between pages, press workspace button to set first pages to every workspace element. This works the same way as pressing Home button.</p> <p>TIP 2! If you use workspaces based on your workflow - assign them to round buttons in your process order. Then just go forward by pressing 1-2-3-4!</p>

<p>1: Main Tools FN+1: Cleaning</p>	<p>Press 1 to access <u>Main Tools</u> workspace. This workspace contains common tools that are used within every kind of Photoshop work (e.g. brush, lasso)</p> <p>Press FN + 1 to access <u>Cleaning</u> workspace. This workspace contains specific tools for cleaning up an image before retouching (e.g. patch tool, spot healing brush)</p>
<p>2: Shift FN+2: Retouch</p>	<p>Press 2 to use keyboard modifier Shift.</p> <p>Press FN+2 to access <u>Retouch</u> Workspace. This workspace contains specific tools for retouching an image (e.g. dodge, burn, liquify)</p>
<p>3: Ctrl FN+3: Selecting</p>	<p>Press 3 to use keyboard modifier Ctrl.</p> <p>Press FN+3 to access <u>Selecting</u> workspace. This workspace contains specific tools for selecting areas and making masks.</p>
<p>4: Keyboard Modifier: ALT Fn+4: Proof Colors</p>	<p>Press 4 to use keyboard modifier Alt.</p> <p>Press FN+4 to toggle between proofed image and normal view.</p> <p>NOTE! When using Proof Image, remember to select correct color mode from Photoshop's View -> Proof Setup!</p>
<p>5: Colors FN+5: Paths & Vectors</p>	<p>Press 5 to access <u>Colors</u> workspace. This workspace contains quick color links for main foreground and background colors and also HSB Cube color selectors for both.</p> <p>Press FN+5 to access <u>Paths & Vectors</u> workspace. This contains all tools for creating paths and vector shapes.</p>
<p>6: Adj. Layers FN+6: Layers</p>	<p>Press 6 to access <u>Adjustment Layers</u> workspace. This workspace contains all adjustment main adjustment layers within two touch pages and several dial pages of adjustment layer parameters for controlling each adjustment layer (e.g. Parameter 1. controls Levels' black point when Levels Adjustment Layer is selected).</p>

	<p>Press FN+6 to access Layers workspace. This workspace contains all the main actions for controlling layers (e.g. create mask, merge layers)</p>
<p>7: Delete FN+7: Fade...</p>	<p>Press 7 to delete something from the image plane or from layers list.</p> <p>NOTE! <i>Be careful with the delete button!</i></p> <p>Press FN + 7 to access Fade... dialog. You can use Fade... to fade previously made command (e.g. after drawing a line with a brush, use Fade... action to set opacity and blend mode for the already drawn line).</p>
<p>8: Finalize & Export FN+8: -</p>	<p>Press 8 to access Finalize & Export workspace. This workspace is for making overall adjustments before exporting your image (e.g. use proof colors to see your image in CMYK colors and use HSL adjustment layer to fine tune colors).</p> <p>FN+8 has nothing assigned.</p> <p>TIP! <i>Make your own workspace and test it on round button FN+8!</i></p>

WORKSPACES

Loupedeck CT has a pre-configured profile for Photoshop. This profile has workspaces which contain a combination of most common tools used by several Photoshop professionals.

Dials have a set of tool and layer controls that stay the same from workspace to workspace – excluding some specific workspaces that have a unique set of dial controllers (e.g. adjustment layers workspace has layer parameters on the dials instead of tool controls).



Wheel is used for zooming in and out within almost every workspace. There are some workspaces that have more unique adjustment on the wheel (e.g. navigating up/down layer list when working in Layers workspace).

Although this manual does not describe all assigned actions, we will go through all default workspaces and see how to use them efficiently.

Main Tools [Round Button: 1]

Loupedeck CT's main workspace for Photoshop is called "Main Tools". This workspace is a combination of most common tools and tool or layer adjustments.

Dials contain common tool parameters, e.g. (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode. This set of dials is most common in all workspaces.

Touch buttons are divided into two pages: Tools and Tools 2. First page contains brush, eraser, text tool, make new layer, tools for healing, tools for selecting and deselecting an area and of course resetting colors to white (foreground) and black (background).

Second page contains tools that are also common but not that often used: Copy functions and paste, crop tool, fast selection tools and blur, smudge and sharpening tools.

