Tooltip Library

Complete tooltip and status-message reference for LUT Evaluator v1.0.

Toolbar

Control	Tooltip
Colour squares	Set the viewport background: black, middle grey, or white.
SOURCE	Hold to see the unprocessed image. Release to return to the processed view.
ZEBRA	Exposure check overlay: brightest in magenta, darkest in lime green.
RESET ALL	Clear all assets, turn off checks, and restore the test pattern.

Panels

Control	Tooltip
LOAD IMAGE	Load a JPEG/PNG/WebP to preview assets on.
TEST PATTERN	Restore the built-in colour-wheel and tonal-strip image.
Assets drop / LOAD ASSETS [L]	Load .cube LUTs or Lumatic .csv palettes. Multiple at once. Shortcut: L.
Loaded list item	Click to apply this asset to the preview. Only one is active at a time.
CLEAR	Empty the asset list.
Filename	Names the saved bundle.
SAVE 4-PART RESULT	Save three JPEGs (full/1200/200) plus a 33-point .cube of the active effect.

Status Bar Messages

Trigger	Message
Preview image set	PREVIEW: name / PREVIEW: TEST PATTERN
Assets loaded	LOADED: n ASSETS
Invalid LUT	INVALID .CUBE: name — BAD SIZE OR DATA
Invalid palette	INVALID .CSV: name — NO VALID PALETTES
Unsupported file	UNSUPPORTED: name
No usable assets	NO VALID ASSETS LOADED
Save without image / asset	NO IMAGE LOADED / SELECT AN ASSET FIRST
Saving / saved	EXPORTING BUNDLE… / EXPORTED: 4-PART RESULT

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