

## Documentation Addendum — v3.3.5

*Applies to: the v3.3.4 Quick Start, User, Technical, and Tooltip guides.*

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Version 3.3.5 makes two small corrections to the engine. The existing v3.3.4 guides remain accurate except for the one point called out under “Correction to the Technical Guide” below. Update the version number on the guides to v3.3.5 at your next reprint.

### 1. Exported LUT now matches the preview exactly for curves

Previously, when a curve preset was active, the on-screen preview used a smooth spline while the exported .cube LUT used a simpler straight-line interpolation between curve points. The two could differ slightly. From v3.3.5 the exported LUT uses the same smooth spline as the preview, so a curve looks the same whether you judge it on screen, in the exported JPEGs, or by applying the exported .cube in another application.

*For users: you no longer need to avoid the .cube export when a curve is important — it now matches what you see.*

### Correction to the Technical Guide (v3.3.4)

The v3.3.4 Technical Guide, Section 6 (LUT Export), contained this note:

*“The LUT export loop uses linear curve interpolation rather than spline interpolation — a known limitation ... For images where curve accuracy is critical, use the JPEG export rather than applying the .cube to other images.”*

That statement no longer applies as of v3.3.5. The LUT export now uses monotone cubic spline interpolation, identical to the preview. The Section 6 “Included / Excluded” list is otherwise unchanged and remains correct.

### 2. Reset All — history and coverage

Two refinements to the RESET ALL button. First, Reset All is now recorded as a single step in the undo history rather than several, so one press of Undo restores everything you had before the reset. Second, Reset All now also clears any loaded Texture and resets the Graduated ND filter, alongside the mixer, tonal, vignette, LUT, palette, and curve settings it already cleared — so it is now a complete return to the neutral starting point.

*RESET ALL still keeps your loaded image; only START OVER clears the image itself.*

### Unchanged — still correct in the v3.3.4 guides

Everything else in the existing guides remains accurate, including: the processing pipeline order; the B&W Mixer maths; the tonal-palette smoothing; that Vibrance only affects toned output; that the exported .cube excludes spatial effects (Graduated ND, Vignette, and Texture) because a colour-only LUT cannot represent them; session persistence storing slider values only (assets must be reloaded); the 20-step undo limit; and the 1,000-entry Ledger cap.

**In short: this addendum changes one factual statement (curve interpolation in the LUT) and notes two behavioural refinements to Reset All. No other part of the documentation needs revision for v3.3.5.**