Wheel ring is for zooming in/out – this setting is selected as the primary adjustment for almost every workspace. Wheel screen contains a selector menu which gives access to most common tool or action sets of particular subject:

- **Layer Tools:** New Layer Group, Merge Layers, Make a new layer of visible layers and Layer Mask.
- **Retouch Tools:** Path Tool, Dodge & Burn Tools, and Sponge Tool.
- **Path Tools:** Pen Tool (for drawing), Direct Select Tool (for editing points), Hand Tool (for moving around) and Convert Point Tool (for converting points).
- **Fill Selector:** Bucket Tool, Gradient Tool, Fill with Foreground Color, Fill.. dialog.

***TIP!** Main functions are on the touch button pages and these wheel tools work as an addition to those tools. E.g. use area selection tool (activate from first touch page) and use wheel selector to access either Fill Tools or Retouch Tools.*

Cleaning [Round button: FN+1]

This workspace is prioritized for tools that are used for cleaning image from spots, scratch, and other unwanted marks that needs to be removed before retouching or finalizing the image.

Dials contain common tool parameters, e.g. (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

Touch buttons contain: Pen for making paths (that can be later used for making areas), brush, healing brushes and patch tools, area selecting tools, creating layers and activating/deactivating info window.

Wheel has a selector for additional adjustments for brush control and layer control. These can be used as an addition to more common actions on the touch screen.

***TIP!** If you need more additional tools:*

- *Create more wheel pages for the tools you need*
- *Change wheel's "Cleaning Wheel Selector" page to a four-cake wheel layout and add Wheel page links your new selector*

Retouch [Round Button: FN+2]

This workspace has most common tools needed for retouching - e.g. controlling lights and shadows or repairing skin.

Dials contain common tool parameters, e.g. (tool tip) size, hardness (also known as feather), flow (which is more suitable for retouching than opacity) and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

Touch Buttons contain brush, color picker, patch, clone stamp and lasso tools. Dodge & Burn and Blur tools. Making a new layer of visible layers, Tone Curve adjustment layer, liquify and Gaussian Blur smart filter.

Wheel has a mixed selector and action menu with access to Color HSB cube and actions for zooming into 100% and zooming out to “fit on screen” – a fast way to check details and get back to the whole view.

Selecting [Round Button: FN+3]

When making more complex selections, this is the workspace for you.

Dials contain common tool parameters, e.g. (tool tip) size, hardness (also known as feather) and opacity on the left side and on the right side dials dedicated to controlling layers: Navigating layer list up/down, opacity and layer blending mode.

Touch Buttons contain basic selection tools but also a various of other selection or area tools which are not present in many other workspaces e.g. Rectangular Area Selection, Elliptical Area Selection, Magnetic Lasso Tool, Quick Select Tool and Invert Selected Area. Layer masks are also available as they are used for masking areas – a way of selecting what is shown from a layer.

Wheel, unlike other workspaces, does not have a selector menu, but instead a set of other functions that assist with selections and areas e.g. Select & Mask dialog, Feather dialog, Filling area with either foreground color or by using content aware algorithms.

Colors [Round Button: 5]

Color workspace is ment, as it states, to control colors. This workspace prioritizes touch screen and the wheel.

Touch screen has two pages: Foreground Colors page and Background Colors page. Both pages are divided into three rows which are basically identical:

- Bottom row: Warm Colors (red, orange, yellow, green)
- Middle row: Cooler colors (aqua/turquoise, blue, purple, magenta)
- Top row: Color picker, Fill with foreground or background color (depending on which page is selected), reset foreground and background colors to white & black.

Wheel has a selector menu for accessing color picker widget for foreground and background colors. Color picker uses Photoshop's HSB Cube color presentation:

- Rotating wheel ring adjusts hue
- Swiping finger left or right adjusts saturation
- Swiping finger up or down adjusts brightness

***TIP!** Open Color window (F6) in photoshop to see foreground color pointer within the HSB cube presentation.*

***NOTE!** Color window does not show changes on background color. That is only visible on tool selectors color boxes.*

Dials contain same tool parameter adjustments as most of the other workspaces: (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

Paths & Vectors [Round Button: FN+5]

This workspace is dedicated for path and vector tools – it contains many tools that are not found from the Path Tool wheel used in Main Tools workspace.

As most of the path work is done by mouse, this workspace prioritizes touch buttons as the main control element. **Dials** have only one adjustment, zoom in and out, as the **Wheel** is dedicated for Mouse pointer tool. Mouse tool is very handy for moving anchor points very accurately:

- Activate Direct Select Tool
- Move cursor over a path's anchor point
- Use wheel to move point very accurately horizontally
- Tap on wheel screen to change direction to vertical movement

Touch Buttons have basic path tools (e.g. pen, convert point tool, direct selection tool) but also less used path tools: Add Anchor Point, Remove Anchor Point, Path Selection tool, Freeform Pen Tool. Touch buttons also contain vector tools: Custom Shape Tool and Line Tool – in addition also quick zoom in/out actions are on the touch screen – as an alternative for zooming in and out (in steps) using a dial.

Adjustment Layers [Round Button: 6]

This workspace contains all the most used adjustment layers. Prioritized control elements are dials for adjusting adjustment layer parameters and touch buttons for adding adjustment layers to the layer list.

Touch Buttons are divided into two areas:

- Top row: Page links
- Middle & bottom row: Adjustment Layer activations

Page links on the touch buttons contain three pages of Parameter Dials and a link to the second touch button page which contain more adjustment layers. First page has most of the common adjustment layers: Levels, Curves, and color related adjustment layers. Second page has adjustment layers like: Exposure/contrast, brightness, vibrance, posterize, threshold, color balance and gradient map.

These adjustment layers are assigned with parameter adjustments – they are controlled with **dials**. For example Parameter 1 (on dials) adjusts the first parameter in most of the adjustment layers (e.g. Black point on Levels and red channel on HSL).

As the dials are prioritized for adjustment layer parameters, the **Wheel** has a selector menu that gives access for tools that are useful when working with adjustment layers and their layer masks:

- Brush Adjustments / Tool parameters: Tool size, opacity, hardness and flow
- Layer Mask Tools: Brush, Gradient Tool, Bucket Tool and Brush size.
- Layer Parameters: Navigate on Layer List, Layer Blending Mode, Layer Opacity, Layer fill amount
- Mouse Tool

Layers [Round Button: FN+6]

As Main Tools workspace contains the basic layer controlling actions and adjustments, Layers workspace has been set under Adjustment Layers and not the opposite way around.

This workspace contains more layer functions, adjustments and tools than Layer tools wheel in Main Tools workspace. Priority is on actions within **touch buttons** which contain several different

ways on making new layers (e.g. duplicate, new layer from visible layers, new layer from selected layers) - also making clipping masks and merging layers into each other or grouping them.

Dials offer the same set of tool and layer controls as in other workspaces: Size, hardness, flow, opacity, layer opacity and layer blending mode.

Wheel has additional layer controlling functions for linking, selecting linked and unlinking layers. Wheel ring is used for navigating on the layer list up and down.

Finalize & Export [Round Button: 8]

Last of the workspaces is also the last of your workflow – finalizing the image and exporting a file for later use. This workspace contains different exporting functions, such as Save For Web, Quick Export to PNG and opening Export Dialog for more wider exporting possibilities.

Within this workspace you can also check how the image looks when proof colors is activated – and use color adjustment methods to tweak the image before exporting it to different color spaces or color profiles. For color tweaking you can add HSL adjustment layer or use Camera Raw filter. **Dials** are for navigating the layer list or zooming in and out.

Wheel has been dedicated to Analog Clock widget – just that you don't forgot the time while working hard!

MORE QUESTIONS?

Encountered something unexpected? Here are a few helpful hints.

This manual does not contain anything about Camera Raw – is it supported?

Yes, Adobe Camera Raw is supported as a part of Photoshop, but it has a dedicated manual as it is quite large not all Photoshop users use Camera Raw as a filter or as a plugin.

Is Photoshop CS3 (or some other old version) supported?

Loupedeck system supports Adobes latest versions. Loupedeck might be compatible backwards to a certain point, but there are no guarantees.

I am unable to install Loupedeck Setup.

Loupedeck setup is compatible with Windows® 10 or later and Mac® OS 10.12 or later. Loupedeck software also requires a 64-bit OS version. Loupedeck software is not specifically developed for Windows 7 or 8, but it might work normally, as the OS base is very similar.

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

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